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About This Game

Opening your eyes, you see a modern looking bedroom. All is quiet. Vague memories flash in your mind as you stand from the cold wooden floor. A voice bellows from an intercom placed on a wall, which is surrounded by strange shaped markings. The voice tells you your mission; to use your intelligence and escape. This is your trial. Can you unravel the mystery behind your captivity, and most importantly, can you escape this treacherous and sinister ordeal?

The initiate tells the story of Nathan Rockford. Nathan has lost his memory and has awakened in a house full of traps and puzzles. You take on the role of Nathan on an adventure to discover the truth to why your trapped here, who your kidnappers are, and have a chance to join a secret organisation and with it, the knowledge of everything.

- A UNIQUE MYSTERY PUZZLE EXPERIENCE
  Encounter a unique story shrouded in mystery and conspiracy told over the course of this mystery puzzle horror adventure.

- PUZZLES
  Many puzzles hide within the world, can you find and solve them all? Look everywhere, listen to everything.

- INTERACTION
  Interact or examine over 60% of the items in game for a real immersive experience. Can you find everything within the world?

- ATMOSPHERIC SOUND
  The Initiate features a great soundtrack and immersive ambience, which enhances game-play and tension.

- IMMERSIVE GRAPHICS
  The Initiate uses Physical Based Shaders (PBS) for AAA-quality graphics that give players a detailed world to explore.

Title: The Initiate
Genre: Action, Adventure, Indie
Developer:
Deceptive Games Ltd.
Publisher:
Deceptive Games Ltd.
Release Date: 1 Aug, 2017

 a09c17d780

Minimum:

OS: Windows 7, 64-bits

Processor: Intel i7 4790k

Memory: 8 GB RAM

Graphics: NVIDIA GeForce GTX 680 or AMD equivalent
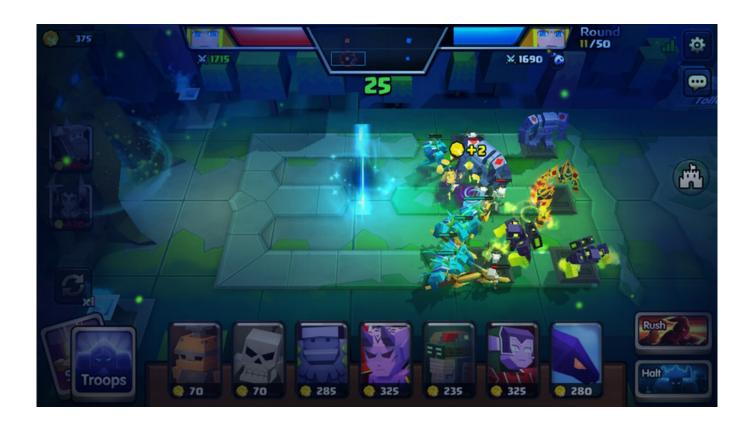
DirectX: Version 9.0c

Storage: 7 GB available space

Sound Card: Compatible Sound Card

English

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A fun tug of war game where you pick weaponry and amount of segments desired for your battlepillars and send them across the screen to engage the enemy who is doing the same. Various weapons are better in some situations that others, so you have to pick with care and react to what the enemy is doing, as well as determine if you want to armour up or hope to blast the enemy before you take too many casualties.

There is certain a lot to experiment with, as the various weapons systems are very distinct with different damage levels, ranges, side effects, as well as some other segments to add armour, slow the enemy, or apply a damage over time effect, etc. You also have to factor in length - the longer battlepillars have more health and survivability as well as firepower (normally), but move slower across the screen - so if you want to use heavy armored battlepillars with lots of segments to defend "glass cannon" units that do the damage you will need to plan ahead to ensure they get there before the previous one dies.

