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About This Game

A true test your wits and spatial reasoning.

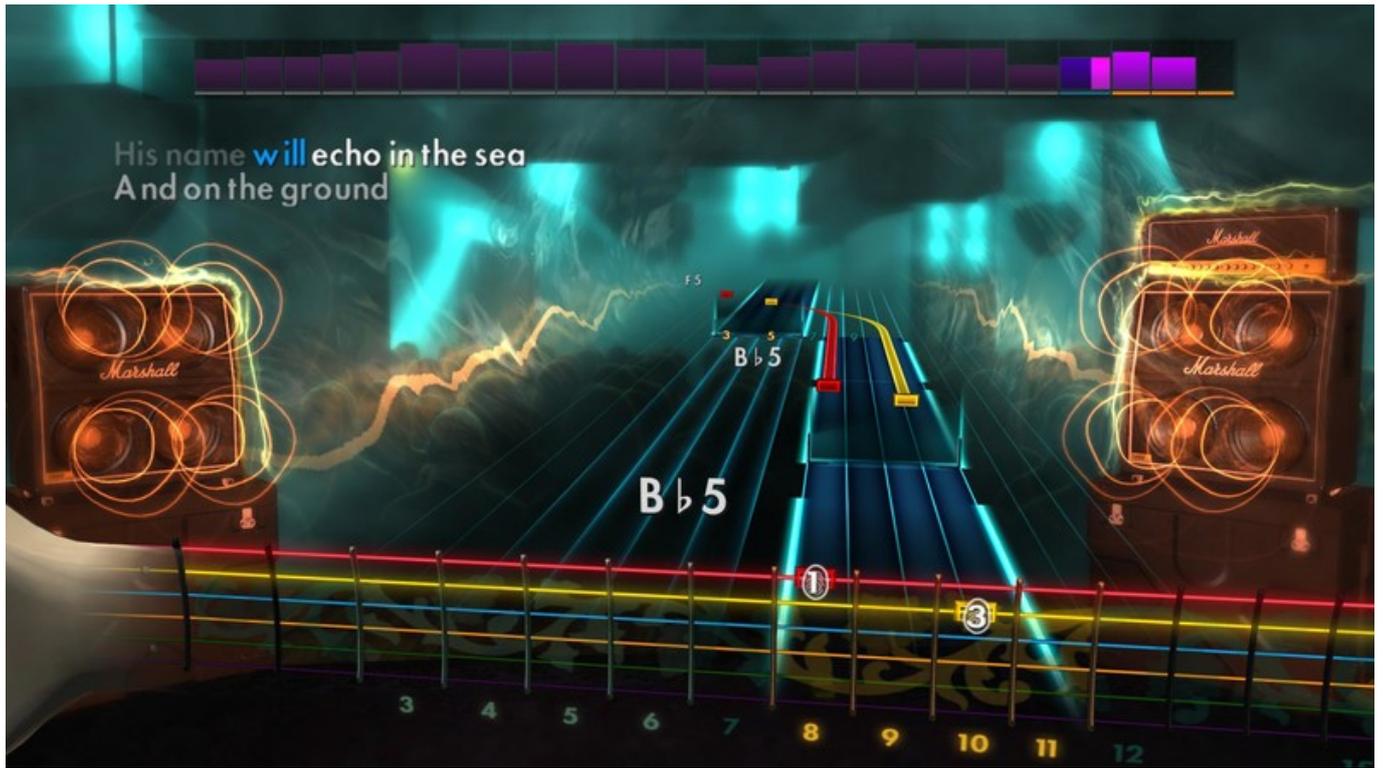
The goal of the game is simple: forge a path for your convoy of trucks to reach its destination, but obtaining your goal often requires a mix of smart resource allocation, clever route planning, and strategic thinking. Your AI and human enemies will try to stop your progress with routes of their own.

DETOUR sports endless amounts of unique strategies, Adaptive AI opponents, 5 distinct modes of play, dozens of singleplayer maps, unlockables, online play, an epic soundtrack, and much, much more!

Title: DETOUR
Genre: Indie, Strategy
Developer:
Geoff 'Zag' Keene, Richard Keene
Publisher:
Geoff 'Zag' Keene
Release Date: 16 May, 2011

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English







2nd game is based around flying a plane as you spin it to shake off the Zombies, but as zombie can stay attached when upside down it just seems to boil down to spin around as much as possible and hope again.

ALL MISS not even worth keeping an eye on, move on people.

<https://youtu.be/VzS9Yf18ibvs>. I really enjoyed this game but I have to say there are a lot of grammer errors or the language just doesn't sound correct. If you can look past that I highly recommend it.. Grunt1914 is one of those rare indie games where its clear how much effort and work goes into it. I read on the studio's Facebook page that there is only one person that created the game, which is very commendable.

