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Ratergy Download] [FULL]



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## About This Game

Ratergy is a competitive local multiplayer game for family and friends. With its short rounds and its cute rats fighting over a piece of cheese, it is a family-friendly and suited for casual gaming.

The game deliberately refrains from using violent content and is therefore suited as a humorous game for and with kids. It is a 2-4 player local multiplayer focusing on playing together on a large TV screen or monitor.

Ratergy offers enough action to brighten every party. Through the simple game mechanics and the fast-paced combat rounds, it is aimed particularly at occasional players and beginners. Expert gamers however have also the opportunity to fight over the cheese dominance on a strategic level by using game elements such as conveyor belts and power ups. Newbie or advanced player - it is all about the most efficient tactics to gather cheese!

## Game principle

At the beginning of the game, every player chooses a rat nest with two rats. By switching the control between his rats, the player now tries to be the first to bring 10 pieces of cheese to his nest. He can choose between several levels, which offer a variety of gaming elements for a more diversified battle over the cheese. The player can use conveyor belts to get faster and activate door switches to block the way for opposing rats. The usage of power ups such as speed potions, shrinking devices and bombs guaranties dynamic combats and a lot of fun!

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Title: Ratergy  
Genre: Action, Casual, Indie  
Developer:  
Jens Bolanz  
Publisher:  
Bolanzarts  
Release Date: 30 Mar, 2018

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English







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I have PTSD now. While it does have its fair share of flaws, I can't say I didn't enjoy the game (which is much more than I can say for a lot of other games). The controls and overall feel of the gameplay took some getting used to, but once I got the hang of it, it wasn't too bad. My left hand kinda hurts from shooting so much, though. There is room for improvement in the level design, but it's not bad for what it is. The visual design could definitely use some work though, I found it especially hard to see in the Colour Palace. Some of the enemies also felt a little cheap, like the one that shoots four big sticks out when you get close to it. However, despite these flaws, I enjoyed my time with the game.

Overall, I think I'd give it somewhere around a 7/10. On my rating scale, that's not a bad score by any stretch. Good stuff.. I bought the DLC since I enjoy Nier: Automata and wish to support the developer. While it doesn't add much in content, it's still enjoyable add-on. With this said I recommend you do the DLC quests after you have finished the main story since some of the enemies can be challenging.. moar lik SCHOOL SHOOTERS 2 THE COLUMBINE. This diorama-maker is really good! I love that you can scale any object and that the performance, even though there are many objects on screen, is pretty solid. The fact that more object will be added weekly is a deal breaker for me. Nice work dev!. Good game, but forcing people to wait 5 min before starting the search for an opponent in league, is a horrible design fix. The person that thought that up shouldnt be in game design

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I have played to 100% completion (main story, challenges, unlockables, etc.) It was fun enough for me to spend 8-9 hours completing and unlocking everything but I can't recommend it for everyone. First of all, the price is pretty steep considering how quickly you can blast through the main story. (If you watch all the cutscenes and read all of the dialogue, you can finish the 14 chapters well under 2 hrs.) The combat is too shallow and the levels aren't very challenging at all.

I didn't start to run into any difficulty until after I had beat the story on normal & hard, and then got really far up on the challenges list. This was when I was about 75% complete with everything. Then the game very quickly turns into a grind fest where you have to level up your character to unlock the next challenge. By this point, your character becomes so powerful that the game very quickly becomes too easy again, and you're just grinding to level up and unlock the rest of the challenges so you can steam roll through them.

There isn't going to be much motivation for most people to unlock everything, or to even keep playing after finishing the main story. For those who are wondering about the optional R-18 patch that has to be downloaded separately, there's really not much there. There are some topless costumes and there is a bonus room where you can watch your character get put into some compromising positions with traps and enemies (nothing more explicit than dry humping).

If I could give it a sideways thumb I would, but I can't honestly give it a straight thumbs up. I would only recommend it if you see it go on sale for five bucks, or if you're a completionist who likes to unlock things. What would have made it more worthwhile is if there more R-18 content to experience after beating everything, but you really don't get rewarded much in terms of unlockables.. It is a real fun game that is very promising. **BABY IT RED TOO MUCH ATTENTION..** Had to read and match the words, "Purple and One", Prince Illuminati confirmed.. worth it not pay to win but a cheap help (would highly recommend when on sale. Very fun game. The storyline is entertaining with great sense of humor. Especially the part about the (mobile) phone is very funny! Nice and colourful pictures and a relaxing soundtrack. Definitely recommended.. Simple but interesting game! Played this for many hours before it got released on steam and bought it again when it released here :)! With this big of a community already right at the start, I'm seeing this game growing to become even better!!!. best song that can stop Freddie and Roger when they are starting to fight each other  
thank John Deacon. Easy game for achievement hunters and for those who want to play relaxing mindless games. It is nice to keep some kiddy games inside your library (in case you have visitors with kids around).

This game is actually great for children between age 3-5. Spot the difference is a fun game that helps your child to concentrate, think, and learn to notice detail. Interact and bond with your child - explain the pictures and give hints if your child needs a quick tip (before he/she gets frustrated).

This game is **NOT for those who love challenges - totally not challenging.**

**100% achievement? Yes, within 10-30 mins.**

**Language barrier? No barriers.**

**Graphic? Decent.**

**Difficulty? 1/10**

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