Download A.L.A.N.: Rift Breakers .rar



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# **About This Game**

# A.L.A.N.

Alex and his friends are Rift Breakers. They must protect their city while fighting the monsters spawning from the Rifts.

# **Rift Breakers**

Alex thought he was a kid like any other, until he becomes a Rift Breaker. Now, he must team up with Lily, Nana and Aimé to battle the monsters spawning from the Rifts, mysterious cracks of lights.

Two connected linear stories...

A.L.A.N.: Rift Breakers!

# **Features**

- 2 short linear stories, written in Ren'py.
- 16,560 words in total
- Full controller support and Steam achievements.

• Works on Windows, Mac and Linux!

The default & original language of the game is French. To toggle English, go the Préférences and select the English flag.

Title: A.L.A.N.: Rift Breakers

Genre: Casual, Indie

Developer: Mia Blais-Côté Publisher: Mia Blais-Côté

Release Date: 5 Sep, 2018

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English,French





# by Zachary Sergi Show Stats Restart Achievements PERFECT LEGEND GUIDE Chapter Two: Automatic start increase. (Plus 1: 1) Chapter Three: Do not choose to (Avoid Decrease) Chapter Three: Choose the correct fingertip color first—make sure to pay attention to the fingertip description, as the color changes. (Plus 3: 4) Chapter Four: Automatic press boost. (Plus 5: 9) Chapter Five: Do not choose to in the Gravitas battle. (Plus 1: 10) Chapter Five: Do not die—make sure to keep Power and Health levels above 0. (Avoid Decrease) Chapter Six: Automatic bad press decrease. (Minus 5: 5) Chapter Six: Choose the when reflecting on your first heroic night. (Plus 1: 6) Chapter Six: Choose as your biggest threat. (Plus 1: 7)

Chapter Six: (Optional Tip) Whenever possible, purchase bonus Power Upgrades--this will help

Chapter Eight: (Optional Tip) When speaking with Jenny, choose to and then choose This will help you in Chapter

you conserve Power in battles for extra Legend boosts.

Chapter Seven: Automatic mission reward. (Plus 2: 9)

Good game. Needs more players. I'm on a Ryzen 5 1400 @ 3.8GHz. I can run it at 80-110FPS. So pretty much anyone should be able to play it.. Took me at least 2 hours to complete the rocket wings. the first one was ok the second one was a \u2665\u2

under a hour on this game i tried refunding it when i first bought but under support tab the refund option isnt there i come back a few months later its still not there so unless u wanna pay full price with no chance of refund buy this "single player" racing title. If you want nostalgia and an easy one handed collecting game, this is for you. This is not a new game, it is in fact 10 years old, but still being updated. It is not ground breaking, it is not particularly amazing, but it has friendly players, and it is good for killing time when you're bored. In the spirit of it's age, this game has a lot of grinding. I really enjoyed this game! It is an extremely fast paced match 3 game focused on quick reaction time. Each player has to balance getting mana for their own brawlers, countering the opponent, and figuring out when it best to strike. Every single striker gets one of 3 basic attacks - missile, cannon, or slingshot - that are used to attack the enemy in various ways. Each striker also has a special ability that is rewarded for capturing gems. I further explain the mechanics and other aspects of the game in this video:

### https://voutu.be/XETRbZSmL6w

The game does still need a lot of work, but that is why it is in early access instead of a full release. One of the major issues in this game that many have addressed is the current steep curve that single player has. It is nearly impossible to play this game without playing some multiplayer in its current state, which will drive away many of the people who only want this game for single player. The matchmaking system in PvP also needs to focus more on a player's average move speed for PvP can quickly turn into a battle of the better connection or the quicker mover regardless of skill. That will likely also be fixed in time if this game ever forms a player base.

I have spoken with the dev and he is aware of many of the issues that this game currently faces and is working to address them. It will take time as this project seems to be primarily a 1 person job, but it will get done. I personally talked with him the other day and it seems like one of his first priorities is to rebalance single player to make sure it doesn't have a play/pay wall.. Wanderlust is a game that fulfills the meaning of the word, you travel through various steamwave scenarios and with a lo-fi background music, which switches to every scene you visit.

So ... What is the purpose of the game? There is no, the game is based on the experience the player will have while visiting and exploring these bizarre (and some even slightly disturbing) places until you discover the exit while enjoying the exceptional background music to relax and get into the vibe of LSD .. its good still like i remember it

I am saddened as much by Steam as I am by the multiple teams of developers in regards to this 'game'. Steam should take this off the market, refund everyone their money and do one of two things: #1-Bite the proverbial bullet as a lesson learned about the extremes of E.A. games and have create some enforceable standards ...or... #2-Bite the proverbial bullet as a lesson learned about the extremes of E.A. games and create some enforceable standards. Kickstarter did it...why can't Steam look at E.A. like Kickstarter...aren't they both crowdfunding ventures?

