
Tulpa Torrent Download [torrent Full]



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About This Game

Two beings entwined by fate; a girl and her soulmate, left to travel through a hauntingly elegant world where things can change in the blink of an eye. Explore the surreal landscape with them, solving riddles and negotiating fantastical obstacles in Tulpa, a unique puzzle platform adventure that's as beautiful as it is challenging.

Taking control of Ophelia and her 'tulpa' Oliver, players must journey through lands full of mysterious, bizarre and often deadly encounters. Much is left to the imagination and it's up to you to work out how to proceed, negotiating your way past traps and unravelling abstract puzzles to discover what lies at the end of your adventure.

- A world of wonder – Tulpa's ever-changing landscape is full of surprises, meaning that you'll never know what lies ahead...
- The trials ahead – Each challenge in Tulpa leaves the player to work out how to progress, but the answer is always right in front of you. The question is, can you decipher it?
- Two lost souls – Ophelia and Oliver each have unique skills, and you'll need to use both of them to clear the many challenges that await you.
- A memorable world – Both hauntingly beautiful and cunningly deadly, the world of Tulpa is one that stays in the mind long after you've left it...

Title: Tulpa
Genre: Adventure, Indie
Developer:
Encryptique
Publisher:
Rising Star Games
Release Date: 29 Jan, 2015

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Minimum:

OS: WindowsXP SP3, Windows Vista SP2, Windows 7 SP1, Windows 8

Processor: Intel Core2Duo at 2.0Ghz or AMD Athlon64 X2 at 2.3Ghz

Memory: 2 GB RAM

Graphics: Intel HD 4000, nVidia GeForce GT420 or AMD Radeon HD4650 with 512MB VRAM

