



"Whoa, whoa, whoaaaaa!"

"I didn't think it would go this high."

I held my hair down with one hand to stop it from flapping in the wind.

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About This Game

Very few can resist the temptation of a warm plate of Spaghet... nor can you.

Its a quiet night. You settle down, ready to sink your hands into that stringy goodness, but there's just one problem: That's not your Spaghet. This isn't even your house, and the current residents don't take too kindly to having their food slapped around.

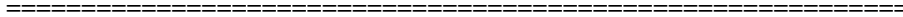
Suddenly, you hear a voice coming through the TV, then... darkness.

All you wanted to do was enjoy a plate of pasta, but now its about survival... and pasta.

Papa, Mama, Baby, and Goldie are coming for you. They see what you're doing, and they all want a piece... of you, that is.

With the Spaghet getting cold, you'll need to keep it warm while dealing with them.

Somebody has to touch it, right?



Your Objective:

Touch the Spaghet to keep it warm for as long as possible, while avoiding being caught by Papa, Mama, Baby, and Goldie. Each one is dealt with in a different way.

Be sure to look at the TV whenever you hear static...

- Simple, yet challenging, gameplay
- The goal is not completion, but to survive for as long as possible.
- Compare you time with friends on the Leaderboard.

Title: SPAGHET
Genre: Casual, Indie, Strategy
Developer:
Torrey Daniel
Publisher:
TD Indie
Release Date: 13 Apr, 2018

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Minimum:

OS: 64-bit Windows 7, 64-bit Windows 8 (8.1) or 64-bit Windows 10

Processor: Intel Core i5-2300 @ 2.80 GHz / AMD FX-4350 @ 4.2 GHz

Memory: 4 GB RAM

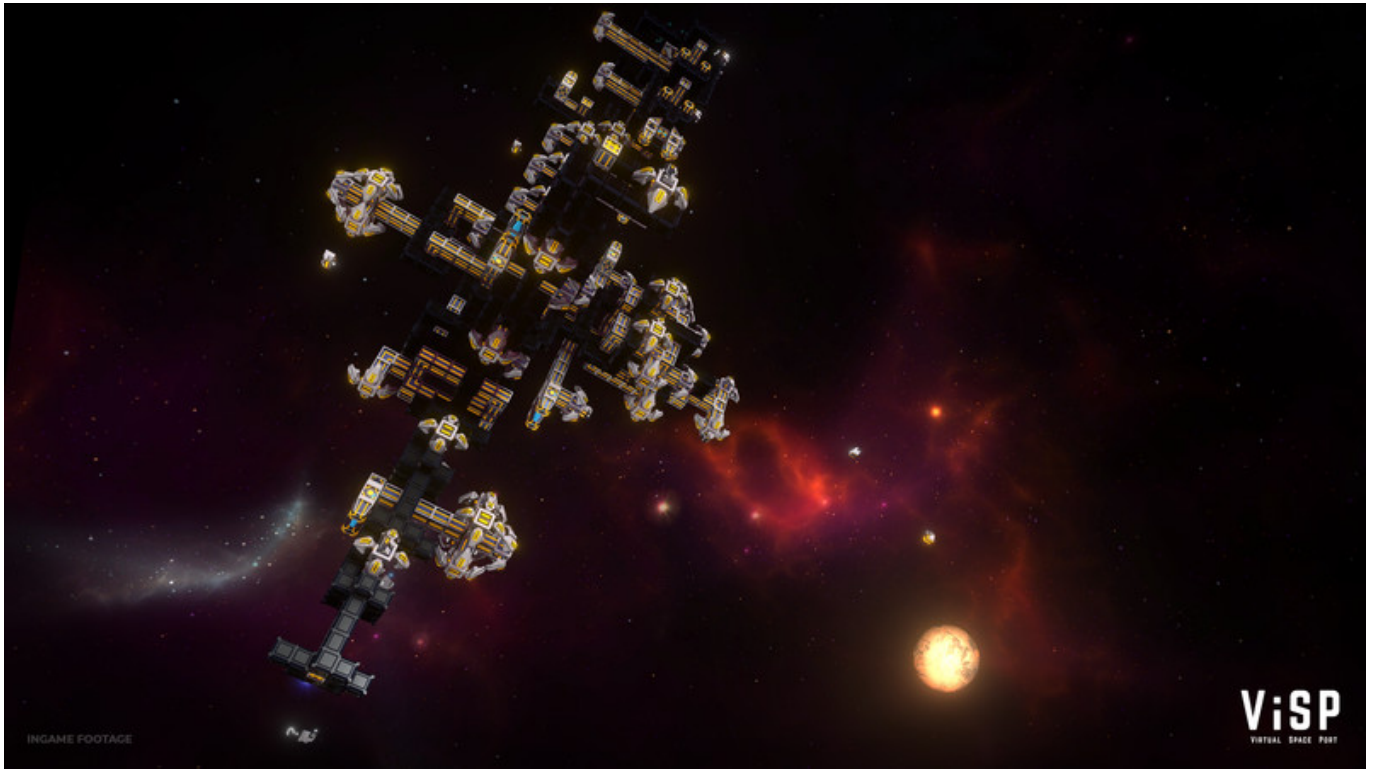
Graphics: NVIDIA GeForce GTX 460 or AMD Radeon HD 5870

DirectX: Version 11

Storage: 515 MB available space

Additional Notes: Requires a 64-bit processor and operating system

English







Very early feedback as there's close to no review.

