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About This Game

Save the world from being covered in excrement!

If you love dealing with everyday inconveniences, ridiculous situations, and having no toilet paper, then this game is for you. Tons of adventure and excitement in this 25 hour long quest. Explore the world, defeat enemies and solve puzzles!

We got a good amount of hate because (1. RPG Maker) and (2. Poop jokes). With that said:

Before you criticize, AT LEAST play the free 3 chapter demo!

Set out on a somewhat meaningless epic adventure! Four friends (well 2 are friends, 2 are randoms) with stereotypical elemental powers find out what it means to have their toilet paper stolen. They set out for revenge on a mysterious villain (OOOoooOOOooohhh.....) who causes this immense inconvenience. Prepare yourself for a full day's worth of excitement (disclaimer: please don't play for a whole day in one sitting)!

Turn based adventure/RPG

300+ maps

25 hours of gameplay (and that's if you know exactly what to do and where to go)

4 playable characters (already mentioned; see above)

21 weapons, and even more items including a few stat boosters

119 enemies (that you will inevitably hate)

All your typical adventure game locations

Elemental superpowers (with that slight twist of course)

Full game is over 500MB (lots of graphics and music, all free for commercial use)

2.5 years in development. Started in September 2013 in RPG Maker VX Ace, and COMPLETELY REDONE in RPG Maker MV. Finished in 2016.

CONTROLS:

Standard RPG Maker control setup

Action/Cancel: Z, X

Move: Arrow Keys

Run: Hold Shift

Title: The Unclogging: An Unsanitary Saga
Genre: RPG
Developer:
DLHB Studios
Publisher:
DLHB Studios
Release Date: 25 Jul, 2017

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Minimum:

OS: Windows 7

Processor: Core i3

Memory: 1 GB RAM

Graphics: Integrated

Storage: 1 GB available space

Sound Card: Any

English







The music is great.

The UI, the music and the artwork combine to give the game a dark and weird atmosphere. I actually quite like the pixelly art style too.

Having hexagons instead of the usual squares for this kind of game makes for a nice little twist.

The deal-breaker is that I completed the game in about half an hour and do not feel I have any reason to return to the game.

I think this idea could be very successful and I urge the developer to expand the game with more content.

As it is a game this short just isn't worth my money and I can't recommend it.. **THE CREATOR OF THIS GAME SHOULD BE JESUS!** This is a very nice pack. Well worth the money, If you are looking for new hero's to play and new skins i suggest this pack.. Runers is a game of surprising depth. While not the most hectic Shmup, it is a very tactical one; every choice of spell is worthy of consideration, and the replay value is huge. You begin with a single spell, but as you uncover new rune combinations over the course of your playthroughs, you can optimize and strategize your favorite abilities. Some spells are crap, but with the right bit of luck you can stack a stat to astronomical levels and change the way an old familiar one will play. This game is absolutely worth the price of admission normally, but it's on sale: you have no reason not to pick this up.. I saw this game in the Steam store and watched the trailer, I thought, "Sweet, looks pretty good." so I bought it. I guess I must have had my expectations set too high. I was thinking that there might have been some voice acting, to pull you into the game, since it's pretty much a text based game. Combat was meh... story was boring, no sense of exploration, can only cast spells when given the option to. You can rewind the choices you make...sort of...if you come to an area that has multiple paths, you can only choose one, you can rewind, but you cant make a choice, then backtrack to explore other paths. The reason I have over 12hrs play time is because I couldn't find a way to exit the game, and left it running when I was done playing, eventually had to alt+F4 to quit the game. I really wanted to experience the magic system, since they put alot of work into it, but alot of the spells needed other items to cast, and could not explore to find more. Furthermore... buyer beware. Play at own risk.. I haven't played too much of this game yet, but what I've played of it is fantastic! The movement feels great, and there are interesting and unique gameplay elements the likes of which I had yet to see. I highly recommend it!

EDIT: After more gameplay, I am still more than thrilled. I plan to eventually figure out an optimal path to the game and start to speedrun it.. Writing this review is a bit tough, because I used to play this game's - or Maniplanet's - predecessor day and night, and did all sorts of things next to just racing on servers.

Out of all racing games, Trackmania has always been my favorite. A long time ago it was thriving, had a healthy population, and you could do about as much in Trackmania United Forever as you can do in TrackMania² titles.

So where do I start, currently there's a lot wrong with the game. Even though it still runs smoothly, there is a lot that's just wrong.

I guess the best point to start at is the population count, the past couple years there haven't been much players, which is rather bad for the game. Maniplanet is very user driven when it comes to content. Don't expect new content if there aren't players creating them, and as far as I've seen there's not much going on anymore.

On Maniplanet's forums people have been asking for marketing for a long time, but some vets on the forums and Nadeo as well seem to be rather against it. They're not entirely wrong, because in its current state I wouldn't want to advertise for it, that would be a waste of potential players.

Now don't stop reading here, it's not a "PLS MORE PLAYERS PLS ADVERTISE" review.

I'm having a very difficult time to put this to words. Trackmania has been very dear to me as a game, so there are a lot of mixed feelings behind my words.

