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About This Game

Help G.I. Ant to gain access to the crazy world of Captain Rat's Treasure Caves.

The game consists of 100 levels of increasing complexity over nine different themed worlds. Each level features several interconnected platforms holding a number of "dominoes". The aim is to rearrange the dominoes, such that with a single push, all of the dominoes are toppled, thus opening the exit to the next level. There are 11 different types of domino, identified by red and yellow patterns, each with different actions. The player controls G.I. Ant, who can move certain dominoes by carrying them one at a time.

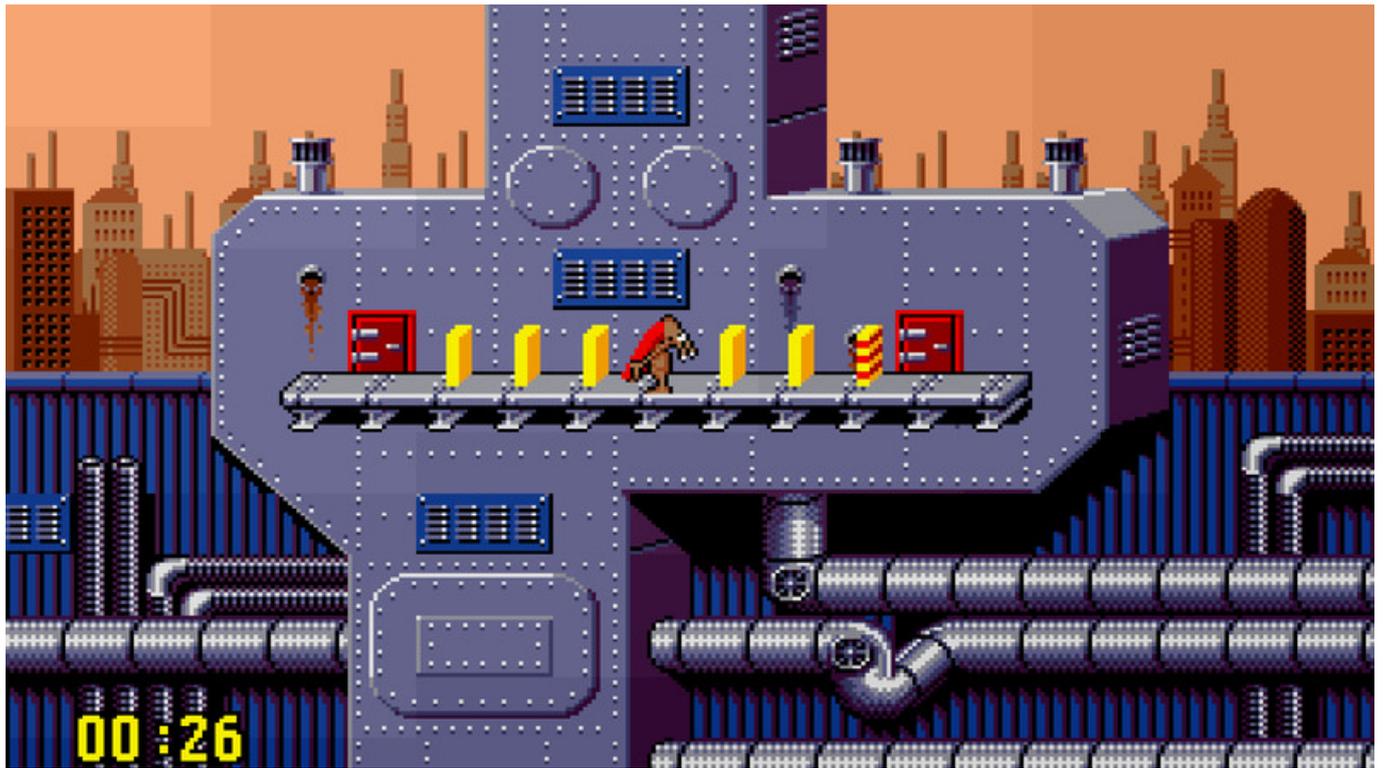
Various factors can result in failure to complete a level. As well as toppling all of the dominoes, the player must be able to access the exit door once the dominoes have fallen. For instance, the player will be unable to reach the exit if a ledge leading to the exit has been destroyed, or if a gap leading to the exit has not been bridged, or if a line of dominoes lie across the exit. G.I. Ant may die by falling from a large height, by falling off the bottom of the screen, or by being crushed under a falling domino. The player is then greeted with the message "You Failed, You Died" and has to restart the level. Also, the level will be failed if any dominoes are destroyed by landing one domino on top of another.

Each level has a time limit during which it must be completed. However, if the time runs out the player is still able to continue with the puzzle if they wish. By pausing the game once the time has run out, a small hint will be displayed, giving advice on how to complete the level. As a side note, the hint for level 98 informs the player that the game's designer cannot remember how to complete the level without trickery ("Use a drop! There is a way to make it work with a push, but I can't find it!").