The game is running flawlessly and is totally responsive. UI and GUI are pretty bare bones but functional.

Tooltips are here to explain your character sheet and other required info.

The tutorial is also basic but seemed enough to me. There's also a player's guide.

I feel like i need to mention this: The game is real time for exploration and turn-based with AP (tokens) during combat phases. I mention that because i couldn't tell from the Store page (both vids and dev description).

Really feels like a Fallout in 2.5D, with a different world and a turn-based system taking into account Time Units based on Action types.

Character sheet is based on Attributes\Skills\resistances\Perks...Seems pretty solid so far.

You can recruit NPCs and wild animals through a surrender mechanic allowing you to choose followers from a wild variety (raiders\snakes...)

Gear seems to have a good impact and trading with NPCs really feels Fallout like in a good way (no currency here but pure trade altered by your Barter skill).

Mod support and Steam workshop is also a thing (with a guide).

I'll update this review each time i get to play the game but for the bucks and care put into the game, it's a win so far.. Fantasy Kingdom simulator

Picked it up for less than \$1, worth it.

You gotta figure it out by yourself and the english is not great but its pretty oldschool and thats cool.. Isn't that great of a game, all that you do is match the color and shape of the one that is coming at you and thats it. The achievements are good. Besides thats don't get the game, if you are color blind then there is no way in hell you can do much in this game.. magic nazi guillotines. Well, this came out of nowhere. That's not a complaint mind you, I love playing the tabletop version. In short, I think this game is indeed worth the \$7. The interface was a little confusing the first time out but I got used to it after a few games.

For rules and gameplay, check out the below video:

<https://www.youtube.com/watch?v=4SSrPMIyLf0>

[.Tropico is the pinnacle of dictator simulators while still being a good city builder game with in depth mechanics. Visually is has visibly aged, yet it remains perfectly playable.](#)

[A milestone back then, probably still the most fun of all Tropico games and a great game as of today.. Its unfinished and not ready to be bought yet.. Pretty great so far! Really good sense of style, both in terms of visual presentation and the sound throughout. Core gameplay loop doesn't sound like much at first, but it's surprisingly addictive! Runs can take anywhere from 1 to 10 minutes plus, so it can work quite nicely as something to play while you're waiting for your teammates to die in PUBG, for example. Great variety in terms of maps, cars and weapons, all of which make for pretty drastic changes in how the game plays out. The only real criticism I have is that it could use a few more enemy and Mod options - that's pretty much it!](#)

metroidvania at it's best!!!

Metal + metroidvania = Bad Pad!!!. fun, challenging, nice soundtrack, ... and frusriting

you will die a lot, but the feeling of beating a hard level is satisfying. This is a game about a 14 year old girl named Dorothy who had a very troubling childhood and has DID. The main objective is to help Dorothy and talk to her other personalities in her mind so she can adapt better in life.

This is a rather short game (3-5 hours once you have an idea how to beat it), which is ok since the price is also short. Despite being short though I found it to be a rather sweet game, The concept of wanting to help a teenager try to live her life.

I also liked the mechanics of this game, including the fact that how you respond to Dorothy and her other personalities can affect what ending you will get (and there are a total of 6).

Overall, a short, nice game. I'd recommend it.. Hi, its me sans undertale.. Five stars to recommend this game

Advantages:

-realism, the lives experienced are so real that makes player think deeply;

-easy to access

-addictively, I played again and again to get a better life

Disadvantages:

-not finished, only the period between age 3 to 12 are available in this version (looking forward updates)

-so realism, sometimes make player pessimistic

Three sentences as comments:

1. It is not a game, but the real life.

2.The world is not equal, first of all, the birth. No one can judge the family he was born.

3.After playing this game again and again, I found that although we know a lot about how to live a good life, but we can never live the life good enough.. I love this game!! Definitely worth the money!!!. This game is a lot of fun for the price, but there are a few things I would like to see improved.

-More customizable point limits: With powerups off, 1000 ends too quickly and 5000 takes ages.

-Better powerups: I love the powerups, but they don't last long enough to feel like they made a huge impact.

- 4 PLAYER VS: It would be awesome.

Overall, I'm happy with the game. I can't wait to see what happens once it's out of early access.. Creative games with lots to see and do, I especially love the puzzles and mini games. Also love the game progression and combat with cute (but deadly!) enemies and character customisation. This game is visually stunning and the music is beautiful. Can't wait to see more!

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