The single player campaign is pretty good, there is a reasonable amount of variation even apart from the boss fights which mix things up further, and of course you unlock new weapons and upgrades as you go along. Multiplayer is presumably pretty dead unless you have some friends to play with that probably isn't going to be a reason to get it at this point. Overall though, it is an easy recommend even for just the single player portion.. gameplay: hard but not too punishing, just right imo
visuals: god i love them so much, if you like retro\/pixel graphics, this is for you
music: probably my favorite part of this game, dark, synthy, awesome. (i knew the artist, the algorithm, before and i love his music in general, so this is no suprise)
I still have yet to finish it, so i don't really know how long it is. I'd definetly say it's worth its money.
10\/10. Physics-based match-3 dropping balls game. Casual but somewhat challenging. Recommended. Similar to Atlantis: Pearls of The Deep, but more simple.. (Sacred Citadel - Jungle Hunt)

This launch-day DLC was basically cut from the main game and it really shows. The actual content is okay enough that I'm actually going to give it a thumbs-up because of the price point vs. content - a full extra chapter, new maps added to all of the previous chapters, and the ability to actually unlock half of the achievements in the game - so honestly, you should probably buy it if you've been enjoying Sacred Citadel.

But you still shouldn't buy Sacred Citadel, because it's terrible.. unplayable, every 15 minutes the game crashes. The best Space experience that I ever seen in VR! But please, i would like to know if this great 'game' will have updates? Some planets need more work in the graphics. The best travel for me is the Earth with the Moon. About the graphics, some times, the colors of the Earth and others planets looks like a cartoon, but unlike the Earth, the Moon is fantastically represented by the graphics! Please, keep improve it, and thank you to give us this awesome experiense!
. I was hesitant paying 13 $ for this game and held of buying until yesterday. I thought to give it a shot and I must admit this game is pretty relaxing. The music, the scenery and the driving all fit very well together. Granted, they don't have an online multiplayer, but they have done a good job on what they have implemented.

SNAPSHOT
A forgettably repetitive top-down game where you mash the attack button to kill the same enemies over and over again.

OVERALL - 4 \/ 10

PROS
+ a dozen or so different weapons that all play differently from each other
+ decent art

CONS
- extremely repetitive, gets old very fast
- constant progress "resets"

DETAILS
First off, I am honestly surprised that people have been giving this game good reviews. Either people reviewing it haven't played other games, ever, or they just really like running in circles mashing one button for about 20 minutes.

While this game looks like a poor man's Binding of Isaac, it plays even worse. The game puts you in sequential rooms that spawn ~3 different types of enemies per room, with the goal being to kill all enemies in order to repeat the same process again. Each enemy has one attack (save for the few bosses in the game) and drop one type of weapon (e.g. the skeleton drops a sword). You'll spend a minute or two clearing out the slowly spawning enemies, which when finished will open a door on one side of the room (although seeing as how each level is entirely linear, this serves no purpose except to change your starting point for the next room).

While fighting, players increase xp and a combo meter when they kill enemies. The purposes of these mechanics seem to be a good idea at first, except for the fact that losing the combo meter leads to draining xp from the player (eventually de-leveling them), which then causes enemies to die even slower than they did before. The higher level the player is, the faster the combo meter decays (and thus, eventually, their level), and even when a player is ahead of the curve and as maxed out as they can be with upgrades, enemies at best are still frustratingly alive with a sliver of health after a set of attacks. At worst the player has to follow an enemy for several boring seconds holding the attack button until it begrudgingly decided to die.

If a player gets behind the power curve, it becomes increasingly difficult to catch back up and ends up being a painfully slow demise. Normally this is not a problem (and the player loses all their HP before this happens), however when a bosses is defeated for the first time it essentially resets the players progress as enemies have more hp that seems to magically even out once the player upgrades their weapons again. While normally I find progression systems fun, this one just ends up feeling like someone constantly struggling to reach the surface level of water with an increasing amount of baggage instead of say, acquiring a jet ski and then a speedboat.

Every once in a while a room will contain a "buff" for enemies (which consisted of more \/ less monster hp. faster movement \/ attack, or perpetually spawning slime enemies that were killed in one hit) or a chest will spawn with a heart and potentially a ~30s player buff. This is probably the biggest excitement you will have all game, unless you really enjoy killing enemies progressively slower.

In essence, the game ends up forcing the player to quit \/ die after beating every boss unless they want to spend 30 minutes clearing a single room in a floor. This, combined with the already mediocre-at-best combat and repetitive nature of rooms, makes this game not worth playing, even with a refund. What little story there is doesn't even remotely make up for the lackluster and repetitive (have I mentioned this game is repetitive?) nature of the game.. This game is really good,

Because, The graphics are amazing, soundtrack is awesome, and gameplay is spot-on.
Just very diffucult! And there is no real story, which would help this game.

