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About This Game

'This looks like the most terrible mix of differing types of gameplay. I must have it!' - RPS Commenter

An authoritarian state pacifying the masses with propaganda. A brutal police force that shoots first then shoots some more.

An ordinary everyman named Eugene, dragged by coincidence and circumstance from a life of mundane menial tasks into a baffling world of sudden, inexplicable murder, hidden conspiracy and unrelentingly lethal robots with nasty sharp pincers and lasers coming out of everywhere.

Depicted in a distinctive Cyrillic pixel art style the cyberpunk city crackles with tech-noir intrigue and neo-digital deceptions.

Using every tool at your disposal help Eugene to unpick the knot of mystery that he has become enmeshed within – your equilibrium will be rocked as you point and click a path through this briar patch of tangled meaning and unexpected quixotic quirks.

Will Eugene make sense of the conundrum that unfolds before him, learn who is an ally or a foe and collect lots of vinyl records for his listening pleasure? He'll race rapid hover bikes to earn sub-cultural respect, rub shoulders with high society in a post-modern nightclub, hack the brains of pursuing drone cops in thrill-packed chase sequences, strive to survive tense shootouts with merciless law enforcers and enjoy some 8-bit cowboy coin-op action in a dingy dive bar with a broken toilet.

- Multiple endings

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- Unique blend of action, point and click and Russia
 - Get fingered for murder



Soviet Bloc Edition contains DreamBreak game with good Russian stuffs like:

- Original 19 track soundtrack recorded by Egor Gritsukov (.mp3 & .wav)
- Digital art book (.pdf)
- Pack of 5 Wallpapers
- Walk-through (yeah good luck with that!) in Russian and 'English' (.pdf)

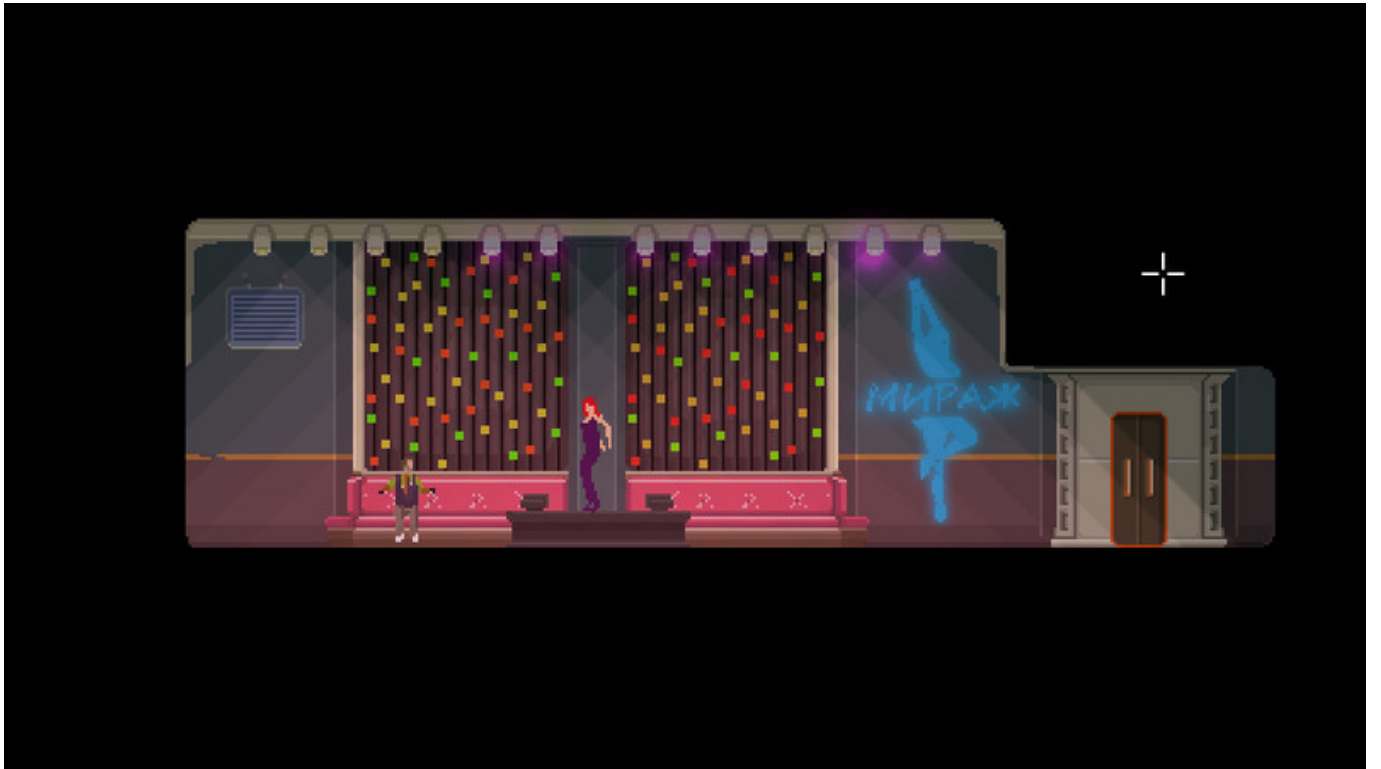
Title: DreamBreak
Genre: Action, Adventure, Indie
Developer:
Aist
Publisher:
Beatshapers, Digerati
Release Date: 21 Jul, 2016