DirectX: Version 9.0c

Storage: 600 MB available space

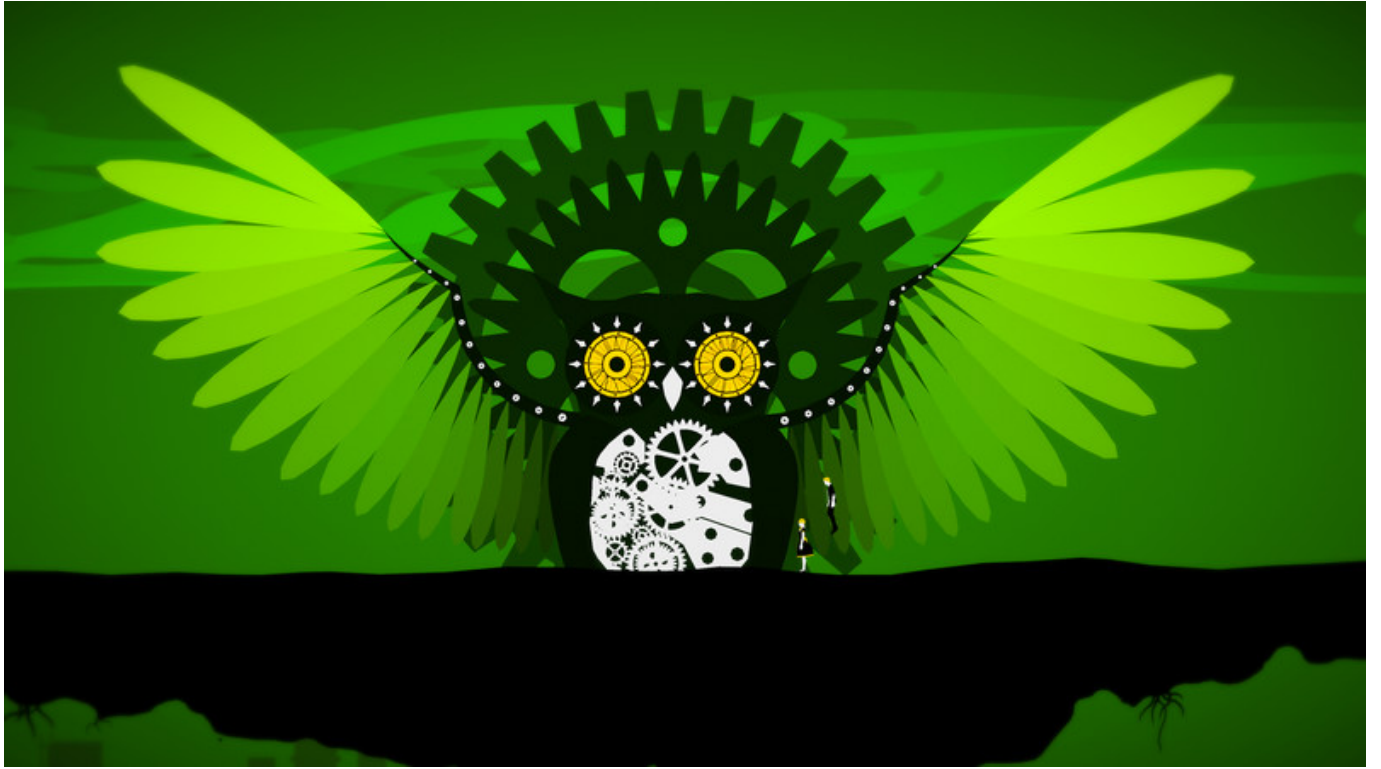
Sound Card: Any compatible soundcard

Additional Notes: Use Alt+Enter to access Windowed Mode in-game

English,French,Italian,German,Russian







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You control two characters in Culpa, a girl who jumps and climbs (and even pulls things twice in the whole game) and a guy who basically exists to be a 'wormhole' liability and to let you point and click with your mouse. You switch between them with a keypress. It's a bit of a clunky mechanic. When in control of the guy, the girl will blindly walk off of cliffs to stay close to him. Most puzzles require you to find the magic thing to click on and interact with. Once you've identified that, the 'puzzle' is often just dragging something. The platforming controls are slow and sluggish and platforming itself never poses any real challenge. The game's art style is consistent and almost unique; it is a cousin of the "silhouette" platformer that's become so common as of late.

The game is very short and doesn't offer much to engage the player in terms of unique game mechanics or a gaming experience in general. I wouldn't recommend this to all but the most diehard of puzzle platforming fans. 5/10.. Interesting but rather short game. Game aesthetics are distinct and gorgeous but gameplay and controls have some rough edges. Nevertheless game is well worth playing (even if you have no idea what "tulpa" is).. Tulpa is an abstract game, which is the main reason for playing it. The puzzles, the art, the story (as much as there is; it's mostly up to interpretation) - all of it is drenched in abstractions in ways that are often very creative, if not always practical. If you're looking for a visual stunner with abstract art and somewhat creepy visuals, I would say that this game is worth playing solely for that. The vague storytelling also lends itself pretty well to such imagery, giving you a feel for what the game wants to convey and then sealing the deal with quite a stark ending. In those areas, the game is at its best, and it's pretty impressive for what it is.

However, there are some glaring negatives, and it's all gameplay. The platforming is servicable, but that's pretty much it. There is also little point to it as it mostly exists as a way of getting from puzzle to puzzle. And that's where the problem lies: the puzzles. They are mainly solved by switching to the floating man/ghost, which allows you the use of the mouse to drag or click on objects. However, the quality of the puzzles basically comes down to a coinflip: some of them are pretty good, allowing for some logical thinking; while others have you frantically looking for something to interact with, often finding it hidden somewhere off the screen. It's annoying and unnecessary, feeling like a way to just mess with the player instead of conceiving a puzzle that actually gives an intellectual challenge.

On top of that, you have instant-deaths-from-nowhere, where you encounter something that you haven't seen before, and the way the game signals that it's dangerous is simply by having you die to it. A few times it also springs pure traps on you that are next to impossible to dodge if you don't know that they're already there. Basically, you die way more than necessary, which means spending a lot of time with black loading screens. And that's in a game that is already somewhat short (if not awfully so, as it has a decent pacing to it). Again, it feels more like the developers messing with you than something that you could have dodged if you were just faster/better.

As it stands, I will recommend this game, but I want to note that it's a **careful recommendation. This is not a polished game and really only suitable to people who really like the art. If you're here for gameplay, then I would give this a pass. For those who can overlook some bad puzzles in favor of gorgeous visuals, I would give it a try (even if I would probably pick it up at a sale).. Tulpa is a 2D colorful puzzle platformer with a little bit of adventure in there. It's surreal, beautiful, charming, and you get a great half experience from it, the other half is frustration, which is surprising for me since barely any game does that to me.**

The game is a damn beautiful art piece, which as vibrant colors, great art work that looks like it was inspired by a mix of Indian, Arabian, and English art. The puzzles are really simple and hidden so plainly that you'd just miss it

somehow, and that's kind of what I think is makes (one version of) a good puzzle game.

The beginning section is annoying, along side with most of the game. I get what they're trying to do, adding a creepy/scary factor to it, but it's more annoying than being effectively creepy.

The controls/gameplay are less than solid work, sometimes frustrating, where there actions are delayed, moving objects around are noticeably laggy, and half of the time the character won't hold on to a ledge.