I had high hopes for this game when I bought it years ago...years...many moons. Now, I am left with the ashes of my wasted dollars in my mouth...they take away the taste of the poo that the devs dropped in there. Don't buy this game...it won't ever be worth it.. A great use of a useless game. ^\_^. developer cant even speak basic english from level 1.. you hear a c y ka voice saying its own mambo jumbo,.. and then english text appears "be wary laser can kill you"

at this moment i am like oh myyyyy in soviet russia A means B.. balalaika... Game in same genre as X3. Well executed newtonian simulator, nicely balanced economy - including ability to create nearly independent space complexes. You can either haul cargo for other companies, or start building your own empire. My only gripe would be lack of content - after 20-30 hrs all challenge is done, and there is no more feeling of achievement.

For a price it is great game and hertilly recommended to any space business\sim games.. I love this game! evenn though i'm finding one of the pars in chapter 3 quite hard to outrun XP

Either way- the music and graphics are beatiful and the charachters all have such depth to them which is great!

Can't wait to see more games by these developers in the future ^^. I actually don't think it's as bad as the reviews.... Honestly, I think is a good game. Considering has been developed by one person, it has very good potential. After the last patch is more playable. The Dev has done a great job balancing everything. Race strategy and next year development of the car seem to be well balanced. I like the cartoon style, and with the DLC mod it's easy to change drivers and team names. Would be great to have a strong mod community.

### **PRO**

- + Easy, indie good looking design
- + Good database of drivers and teams
- + Race is fun (I love comms)
- + Easy season progression

### CON

- + lack a bit of deep
- + you can only make 10 years career, would be nice to have sandbox and no limit career with new young drivers
- + No qualifying (maybe an option to have it?). The game doesn't even work.. I purchased this pack to support the game.

only downer is:

"Unique skins for all Tier 0 weapons and armors" should be for every level, only used my Unique skin for 20 min lol

# The Donation DLC are up!:

https://store.steampowered.com/app/982610/Les 4 Alice Lorange Journey Donation/ https://store.steampowered.com/app/982640/ALAN\_Rift\_Breakers\_Donation/ https://store.steampowered.com/app/982630/EntreDeux\_Cursed\_Donation/

100% of the DLC's profits goes to the following organizations (in rotation):

Opération Enfant Soleil

https://www.operationenfantsoleil.ca/

Unicef

https://www.unicef.ca/

Association Nord-Côtière de l'autisme et des TED - ANCATED

https://www.facebook.com/ANCATED/

# . Steam Winter Sales!:



40 % on "Hack the Core"!

https://store.steampowered.com/app/918140/

50 % on every other story-game, except "Hir Corruption", since the release was near December.

https://store.steampowered.com/app/904940/Les 4 Alice Lorange Journey/

https://store.steampowered.com/app/918120/ALAN\_Rift\_Breakers/

https://store.steampowered.com/app/918130/EntreDeux Cursed/

https://store.steampowered.com/app/940130/Red\_and\_Blue\_Cycles\_of\_Existence/

You can also check the bundles for a deeper discount. They may not be available to every country.

https://store.steampowered.com/bundle/8181/All Mia Games Bundle/https://store.steampowered.com/bundle/8219/All Mia Games For Gifts/

Happy Holidays!. I Must Stop Them - Free Version "Hack the Core" and "Red and Blue" Removed And A Huge Apology:



Since those unauthorized downloads keep coming (more them 92k units already !!!) I had to stop them NOW, so I had removed the free version's access, which means that everyone that got the games for free will lost them from their libraries, including the honest customers who got them where they were FREE on Steam.

I give to everyone my hugest apology. I didn't want to end this huge issue that way, but it's done.

If you previously get the game for free legally via Steam and want a key, you may contact me by PM on Steam or at <a href="https://www.facebook.com/miabcgames">https://www.facebook.com/miabcgames</a> or leave a comment here.. "Red and Blue ~ Cycles of Existence" REDUX version is online!:

The brand-new rewriting is online!



# Changelog.. This is new... Upcoming 18+ story-game!:

I never thought this day would come. The day I would write light-erotica (is that the right word?) with tentacles... Oh well, adult-content games do sell well on Steam.

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