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English,Russian







Graphics, music, story and everything is amazing but the massive deal breaker are the controls. The game is buggy and the controls are so \u2665\u2665\u2665\u2665\u2665\u2665\u2665. Have not been able to finish the game\story because of the controls. Would not reccomend.. I would recommend it at a sale price. I enjoyed it mostly due to the visuals and charming old school vibe. It's a short game with a weak story and easy puzzles, but it has a cool style to it and it was enjoyable to play through for me. Some of the vehicle sections had me chuckling a bit, because it felt so nostalgic. Sale price for sure though.. Comrades, this game is awesome! I've completed the game using keyboard and mouse and can say that controls are sometimes working strange, but still the overall experience is fine. Fine art piece with pixel graphics and retro-styled music. I totally recommend it.. it kind of reminds me of a strugatsky novel. late strugatsky, though, after they had given up on communism and before arkady died... sure, it's not as good, but that's the feeling you get out of it, yeah...

oh yeah, and it looks like out of this world in the screens, but it really isn't; the controls are clunky and not really suited to that kind of thing even if that's what they were trying to go for. but if you like the soviet aesthetic, if you like scifi, if you like old platform adventures, it's good. it's very good!. DreamBreak is a Short and Minimalist but wonderful unique single player artistic adventure experience.

The enviroments atmosphere is very immersive and nostalgic feeling and the pixel graphics and animation is lovely the Music is very good too.

Sadly There is not much Storytelling,Not much things to do too and gameplay is very limited but anyway the different minigames i encounter during the gameplay help me to forget this lack limits in the game, you can explore different places with point and click commands by use the mouse cursor click left\right for walk\run, click up head character for jump,click up near obstacles for climb etc

Sometime you must find objects and use it,other time mus fix different puzzles, avoid\distract enemies with objects, jump\climb ostacles ,find different path.

When you reach near an enemy you can fight him by use shield for stop his gun bullets or you can shoot to him with gun too.

There is also little experience of minigames gameplay where you must avoid objects and use shield and shoot, an horse bet race mini game, there is a cabinet farwest game (shield\shoot) a space moto session (avoid,shield,shoot),a space ship session with a sort-of pixelled quicktime,and a level you pilot sort of turret-robot you must do a galaga-like level,sometime you must do some electric circuits puzzles or water tubes puzzles too these are a square with the circuits inside and you canflip the pieces for change the flow.

The enemies use different timing attacks so you must learn about this for then use the right time for attack.

There is 3 level also where you drive a drone-monitor and you can use it for distract enemy

And in 1 level you can use sort of magnet for move crates.

