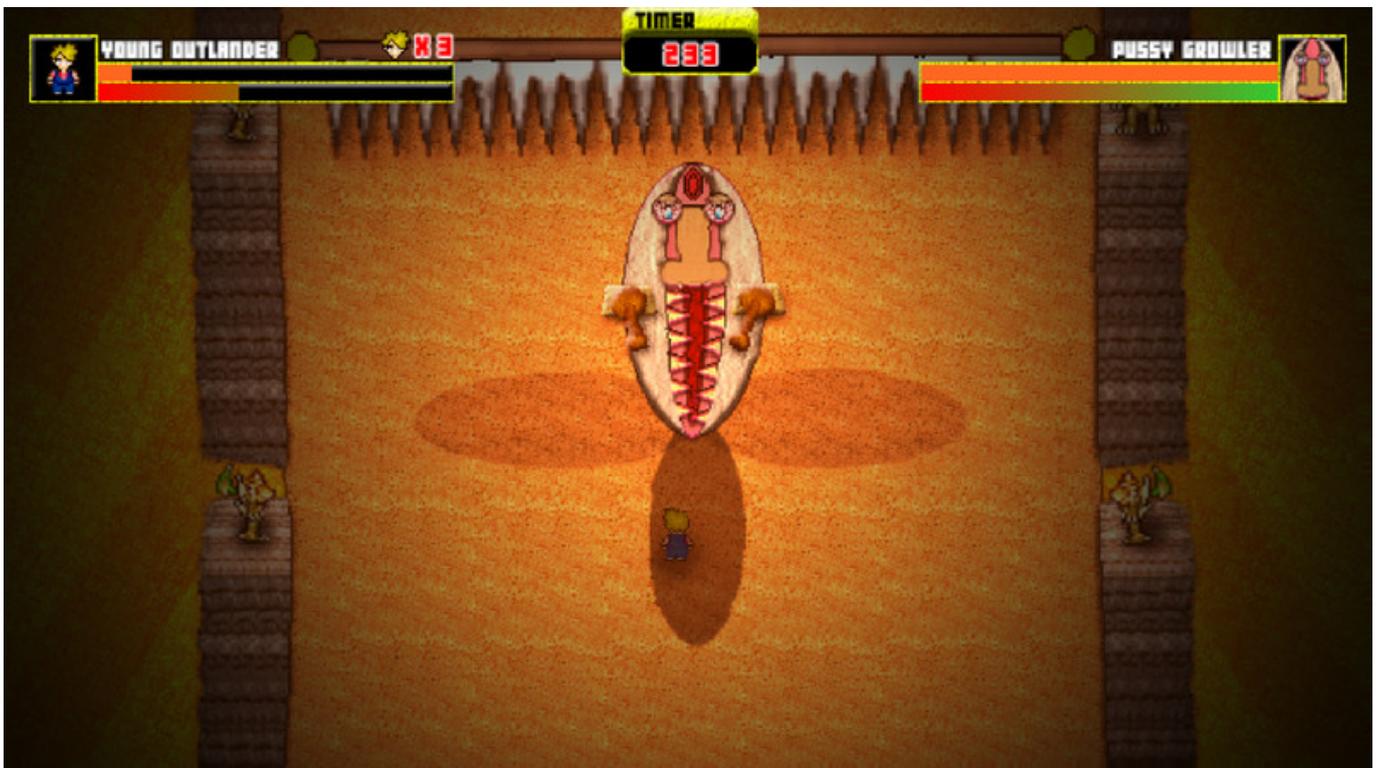


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## About This Game

Clutch is a fast-paced arcade racing game which will challenge the resilience of anyone's nerves. You play as a person who has survived a catastrophe of the Large Hadron Collider (LHC), while everyone else in the city has been transformed into a bloodthirsty zombie. You return to the abandoned city, looking for a way to change the zombies back into humans. The only way to survive is to move on fast armored vehicles. The player will complete different missions: racing, rescue and more to finally learn the truth.

Key features:

- A multitude of drivable vehicles and upgrades
- Many ways to destroy zombies
- The LHC campus is a complete city open for exploration, sandbox style
- 8 game modes of racing and combat
- Advanced collision and damage physics
- Diversity of artifacts that affect the player and rivals



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Title: Clutch  
Genre: Action, Racing  
Developer:  
Targem Games  
Publisher:  
Game Factory Interactive  
Release Date: 2 Jun, 2009

b4d347fde0

English



UNOBTAINUM  
75935

**Surface Drones: 87**

Gravity: 1.98g  
Climate: Hot  
Atmosphere: Very Thin

Water: Trace  
Food: None  
Tech: Stone Age

- Violent Animals
- Inspiring


DETRIMENTAL

SHIELDS  
55 | 55

Colony Chance:  
**-297%**

Ubt. Estimate:  
0

COLONISE

This massive creature is a writhing mass of orange tentacles and eyes. Thousands of years ago it swam through the void but after it settled on this planet it became landbound.



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Game is Very Nice and simplistic but still has a challenge. Bring me back to a little boy...my childhood.... Another good hardcore game.

But I still only can finish the EASY mode..... A simplistic 2D side scroller which may prove mildly entertaining thanks in large part to its distinct visual style and ridiculous plot.. Impressive macro-RTS that manages to integrate lots of separately interesting features, like joining islands across maps, hero skill trees, and camp-pitching/raids.

You have to be on board with a few features before you will really enjoy this game: not having effective control over individual units, and emphasis on planning via island hopping and resource management seem like the main buy-ins. Heroes are produced in three main kinds and rally around different kinds of flags you place, including attack and raid. Tutorials are not great and I've hit a few bugs, but manageable in this area. Races are different but presenting the differences with more impact for the player would increase replay value (maybe adding more differentiation as well). A couple frustrating points are, difficulty of targeting units with spells, and heroes getting killed by automatically dividing themselves up inefficiently.

Nice graphics, atmosphere, and concepts in this game, allowing you to really get into it. As wild elves come out and more bugs are squashed, the potential here is pretty great.

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Throw logic out the window, and not in the good way.

Almost nothing in the world is interactible, even when it really should be. You have to behave like a classic horror movie dumbass to even continue the plot. I gave up when "You need to climb up to this hole in the ceiling" and the entire room was full of furniture I could have moved under the hole to climb onto...perfectly good wooden chairs and the like...but nothing was interactible. Why? What is the point? I can't be scared if I'm too busy being frustrated by the railroading. Oh yes, you must follow the paths, there is literally no other way to go. You can get about 20ft from the path in either direction before you hit giant impassable rock walls.

I just can't be scared when this game is literally holding my hand the whole way. I might as well read a novel, I have no choice in what is happening.. So I've played the game, and had issues with 3 of the achievements not registering after completing the task, specifically for the Master of Shadows task. I watched the "prompt" which stated I completed it, but when it steam, there was no credit to the task. This put a "bad taste in my mouth" and felt like I was just "going through the motions" to finish the game. The game is beautiful, but not happy with the gameplay.. Fun to get stuck in to melt away time :). I am a big fan of video games and tabletop RPGs, so when i saw this i got it immeditly. not worth \$15.00. bugs, no player custimization and fights feel repeditive and boring.. A fun enough game. Worth the \$1 you'll get a couple hours out of it. Imagine it like a handful of rooms from Celeste that you can clear multiple times with different conditions. The hard move can be a bit brutal, but if you want a challenge then this is a great way to get some without a huge investment.

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