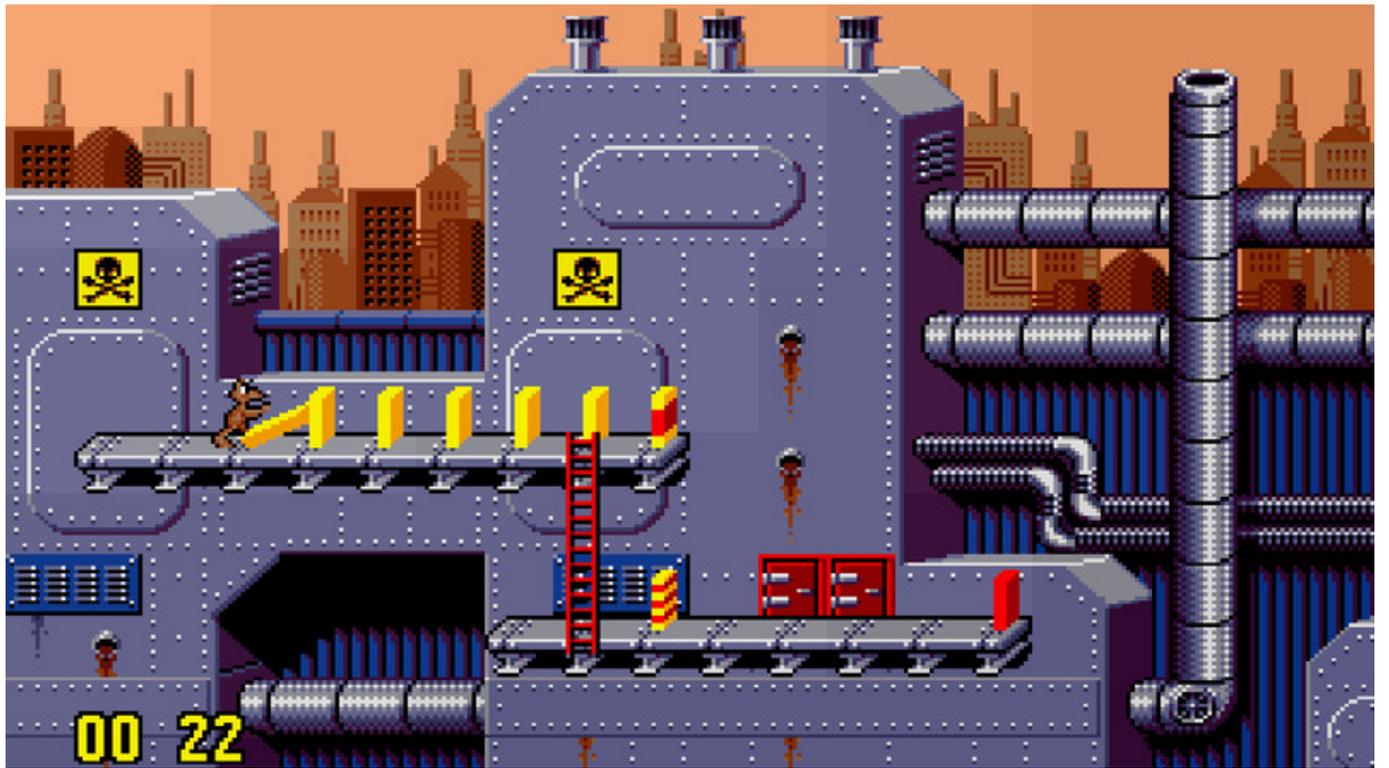
Title: Pushover
Genre: Adventure, Strategy
Developer:
Ocean Software
Publisher:
Classics Digital
Release Date: 13 Apr, 2018

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English







Well this is a weird one in multiple respects. Push-Over is a pretty unforgiving puzzler originally released for the Amiga in 1992, followed by DOS, Atari ST, and SNES ports. This being the DOS version, of course. Most of the releases follow an utterly abstract plot of the bulldog Colin Curly (old mascot for British snack food Quavers) losing his collection of Quavers down an anthill and enlisting the help of his pal G.I. Ant to go recover them by solving a series of 100 domino-pushing puzzles. The SNES version for whatever reason rebranded Colin to a generic red rat, who lost several wads of cash rather than bags of snacks. The Steam description references Captain Rat, despite that he's not actually *in this version*. Okay then.

The game itself is honestly kind of brilliant, although dated. Your goal is to topple every domino on the level (except blocker dominoes, which can't fall), with the trigger domino falling last. There are 10 different kinds of special dominoes that explode, fall upwards, tumble endlessly, split in half, bridge gaps, etc. You spend most of your time deliberating how to arrange the dominoes, are typically only allowed one push to set the chain in action, can't allow any dominoes to break, and have to then escape through the exit door before the time limit expires. The time limit above all else is what makes me wish we'd get a proper remake that does away with that nonsense, it's utterly vestigial and only adds an additional layer of hair-tearing frustration when the levels start getting really puzzling.

As far as the original port jobs go, the DOS version is... serviceable. It mostly suffers in the sound department, although I'm not sure HOW the current publishers managed to get it to sound as awful as it does in the preview video. It doesn't sound THAT bad in Dosbox. But on the topic of the current publishers, we now get to why this is a thumbs down from me.

I have no idea who they are, but they seem to have sprung from out of the ether to deliver a significant portion of Ocean's old DOS catalogue unto Steam... in the form of old cracked abandonware copies they've just dug up from around the web, as evidenced by some of the leftover files still included with this release. While simultaneously threatening in the pre-release news of every single game they're putting up that anyone discussing pirated copies in the community hub will be "reported to Steam". And deleting every single thread from the discussion forums just to not have to deal with them. Stay classy, guys.

Add to this the fact that the games are distributed with no frills whatsoever, including for example manuals explaining how to actually play the damn games. Push-Over specifically does a reasonable job of easing you into the mechanics with the earlier levels, but it's entirely on you to figure out how to actually pick up and push dominoes (for the curious: spacebar and arrow keys). It's probably worth at least the \$5 if you don't mind a strict timer on your puzzle games, but whoever's in charge of these Steam releases is just plain acting the goat and I'm not particularly of a mind to support them.

Not like any potential buyers will see this anyway, they've probably sold about 5 copies grand total.

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