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A.L.A.N.: Rift Breakers Activation Code Offline

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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.**

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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







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Don't buy this game. It has many interesting ideas, but they are mostly executed poorly. There's a huge variety of ways you could equip your ships, but finding a place to buy the actual modules is a chore. The game is "open world" except there's very little to do outside of the story missions, but if you only do the story missions the difficulty will be way too hard as you near the end. Finally, I had to cheat through the last 3 hours or so, and the ending barely made sense.. I sadly have to give this game a very mild recommendation against playing, and a 5/10.

The board game scenario was pretty ingenious, the storyline interesting and compelling, the 1920's setting both fun and unique, and the RPG party building a nice little touch. But the mini-games that comprise the bulk of the gameplay, while mildly fun on their own, quickly became tedious and even mind-numbingly boring. On top of that, the storyline kind of takes a cliff dive by the end of the game, taking the RPG party building elements with it. I struggled along with the game as it became more and more tedious, hoping to simply complete the storyline... but the end of the game finished in such an abrupt and non-fulfilling way that it made me regret the hours I'd spent wasting my time with the game in the first place. If only the gameplay had been more varied, and the ingenuity that began the game's storylines carried through to the end, this would have been a charming little game worth maybe a 7-8/10.. Hello, im here to write a review, or more specifically, complain about the race/target/sumo aspects of this game, as they are quite literally the ONLY things I despise about this game; everything else I love.

I like the music and it sets the mood well,  
I love the drone building and all the intricacies that come with it,  
I love the planets and wondering what could happen as I delve within.

...and I will admit it is quite grindy when it comes to gun upgrades, it doesn't give you much information regarding parts and their functions, and it could use more diversity, but as im writing this review it seems some of those wont be a big issue in the future development of the game.

However...

The online aspects are terrible, just awful. They look incredible, they seem excellent, and the music is some of my favorite in the game, but every time I feel like I got a winner, It turns out to be garbage.

Take racing, for example. I built a good racer, it beats a few racers that just crash, and then some absurd, speed demon with flawless guidance completely dominates the whole track in seconds. That first try was my last, I decided.

Now take Sumo, I Saw my opponent's name "Slow Push" so I go "Ok" and build a little drone to test the waters, and this "Slow Push" Blasted forward and without any hesitation pushed my done out. I build a much bigger, stronger one, and this "Slow Push", while they DID struggle a tiny bit upon collision, it was the same story. Never tried Sumo since.

And finally, Targets. My favorite of the bunch, though it isn't much better. Fly around an arena to certain points, first to 5 or most when the drones die out wins. But, given my last 2 stories, its no surprise what happened when I entered an arena.

I work so hard on a unique looking, speedy, and clever drone and get outclassed by a generic win machine, every single time. the only thing that beast cheap tactics is cheap tactics, but I want to have fun, and I hate stooping that low.

I really hope the devs refine these aspects of the game, because being forced to either be slammed into dirt or make a generic win machine isn't fun. and if i may quote Reggie: "If it isn't fun, why bother?"

This isn't really a complete review, and its rather disjointed, but I just wanted to get the negatives out there, of course the game itself is fun, and I really enjoy it, but its got high highs, and very low lows, but they are thankfully contained.

Who knows? in an update or two this comment may be outdated by time you may be reading this, perhaps they had fixed the issues encasing the online aspects. I don't know. But im very excited for the upcoming update. just dont mess up them bosses. ciao.. TLVDR? Came here looking for another shooter and I got a new take on Ikaruga split across 2 screens, blew my brain! Granted, the game may need some more weapons and enemies but the devs have promised to add them. Update after update so far they have been delivering. Visually the game is stunning. I have yet to try the co-op so I can't comment on that.

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10/10 will try to not die again!. Improves upon its predecessor in many ways, a pretty worthy sequel. Be warned though, the 3D engine is quite buggy. Save often, as you might find yourself walking through walls or falling straight through the ground if you jump too vivaciously.. Sid Meier's Pirates meets Assassins Creed. The only thing this game is missing is a Workshop full of mods to help enhance and keep things rolling. A completist playthrough is good for about 100-hours, but I don't see myself playing through again without any mods to help enhance or change the experience.

And as a disabled gamer who plays to distract myself from pain, I found the plethora of minigames to be an awesome plus. One can easily find something in game to fulfill one's gaming desires.

