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## Tulpa Crack Exe



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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...



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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

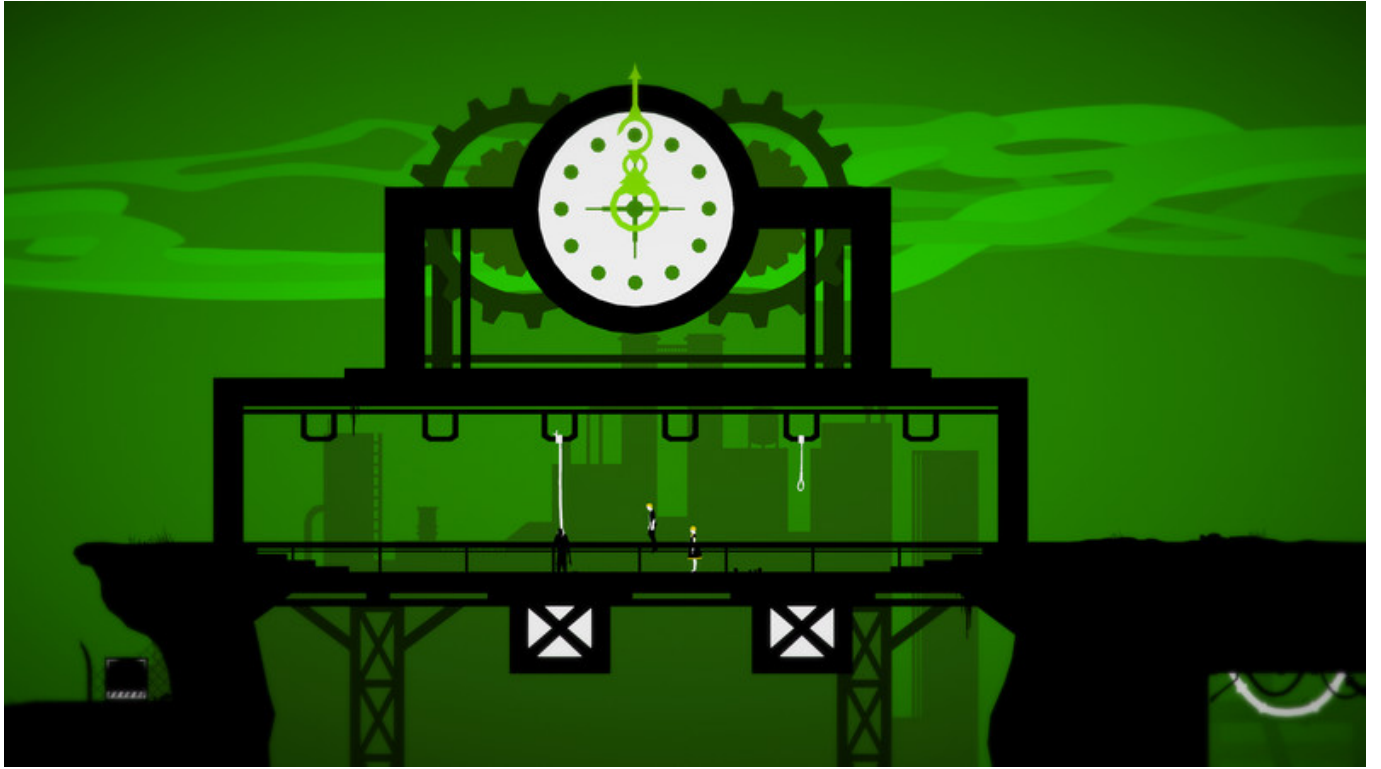
**Storage:** 600 MB available space

**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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sound is too loud.

no change resolution or run in window.

no tutorial.

glitches - she stuck in "sane" mode and unable to operate object.

. After having experience with tulpamancy before, and going through many various life events, I say this game pretty well explains my life with its subtle undertone. Great job, Devs. 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.. What is this janky rubbish. Controls are poor, movement is slow and feels unresponsive.. If you haven't got LIMBO, play that instead.

If you have got LIMBO, this will pale in comparison.. Tulpa is a Limbo-ripoff... - uh, Limbo-homage with decent graphical design, sub-par programming and terrible controls.

There are two characters, each with different "skills", which made me think it'll be like Lost Vikings. However, the characters have to stay together (one will always follow the other) and the "skills" are obvious to use. So, no unique puzzle situations are created out of it.

The good:

- Some of the locations and backgrounds look nice.

The bad:

- Puzzles are unimaginative.

- No story to speak of.

- The game runs awfully.

- The controls are unbelievably bad. It's almost impossible to make the character jump when you want to.

Verdict:

Avoid, even when on sale.. The storyline was very subtle. So subtle to this day I can only speculate on the deeper aspects of its lore. It was indeed a puzzle platformer and most of the puzzles were easy enough to figure out with some thoughts one or two did elude me and made me just stare at the screen lost as to the workings of the puzzle. In the end even when I have beat the game i didnt feel the usual rush of beating a game, i just felt confused and wondering. If you not looking for story and looking for a very short puzzle platformer than be my guest, take the blue pill and go down the rabbit hole. And when you are done mayhaps you can join the many scholars and trying to figure out just as to what this whole affair was about, was it a lost couple trapped in purgatory, was it some kids on shrooms, who knows. 10/10. Very interesting game; the art style is quite unique, as is the gameplay, but I feel it leaves a bit too much up to the player's imagination.

And by that I mean the game literally tells you NOTHING about the story or what's going on at any point.

Still, 8/10.. Perhaps interesting "story" and art but sadly ruined by horrible controls that seem unresponsive when they matter the most and seemingly frame-rate dependent physics (Couldn't progress when it ran at 120FPS because the character wouldn't grab ledges etc) leading to feelings of pure frustration when you know you're doing the right thing, it's just that the game decided arbitrarily that you couldn't jump at this moment. Would not recommend buying at 9,99€.

Edit: I've died around 46 times on the god damn eyes in the red world. I know what to do, but it's almost impossible since the girl won't effing jump on the last eye ball. "You want me to jump? How about I just \*\*\*\*ing fall down instead, that's what you want, right?". Okay, so this game is really beautiful, and very atmospheric as well.

Controls are fine, can be a bit buggy here and there.

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Some puzzles are extremely frustrating, and the story is confusing.  
However, it was nice playing it.  
I think I'd give this game a 7.5/10.



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Quite an extraordinary experience, if you love surrealism.. This game is really fun. The puzzles are good, even in the beginning of the game they challenge you. The music is amazing and definitely sets the mood for the rest of the game. The minimalist style is awesome. The game itself runs smoothly and beautifully. This is an all around good game so far. Anyone who likes games like "Limbo" will really enjoy this game.. 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.. 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.. A very pretty game, but the controls are frustrating, some puzzles are good, but most aren't super interesting, and the story is confusing to say the least. I'd recommend buying the game on sale.. Wanted to like this. I tried, I really did, but the controls are awful and when trying to jump, Ophelia hardly ever bloody jumps correctly leading to death and having to start over, and over, and over again until I feel like throwing things.

It's clunky and not enjoyable. It's a frustrating waste of money.

I may give it a go again but frankly, I'm tired of turning into shattered glass and repetitive motions.. Seems to have promise. But the sluggish controls and overall pace make it nearly unplayable for me. If you can stand to move slowly, and are a more patient person than I, then you might get something out of it.. Amazing atmosphere and great puzzles. I strongly recommend this title!. 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).**

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