Tulpa is absolutely astonishing in the way that it looks, it's art is just fantastic, it's creepy factor is amazing, and the pacing of it is good too, the characters are also great with how one is working with the other to continue their adventure, but it's a shame that it has such low quality control in the gameplay side of things, which includes the platforming design, the controls, the interactions with items and the environment, the movement and jumping system, that and the guides/tutorials are bad or not even there to help sort out what you can do in the game, which I think they aren't there because of the shortness of the game? not sure.

I'm actually more disappointed than angry with the game, looking forward to it before release, and then finally playing the game, it did an amazing job in its looks, in the characters, in the puzzles, but not in the gameplay sadly, which is why I recommend this game only at a price cut, around 6 dollars is a good point, but if it didn't have those problems that ruined half of my experiences, then I would wholeheartedly recommend at full price, even if it is short 2-3 hour game, I'm more into a great experience rather than length, to an extent, and this Tulpa delivered half a good one.

[Shameless link to original post.. Tulpa is a surreal and somewhat creepy puzzle game. It's layout is pretty bizarre and has a slightly hellish feel about it, with basic colour schemes for each level \(white, black and one other colour\). It's worth playing if you can get it on a discount, but the length detracts from the value and so I wouldn't recommend buying it at full price. I'd like to have seen more to the game, the shortness of the game leaves me feeling unfulfilled. More story development would have been good, too.. Tulpa is a 2D puzzle platformer where you control two characters with different abilities. The girl can push/pull things and jump and the floating boy can interact with onscreen objects with the mouse cursor. If you've played Limbo you'll have an inkling of what you're in for, if not, that means that you will learn what to do by being killed, repeatedly. Some deaths are unavoidable the first time around. This aspect makes the game frustrating, especially coupled with the obtuse puzzles you'll have to solve. The puzzle-solving boils down to clicking any suspicious object on-screen to determine its utility. The unresponsive controls confound the puzzle-solving further, as there are instances where I knew what should be done, but the controls failed me. Despite the colorful presentation and surreal imagery, there is no story in this game. It is one of those games that throws as much weirdness at you and hope that your mind would probe for meaning, when there isn't any. If there was an underlying thread of meaning that ties up this adventure, it went way beyond me. Game duration is about 1-2hrs.](#)

Riddles not very challenging and too short. I don't really mind the riddles because it's still fun, but the length is a real turnoff. It looks nice and I'd have liked to see more of it. However, if you manage to get the atmosphere you might still enjoy it.. The environment feels really good to me, and can be pretty creepy at times. Most puzzles are relatively simple, but if you're not used to many puzzle games you can get stuck on some. If you follow a walkthrough, you can complete it in around an hour and twenty minutes without breaks, but if you go in without one, it could last you longer with finding the right solutions. Not a ton of replay value, besides going for certain achievements if you miss them, but the music and level design more than make up for it in my opinion.. I would not recommend 'Tulpa'.

As a game, it's not great. The keys used are WASD to move, X&Z for actions, and the mouse. This is pretty hard to play with, as moving my hand around to move while holding X [for example to move something] is extremey awkward, and the controls cannot be re-mapped.

The visuals in the game are nice, although I am missing any symbolism here, because I have no clue about the subject matter of 'Tulpas'. Nearer the end, the game starts to use some evangelion 3 level visuals which fit right in to the game, but I have no idea what they mean.

This is actually true for a lot of the game. There are many puzzles where I found the solution just by random chance, and some things are never really explained.

Perhaps if you like the subject matter you would enjoy the game, but i cannot recommend it for anyone who doesn't.. It's short. The controls can be downright frustrating on rare occasions. Worth it anyways? Yes.

The artwork and music make for a great mood, the puzzles are enjoyable, and it's a game that draws you in, and that makes you look at the whole picture, even where you'd normally just glance. The mood all that makes is great, and I'm definitely going to play this again.. Lovely looking game. Great sounds. Nice atmosphere. Has been a problem with the jump button not being responsive, but the developer got in touch and they've been fantastic. I'm sure that this won't be a problem for much longer. ** EDIT ** Turns out to be my not too great machine specs. From the other reviews this doesn't seem to be a problem for most people. **

I can't recommend the game enough. It's feels unique and stands out from the usual fayre. The sound only adds to the mood of the game. The puzzles are fun, not too difficult, but you will die a few times trying to solve them. Stick with it though as the visual style only gets better as you progress, just look at the trailer :). I found Tulpa on sale for \$2-\$3. The art is what solely caught my attention. It is so beautiful and creepy I love it! Keep in mind, there are a few annoyances with the game and controls, the puzzles made no sense, and the game is very short, 3-4 hours, but in the end, I was left wanting more visual eye candy, and overall, I am very satisfied. I would recommend for art lovers and casual gamers.

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