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Fun for about five minutes before the mediocrity sets in. Games becomes impossible after a certain amount of identical levels because of bad game design, and is a glitchy mess in places.. Absolutely the best. It's 10 years that i play the Dawn of War franchise, and i've got to say: they introduced me to a universe im deeply attached to now, and can't but love. The best RTS and surely the best videogame i've ever played. if modded and played with friends you're going to have a splendid time.. Excellent voice acting. Great game, but not for kids! Its not a horror but has some "funny" moments!. best not toplay it on windows 8.1 it runs quitslow but still play able, some of the pasengers take the♥♥♥♥♥♥♥♥♥♥to get onto the bus i would say it needs updating to be able to work for windows 8/8.1 ?

. Colonial conquest is simplicity incarnate. There is no depth to the game, there is no content, there is no strategy. You play a major power of the time (Britain, USA, France, Germany, Russia, or Japan). Each territory has a monetary value, and your money allows you to buy ships and soldiers. Purchase your armies, and walk all over the world, gobbling up one territory after another until you achieve the preset number of victory points. At this point the game ends - no cut scene, no message, nothing. It just ends.

Colonial conquest fails as a strategy game. One game I played, the AI did absolutely nothing.

Colonial conquest fails to have any replay value. How many times can you create a mega stack of soldiers and walk over the world before you get bored?

Colonial conquest fails to be engaging in any way. In less than 3.4 hours of game play, I experienced everything it has to offer.

#### **About the “Sexual content” tag. Why now?:**

You probably noticed that both “Les 4 Alice: Lorange Journey” and “A.L.A.N.: Rift Breakers” got toggled as adult games with the “sexual content” tag. Why now, since the previous versions weren’t tagged?

Well, at the time, I didn’t consider them to be “adult games” at all. For me, an adult game got to have Mature content, such as gore, sex scenes, full nudity, etc. Since all my games were text-based, without any graphics depicting sexual content, I thought I could get away without tagging them.

However, both “Les 4 Alice: Lorange Journey” and “A.L.A.N.: Rift Breakers” \*do\* deal with sexuality and dark topics, such as r a p e. While you don’t \*see\* such scenes, the subject is still Mature, and thus both games now have this tag.

“Hack the Core” and the future “Entre-Deux: Cursed” doesn’t have such topics and thus had no “sexual content” tags.

Also, 10 days left before the release! 🤪. **Hack the Core is here + bundles!:**

Game

[https://store.steampowered.com/app/918140/Hack\\_the\\_Core/](https://store.steampowered.com/app/918140/Hack_the_Core/)

DLC – 25% off

[https://store.steampowered.com/app/921460/Hack\\_the\\_Core\\_Donation/](https://store.steampowered.com/app/921460/Hack_the_Core_Donation/)

All Mia Games for Gifts (Buy All Bundle) – 21% off

[https://store.steampowered.com/bundle/8219/All\\_Mia\\_Games\\_For\\_Gifts/](https://store.steampowered.com/bundle/8219/All_Mia_Games_For_Gifts/)

All Mia Games (Complete The Set Bundle) – 21% off

[https://store.steampowered.com/bundle/8181/All\\_Mia\\_Games\\_Bundle/](https://store.steampowered.com/bundle/8181/All_Mia_Games_Bundle/)

. **Red and Blue – LatAm Spanish & Brazilian Portuguese:**

Now the game show “Espanol (LatAm)” in the language selection.

Also a Brazilian Portuguese translation is online!



# Preferences

New Game  
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## Display

Window  
Fullscreen

## Skip

Unseen text  
After choices

## Language

French  
English  
Spanish  
(LatAm)

Italian

Portugues-  
Brasil

Vietnamese

## Text Speed



## Auto-forward time



## Music volume



. "Downgrade" version up.:

The text got an outline and the narrator's names are in another color, so they are easier to see.. **DLCs sales of the week.:**

<https://store.steampowered.com/app/1034000>

<https://store.steampowered.com/app/1034080>

<https://store.steampowered.com/app/1034090>

. **VKT Prime System Crash is on Steam!:**



The crossover starring characters from my previous stories, with "crashes" and QTEs, is out with 25% discount! The game had been added to the bundles, for a deeper discount.

The Extra and Donation DLCs are out as well, with a new one, a French-only "Script" (pdf) DLC, since this story can't be adapted into an eBook without a full rewriting.