But you'd think that, before advertising their product and making Maniplanet thrive again like its predecessor used to, they would fix the on-going issues with their game. Well, too bad. Issues like player segregation, bad UI, bugs and other issues have been around for years. The update to MP4.1 was rushed so far that there wasn't even any proper QA testing.

The UI only seems to be getting worse with each large Maniaplanet update and I have absolutely no idea what's going on at Nadeo what makes them think their UI design choices will improve the game, it has only done the opposite. I'm not talking about tools like maniascript, map editors, ingame car painters et cetera. I'm talking literally just about the menus, title system and so on.

The title system has been a mistake since the very start. It's been the core problem this game's platform is suffering from. Because there's not enough people to make the benefits work. If Maniaplanet had a couple 1000 active players average on steam charts the title system would've worked, but there's too much player segregation for the current population count. As it is right now, pretty much only Stadium is worth buying if gameplay is what you're looking for, forget about the rest. It saves you a lot of money.

But this brings me to the worst point, communication between developer and community. I'm almost shocked to say this, but the communication between developer and community is amongst the worst I have ever seen. And I've been fairly patient. Unrelated, but as an example, I've been waiting for APB: Reloaded's Engine Upgrade. APB: Reloaded's devs have ceased communication since 2014, before Little Orbit took over last year.

So here's the issue:

A lot of the issues I've written in this review are known for a long time. People have stated them before, but on the Maniaplanet forums - the only way to directly communicate with the devs - they're either getting bashed by veterans, or straight up censored by Nadeo themselves. Hylis himself even admitted he has a hard time resisting to delete posts, because it's not what he wants to read.

. . . I don't know if this will fall on deaf ears or not, but I'll type this up anyways. Not to be negative, but to provide criticism.

Sure, Hylis, I know, a lot of gamers are very entitled, and do not know what's going on behind the scenes. But it's not up to the players to worry about the technical part of a problem, that's why they're players, not developers.

Over the past years there has only been declines. I want to ask personally if you're proud of what Maniaplanet is right now, because it can be so much more. Players need to be more united. And the game definitely needs more players. The game needs content creators.

Hylis, the negativity you dislike reading is your own doing. You're aware of that, right? A lot of people with negative posts on the forums dreamt of Maniaplanet to be a success, but currently it doesn't look much like it. It saddens them. They're not negative because they hate your platform, they're negative because they love Maniaplanet, but are saddened to see the state it's in.

Hey, unlike the Crew 2, Ubi's other racing game, at least the driving in TrackMania² is good, but until I'm seeing due dilligence and proper communication from Nadeo, I just can't leave a review to recommend the game.

I do hope it will happen, that I can actively play this game again without feeling bad about the state it's in, that I can look back at this review, and look be shocked how things changed.

I might be a no name, too, unlike the vets regularly on your forums, but that doesn't invalidate my opinion, even if it's not positive. I'd like to talk more, to give better insight in my words.. I've played more than 200 hours of this game, and i can say it's the better Star Wars game, so far.

I always come back to it... hope this game, someday, can be rebooted or something.

The Workshop, it's all the DLC we can ever want as players. Love it!. Let's all agree we got this for zombies. Insanely good value for money, infinitely moreso on sale!

An Action/Arkanoid (Actanoid?) game with intereting desings, a silly plot straight out of an 80s Action/Comedy Anime and sweet, sweet music.

If you like breakout games, collecting mons for your bestiary and screaming at your co-op partner for breaking 100% coin streak...

Get this game.

Outrage is a good noun, to describe my feelings about this game.

1/crap. game was ok until you start flying around on a dragon really stupid mechanics. had a few bad reviews but liked 2 so got it , bugs must be fixed as so far i havent run into any everything seems seeable , though i am not skilled at the game and got it only to kill time i am ... disliking the spikey rivers add ill probly pick it up again when i need a migrain , i hate mazes but the game is cool for mindless entertainment up until that point so you get 3 levels to bum round on if you are a talentless / not so patient git like myself.. Despite a total lack of visuals, Mecha Ace has successfully brought me to an emotional connection unlike any other game has before. I cried, and I'm not afraid to admit it.

10/10. Nice litte fair priced casual game with good support.

I first gave a negative review because of a "feature" that turned out to be an assumed bug.

(see below)

This game could be funny if bagging wasn't so stupid. Heavy products have to be packed under lighter products, but as soon as an item is dragged to one of the 5 possible places inside the bag it's stucked there and cannot be moved.

You put two medium weights in the middle of the bag (to leave place for lighter ones) and then you get three heavy products.

Well, too bad! Your products will be crushed.

It doesn't help that I can switch products AFTER they've been crushed. The customer is complaining anyway.

It could have been coded better very easily:

- stick products to their place not before releasing the mouse button
- let me switch them inside the bag BEFORE I have to put in a heavy one
- show the cart with all products, so bagging can be planned
- let me leave products on the desk so I can pack them at the end

*edit

Thank you for answering my review.

I think it is a bug that happens only with seasonal products. In addition to that the customer says: "It's ok. I'm not in a rush.", but I'm playing on easy so time should not be a reason.

I'm hoping that this will be fixed soon. Or maybe disappears after christmas season?

Anyway... alone for the quick and pleasant reply I changed my review to positiv.. I love the game it looks great but you will need to have a very high end p.c. to use all functions.

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