8/10. Thanks for the game key guys. Love it to Death!!!!!. Just a really fun game. The controls and graphics are buttery smooth, and the gameplay is addictive.. Atrocious waste of time. There is no gameplay, English level is none existent, even basic grammar like using capital letters in Menu is none existent. This game was made bz autistic child in Game Maker or serious psychopath who thinks that he can make games. DO. NOT. BUY. EVER.. I paid 1.99.. for a game i was NOT expecting to

look/play anywhere near as good as this does.. the environments are quite nice and the game play is alot of fun.. TL.. Diablo.. TQ "ish" .. loot.. quests.. its just a solid and fun RPG.

Edit: 26 hours finished game.. i ran into no glitches or bugs myself.
Just a simple hack n slash loot em up rpg.. worth the funds imo.. This somehow reminds me how it was to play ping pong.
Ball physics are decent, but somehow topspin shots are very hard to get right.
Would be nice to feel haptic feedback from the controller when hitting the ball.

It needs more environments and multiplayer to keep things interesting though.

. How this game is 4th on Steam's user ratings is beyond me. It's 15 minutes of somewhat clever play and then you move on. Not only is it limited as a game, it's one of the weaker graphics games amongst VR. I have only deleted 3 or so dissapointments and this was the first to go.

Update 1.06:
Hi Everyone,

We would like to say thank you for your patience, and are sorry for any inconvenience.

We have just released a small, yet important patch that should solve many, many issues.

Please find patch notes below:

- Fixed saving issue where some puzzles where progress was not saving

- Fixed loading issue where progress was not loaded

- Fixed issue where a mechanical slot was not displayed on the wall after loading game

- Fixed a rare issue where piano did not load after it move.

- Fixed a rare issue where the laundry room would not load and you would fall through the floor

- Fixed the in game menu options for resolution and texture detail options, so they now work

- Fixed issue where texture detail option was not changed when apply button clicked

- Fixed small hole in ceiling of closet bedroom

- Fixed a rare bug that did not unlock attic safe

- General improvement to optimisation (more to follow)

Depending on what bug you got, or what puzzle you made it to, you may require a new save. Sorry…

As always, if you have any issues, please report them in the discussion thread, and we can get to eradicate any bugs ;)

N.B. This patch is only for release. If you were one of or beta persons, please email amy@deceptive-games.com for a new key

Thanks

Deceptive Games. **MacBook Pro Users**:
We have spent a lot of time locating as many Apple Mac devices as we can find to test the game on, and from our testing, the

game appears to runs perfectly fine on Apple OS.

However, due to the graphical capabilities of Apple Mac book Pros, we recommend that you lower the settings to as low as possible to help speed up the loading process.

We are still working on optimisations for the game, but would like to note that a lot of issues reported are due end user machine specification capabilities.

We will continue to be in touch with more information as we receive it.

Thanks

Deceptive Games
. **MAC UPDATE**:
Hello everyone,

Since the last update, there appeared to be an issue for some on the mac version of the game where the game would not boot up.

This has now been rectified.

Thanks

Deceptive Games. **Update 1.15**:
Hi everyone,

We hope to address some key issues in this update. Please find change list below:

- Fixed an issue where upon loading, the game would hang, and sometimes crash.

- A complete overhaul of the lighting system for better performance on all machines.

- Fixed a bug relating to the map puzzle where the solution was not correct.

- Fixed a rare issue where the game would freeze for 10 seconds randomly.

- Increased the length of time before Jay speaks to you over the speakers.

As always, we encourage all persons finding an issue/bug to post it in the community threads, where we can then gather that information to fix :)

Please close and re-open steam to acquire the latest update.

Thanks

Deceptive Games Ltd.
. **Update 1.07**:
Hi Everyone,

We have just released a small patch regarding a few issues. Please find patch listings below:

- Fixed an issue where invert mouse was reverting back when right mouse button was clicked.

- Fixed an issue where mouse sensitivity was reverting back when right mouse was clicked.

- Changed attic bottle hover examine text to correctly say correct item name.

- Fixed an issue where wrong music tracks where playing.

- Main Menu updated

- General optimisation improvements

More to follow

Thanks

Deceptive Games

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