Have fun, and remember to RESTORE the VKT Prime System when the time is right. ☺☺

<https://store.steampowered.com/app/1018980/>

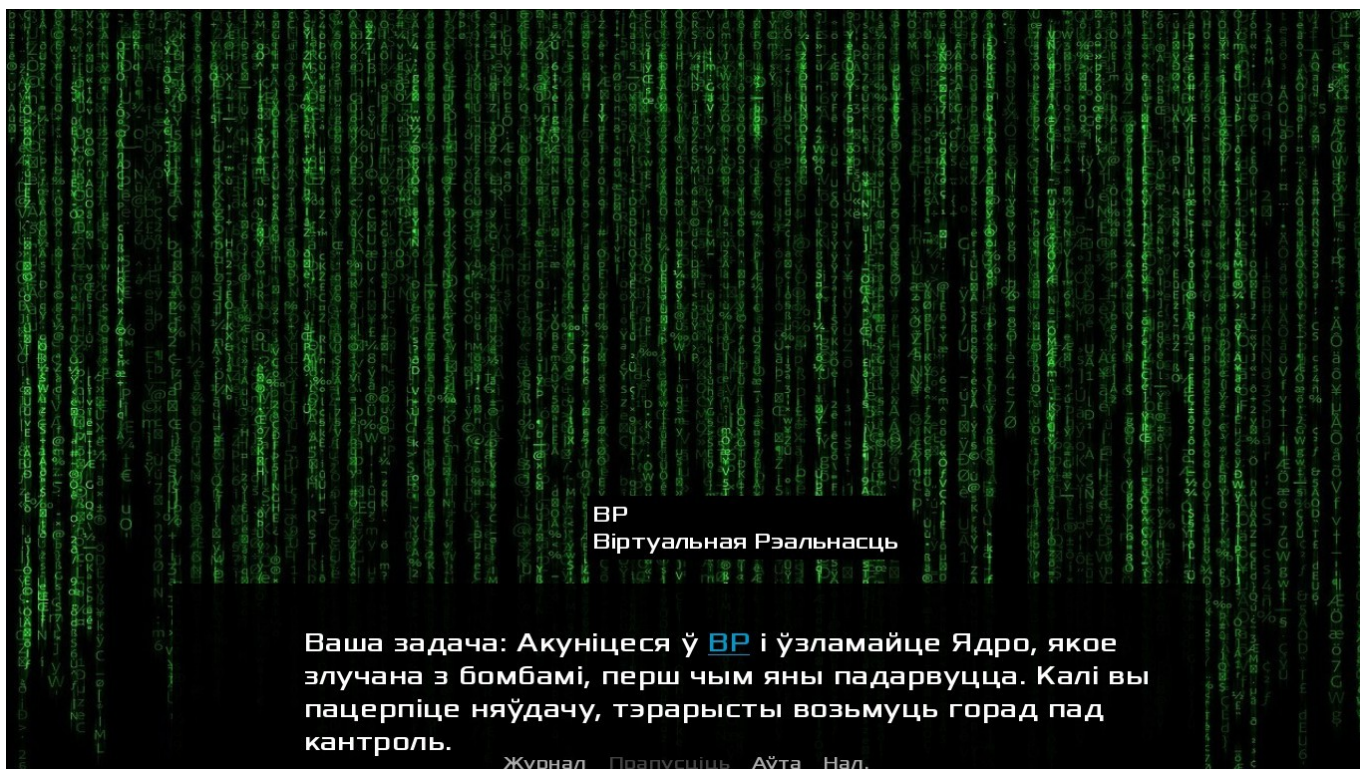
. **Bundles are back, slight price increase, new DLCs!:**

Bundles are back. **Hack the Core – DLC Sale and Belarusian translation!:**

The Donation DLC is on sale at 40% for 7 days.

