
Clutch Download] [portable Edition]



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About This Game

Clutch is a fast-paced arcade racing game which will challenge the resilience of anyone's nerves. You play as a person who has survived a catastrophe of the Large Hadron Collider (LHC), while everyone else in the city has been transformed into a bloodthirsty zombie. You return to the abandoned city, looking for a way to change the zombies back into humans. The only way to survive is to move on fast armored vehicles. The player will complete different missions: racing, rescue and more to finally learn the truth.

Key features:

- A multitude of drivable vehicles and upgrades
- Many ways to destroy zombies
- The LHC campus is a complete city open for exploration, sandbox style
- 8 game modes of racing and combat
- Advanced collision and damage physics
- Diversity of artifacts that affect the player and rivals

Title: Clutch
Genre: Action, Racing
Developer:
Targem Games
Publisher:
Game Factory Interactive
Release Date: 2 Jun, 2009

a09c17d780

English



100 III 20/24
Standard Rounds

- 0:00/1:00
- Reach Process Control
- Light Beam 20
- 200 Weapons and Ammo
- 0:00/1:00
- Acquire Assault Rifle
- 0:00/1:00
- Acquire Fire Arm 3 Shotgun



Development Build



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Before playing, you have to register, but the game is incredibly fun.. This soundtrack wouldn't be out of place in an epic action flick.. Having now finished what is so far implemented into BUCK, i must say it is everything i hoped it would be. Of course there are many things to improve, for example, the guns felt very underwhelming as i could just punch and dodge my way through most enemies. Furthermore with the guns, when you modify them (specifically the shotguns 3rd barrel mod) it does not change the ingame model, or the model in the item frame, again very unsatisfying. But the voice acting is very good, if not for the fact the quality of the mics some are using are worse than others. And the story right now leaves just quite a good bit to be discovered. I can not wait for more content updates for this game. Thank you for making it, devs!. It's a bit disappointing. You sit there for 4, 5 minutes while listening to the robot talking about his 'life', just to get the top of your head cut off. No actual torture, just the supsence of death.. Amazing media player, it can pretty much play anything :D. I finished everything this game has to offer in 40 minutes. And that was only because of the 100.000 dots achievement. Mentally I was done after 5-10 minutes.

You click dots and that's the core of the game. Is it worth it over a pack of cookies? You decide. I honestly went to the store before this and my cookies weren't as expensive as this game on sale. There's better clicking games like cookie clicker and clicker heroes that are free. In my opinion this game should be free aswell. If you're struggling for money, don't buy this game. If you want easy achievements and steam cards, go ahead and buy it on sale.. One word : profligate

No no two word : profligate, spendthrift

Wait let's say three words : profligate, spendthrift, boring

Ok just bear with me four words : profligate, spendthrift, boring, pretentious.

Oh god let's sum them up in just ONE word : ♥♥♥♥ING AWFUL (again these are considered two words right?)

A note from the future: go play unreal gold instead; the best fps game in the universe. This Game Isn't Bad
Its One of those Games Where You Play To Screw Around In With Your Friends
If You like Stuff Like COD Or Battlefield This Really Isn't For You. NEVER EVER AGAIN
8/8M8

Very satisfied with this game! Take the time to do the training in the game, it will familiarize you with the controls and give you passive skill bonuses that help you through the rest of the game. It took some time to adjust from Monster Energy Supercross, the handling is a bit different. Less forgiving when you overjump, case, oversteer, and hammer the throttle out of the corners. If you wanna get it for a good price go to CD Keys, I pre-ordered my copy from there for \$29 USD, and I saw that it went down to \$26 USD after it was released. Definitely pleased, just put the time in because skill doesn't exactly come naturally in this one.

Pros:

- Graphics are pretty good!
- Lots of custom components and gear.
- Net coding is much better for online multiplayer.
- More bike brands are available.
- 2 strokes!!!
- Challenging AI

Cons:

- Respawn to instant crash sometimes.
- Bike graphics are glitched in the pits sometimes.
- Parts and gear cost a ridiculous amount of in-game currency.
- Weather is always random in multiplayer... always.
- In-air physics are still pretty stiff.
- Most of the tracks are way too narrow.

=== [Audience:] ===

- Kids
- Everyone
- Casual players
- Pro players

=== [Graphics:] ===

- Potato
- Really bad
- Bad
- OK
- Good
- Beautiful
- Masterpiece

=== [Price/quality:] ===

- Full price
- Wait for sale
- Average
- Refund it if you can
- Don't do it

=== [Requirments:] ===

- 90' PC
- Minimum
- Medium
- Fast
- High end
- NASA computer

=== [Difficulty:] ===

- Depends on your skill
- You just need 2 arms

-
- Ez
 - Easy to learn / Hard to master
 - Hard (first few hours)
 - Dark Souls

===[Game time/length]===

- Really short (0 - 2 hours)
- Short (2 - 8 hours)
- Few hours (8 - 12 hours)
- Long (12+ hours)
- Endless

===[Story] ===

- It doesn't have
- There is a story but gameplay isn't focused on it
- Still better than Twilight
- Average
- Good
- Fantastic

===[Bugs]===

- Game itself is one big BUG
- Bugs destroying the game
- Lot of bugs
- Few Bugs
- You can use them for speedrun
- Nothing

Rating: 8/10

Motherboard: Asus 970 Pro Gaming/Aura
GPU: GeForce GTX 1050 Ti
CPU: AMD FX-8370 Eight-Core Processor
Memory: 16 GB RAM
Current resolution: 1920 x 1080, 60Hz

Operating system: Microsoft Windows 10 Pro. Good Concept and remember this is an early access game people. :). A very very simple game up to this point. And I wouldn't have thought that I would enjoy it as much as I have for the time I played it so far...