DreamBreak is very short (i finish it with 5 hour but because i'm a player that play very slow because i like to watch artistic things in videogames also without play,maybe other people can finish it also in 1 or 2 hour if play it so fast) so is not a game to buy for play long time BUT for my personal taste i can say im very happy and satisfied to buy and play this game because i dont care about this,sometime for me is better buy and play a game maybe 1 hour but have an intense beautiful experience and emotion than play other games that is long but boring...

i will NOT tell you the Story or The End\Finish of the game , but i can tell you this is not a game to buy for that,because there is not so much story and the end is nothing special,there is not cg videos storytelling too... but at the same time i can say the pixel art,animation and enviroments activate the brain of the player to imagine whatever story you want and in my opinion this maybe in some moments better than whatever sony playstation storytelling videogames exclusive because our brain has no limits is up to you.

The finish of the game has 2 alternative short endings.

i'm very happy that i buy and play DreamBreak sometime the game make i laugh too.

This game feels to me like an old Amiga game (Mission impossible,another world,flashback etc) but you not need to think this game has the same longevity or storytelling or you will be deluded to buy it.

So if you accept the fact that this is a little short game , with not much things to do and not much storytelling , but you want to enjoy it for 1 or 2 hour because you feel nostalgic about the old games and you never play this im sure you will enjoy this wonderful visual experience , viceversa better you just only watch my video gameplay remix.

i want to thanks the Developers of this game for create it and publish it by giving me so the opportunity to can buy it and play

it,thank you so much.

Not a bad game. I feel like a lot of the other reviews hit the nail on the head. I would say the controls are probably the biggest downfall of the game, though they aren't too terrible. I think it was a rather short game, where as the multiple ending feature is literally just two different endings from a choice that you make.

Overall though a solid game and definitely worth a playthrough, at least twice to see both endings.

<https://www.youtube.com/watch?v=tmn3Yv2UzBo>

. The controls can be rather crude but this game manages to breath life an present it's true heart and soul put forth in a faceless bleak society. A society that is serving to make itself obsolete.

The visual style and musical accompaniment are quite well done. At times however it feels like the game underutilized it's own potential and comes off a bit short and brief. It feels like it's lacking a bit in exploratory options. Perhaps a bit to linear and in need of a bit more interaction in order to allow for greater immersion.

The English translation is a bit basic but it's well understandable although it could be worded much better. Gameplay wise it's not much besides some very basic shooting games and a bit of puzzle solving. You're probably looking at about 2 hours total from start to finish.

The visual statements are well represented at least. It's really the artistic merit that makes this game so enjoyable. The soundtrack is also pretty well done. The music does a good job of setting the mood as it changes from screen to screen with a number of enjoyable catchy tracks.

That being said if you're someone that enjoys Orwellian landscapes mixed with some good synth soundtrack. Along with a fairly short but intriguing tale of a Janitor caught up in espionage, confronting a cold technocratic socialist future that is spiraling out of hand. This might well be the game for you.. The story seems interesting, the graphics/style is fantastic, the music/sound pretty good.

But, damn, the controls are horrible. The game is full of bugs, in the few minutes I've played I had to restart the screen several times, because the character just kept running and didn't react in any way anymore. As far as I have played, there are no real puzzles\you can't really decide how to interact etc., the game tells you where to go and that's that. Perhaps this will change later on, but I don't want to play until these horrible bugs are fixed. It's no fun, when the character keeps turning in the wrong direction, jumps, when it should run and vice versa and the situations when it just doesn't stop running!!!!!!!!!!!!!!!!!!!!!! This game wandered into my office a little 3pm. Wasn't expecting a soviet russian dystopian future but I went with it. I was immediately drawn in by it's beautiful yet chisled graphics. It's portrayal of a terrible future outlined in stark yet plain colors, harsh yet real.

What I didn't expect was to plumb toilets and fix motorbike wheels through. Too much for a private investigator like me.

The story drew me in, but the toilets spat me back up. STILL GOOD THOUGH!

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