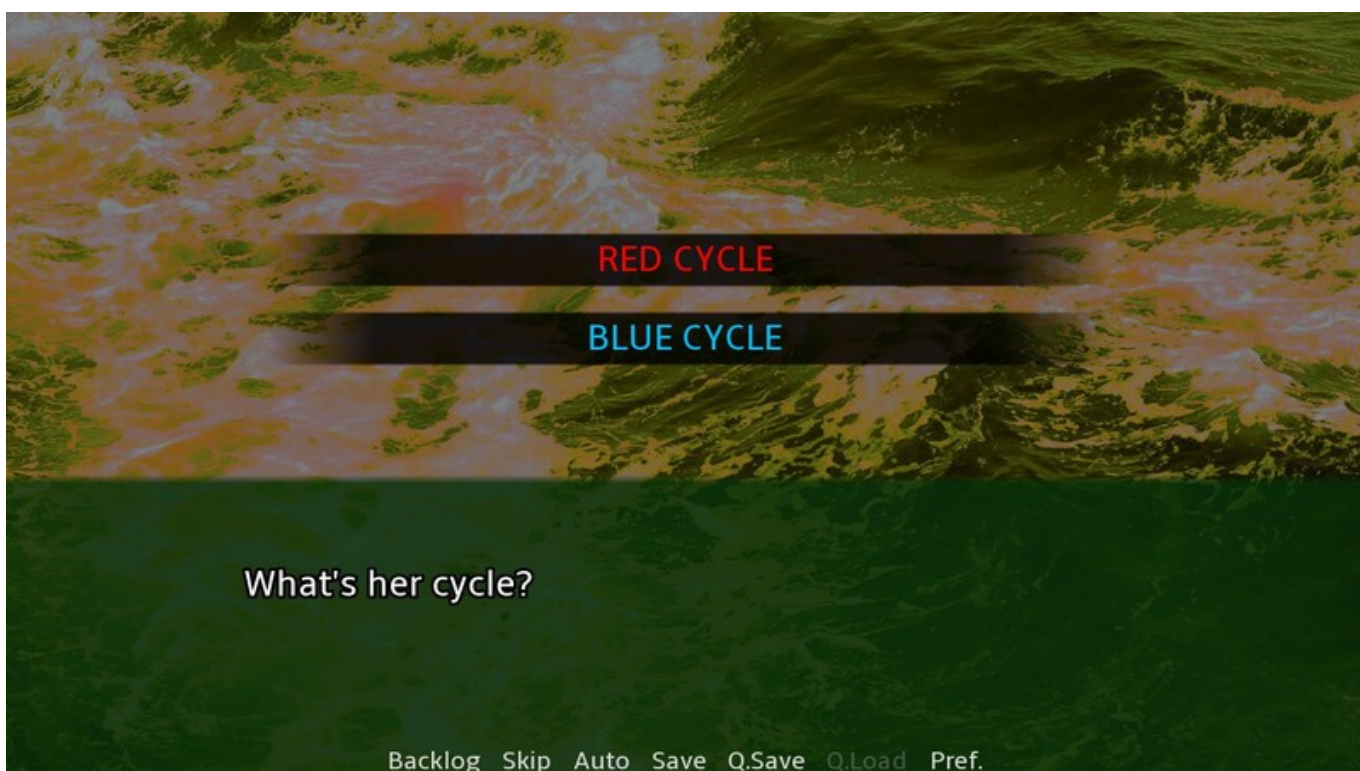
A new translation had been added, thanks to Aliaksandr Haradzetski.

A typo had been fixed in Italian.



. "Red and Blue ~ Cycles of Existence" REDUX version is online!:

The brand-new rewriting is online!



Changelog.. Red and Blue ~ CoE is out!:



In five languages, thanks to the community of Indie Game Localization.

The "Donation" DLC is also out, with a 25% discount! Buy it only if you wish to keep your game in the Steam library. (Doesn't add new content to the game)

[https://store.steampowered.com/app/940130/Red\\_and\\_Blue\\_Cycles\\_of\\_Existence/](https://store.steampowered.com/app/940130/Red_and_Blue_Cycles_of_Existence/)

[https://store.steampowered.com/app/940200/Red\\_and\\_Blue\\_Cycles\\_of\\_Existence\\_Donation/](https://store.steampowered.com/app/940200/Red_and_Blue_Cycles_of_Existence_Donation/)

The bundles had been updated.

[https://store.steampowered.com/bundle/8181/All\\_Mia\\_Games\\_Bundle/](https://store.steampowered.com/bundle/8181/All_Mia_Games_Bundle/)

[https://store.steampowered.com/bundle/8219/All\\_Mia\\_Games\\_For\\_Gifts/](https://store.steampowered.com/bundle/8219/All_Mia_Games_For_Gifts/)

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