I can absolutely see this as a game that can be used for a myriad of things for those that utilize their imagination for whatever reason. Nice little dice game too that is relatively fun, though based on luck 98% of the time.

I would go over the pro's of this game, but I can't specifically find them. It runs smooth. It's simple. It's fun. Those are your pro's. And when they are like that, you know you got a game on your hands....

Let me hit a few con's.

No online competitions so far. Or any pvp for that matter. But it does sound like the dev's are still actively working with the game, which is a big bonus in my opinion.

I hate having full screen games. The option to change that would be nice for this one.

After viewing some of the abilities, having agility over strength seems a bit more potent. Not sure yet though as I haven't gotten that far to fully explore the variances.

Could have more 'end of battle' kill scenes, barter scenes, etc...stuff like that...

Could have a 'legacy' system in place to remember ALL of your fallen warriors...

But, as I have mentioned, this game is great! Definitely worth the buy!

Keep up the good work devs (especially for this game...lol). Game is very basic, but I didn't have a bad time playing it. First act is set in a nicely atmospheric underworld with some ok first-person platforming. Second act is mostly made of placeholder materials, so the environment is a little lackluster and the 'monsters' are a joke of an asset, but it did give off a bit of a Portal or Q.U.B.E. vibe. It mostly plays around outmaneuvering a 'monster' so that you can move to the next room to outmaneuver its 'monster', but it did have a platforming segment which I actually enjoyed quite a bit. The whole thing is stable, no falling through floors or anything like that, ran at 60 FPS in 4K on my 1080 with no drops, and is direct about where to go and is very forgiving about failures. There are also some notes laying around that describes the development of the actual game in broken English (mind you the devs are from Argentina), this really makes the game feel like some type of commentary mode that should be included in the actual game, but whatever. Oh, and there are some 'horror' elements with flashbacks of a hospital room or something like that... (there's no horror in this game)...

All in all, game only takes thirty minutes to finish, occupies about a tenth of a gig, and cost nothing. I personally think it's worth giving a look, but I wouldn't recommend going out of your way to play it, especially if you hate first-person platforming (which is most of this game).. No multiplayer mode, even xbox one console has multiplayer mode still in 2018 for this game! Horrible.

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pros: this is an actual game with it's own atmosphere
cons: slow platforming + limited saves + difficulty = annoying gameplay not worth the time. so much fun! :) got it with coupon discount a while ago, happy with the result. this little game can make you smile when you're sad or irritated. Good for short gaming time as a break from work, levels are short and redoing something does not take time.

I play it on Linux (Debian 9) - works great, no issues found.

9/10 (-1 point for resolution or UI - it looks like android port with very big elements - not game breaking but still a flaw IMO - they have to adjust game look and feel for modern screen resolution better)

highly recommended!. The game is cool, delightful story, especially if you play on complex.Kto likes to think, fond of games of the Second World War, take it.

Interesting facts.

Addition received its name from the book of V.O. Bogomolov, «In August, forty-four. The moment of truth». The term refers to the time of receipt from the tackled agent information, contributing to capture the entire searched the group and complete the operation. Interestingly, in the game, this never happens. For all passing we never capture an enemy agent. Success is achieved only by the information that our hero got personally, and his action. So not very clear why the developers have taken this name. Igor Cavalov has the Callsign "Ramsay". The same name is the village of Moksha district, Penza области.Также Callsign "Ramsay was known spy Richard Sorge. It's a lot like GORN, except more serious and way harder. But, if it's a lot like GORN, why am I giving a negative review?

Three reasons:

- 1 - Sound effects are sub par and get annoying quickly.
- 2 - Enemies like to spasm and strike through themselves in a way that can't be blocked intentionally.

3 - The last update for this game was AGES ago, and that's my biggest issue.

If the developer continued to refine and improve this product, I would 100% recommend it. It's a good game, and it'll definitely give you a workout and scratch that VR Swordplay itch better than anything else out there (even GORN). I just can't bring myself to recommend something that the developer seems to have abandoned. Last update I saw was the Shields update, which was great, but the game still doesn't have enough polish.. Horrible, controls don't work, vr is the worst for this game, voice acting made my ears bleed and the game looks like garbage graphically. Unless you like trash avoid this game at all costs. I have played thousands of games on steam and this is near the bottom of the list.....

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