Why I think its great :

- The game has so much content for an indie game. Even with only bots to play against its allot of fun.
- There are 8 maps that are super unique and detailed. And already a new map was released.
- There are many guns to play with, each feels different and unique.
- The graphics are really good for an indie game. There's alot of objects and stuff in the world.
- You can play in first or third person.
- The game is really stable and even though I'm on a laptop I got a really solid framerate.
- Its great to be able to make your own servers.
- There are allot of options to configure the game with.
- You can level up and unlock new stuff
- There are bots to play with.

Things that still need to improve some more :

- Some of the audio sounds didn't sound very accurate.
- Some of the guns needs to be configured a bit more.
- Sometimes the hosting will take a few seconds to get going, this is only a small issue though.
- The bots can sometimes be a bit stupid, to be fair I've seen this in most AAA games too though.

Overall I have to say I really enjoyed the game so far and will definitely keep playing allot. I have seen some people saying that there aren't many people playing but I think the community needs more time to grow. I was able to find a few matches easily so I didn't have that issue. Even without other players the bots still count towards your progression and they are fun to play against.

It seems to me like some of the people that played the game and had negative reviews maybe didn't really play much at all because I had none of the issues they described.

Its obvious how much work went into this game and I would recommend it to anyone that enjoyed the older style of FPS games. This felt allot like the old Call of Duty or Medal of Honor games, which to me is awesome.

With some support and time this game could become really great. The developer also seems to be very active with constant updates and new stuff.

Give it a chance! I did and I love it!. Well first if you couldn't tell from the trailer the game runs at what looks and feels like 25fps. So thats not great, but it's a new game and that is something that could be patched. Moving on the game only has 4 weapons you can buy and that's it, no upgrades, or attachments are available. So you run out of toys to play with after 5-6 waves. There is no progression that carries over from other sessions. Just endless waves of the same 3 enemy types spawning over and over. Also from what I could tell theres only really 2 modes theres the regular mode that has lighting in the map and one without. As far as difficulty there doesn't seem to be much difference between normal and hard. As for nightcore from what I could tell it's just hard with the lights off. The map does change and introduce platforms, but they serve very little purpose other than getting in the way, or giving you a spot to sit and VERY slowly heal. Since the enemies can't jump up them. This game feels like a place holder demo and isn't worth your money in my opinion. Unless you are wanting to get it on a steep sale or a cheap bundle to make a few cents off the cards. The only reason I played this is because I thought it could be like the old ratchet and clank areanas or like the deathlock spin off in that series, but it is not even close. I would not recommend this game to anyone. You'll have seen all it has to offer in about 20-30 minutes if not less and have to wastse your time requesting a refund.

Also something I forgot to note is that enemies can get stuck behind the spawning gates leaving you with no way to progress to the next wave. In which case your only option will be to exit the game and start over.. Bringing you a no nonsense review from the guy Digital Lighting Studios filed a copyright strike on and tried to put out of business on youtube for bringing an "honest" review of what could be loosely even be called a demo. Had to call in Jim Sterling to set these guys right.

Gameplay video review here:

<https://www.youtube.com/watch?v=j7nHyz5Ud80>

Also note that SOEDESCO

the publisher recently just popped out of nowhere with three other early access developers all in the same month with likewise only positive reviews and quashing negative stuff on the forums just to be warned.

I will admit I am greatly intrigued with the concept and the trailer they show you but even in early access you would actually expect a somewhat working friendly mode.

The developers did admit in an email they launched weeks ahead of schedule to cope with the Publishers demands to go live which is more than evil to say the least.

The controls they layout for you, the camera angle changes don't even work and playing an actual match is bloody well impossible.

You can throw out a zillion "early access warnings" but you ARE taking people's money well for something playable.

If you'd like to raise money to make a game, well that's why there is kickstarter.

I'd have more playtime but honestly you can't really even play this and it hurts the brain.

The music is pretty spot on for the game though.

In summary great idea for a game, but horrible handled and excuted thus far.

Will be keeping an eye on this game and will definitely change the review once/if things get better.
Looking forward to that.

And remember squash this review and Jim Sterling shows up in your shower.. bad game
idiot janitor
i could beat him up in real life

Complete \u2665\u2665\u2665\u2665\u2665\u2665.

Just plain bad.. While I have not got to the possibly exiting part of the game, it has serveral problems.

-The UI is terrible; The core-concept of this game is building your own ships, but the controls in the ship-building are so bad its no fun. (rightclick to build works different depending on what kind of block you want to build, and leftclick to remove seems to only works if you are about "to place" blocks; also there are "fog" blocks to build your ship from, which are transparent in building mode, but opaque if the ship has been build.)

-It crashes very often.

I can't (yet) recommend this game, while it does have potential; and I'm keeping an eye for its developement.. this game \u2665\u2665\u2665\u2665ing sucks. Classic isometric top-down shooter that takes you back to the original Alien Shooter but now with the new features from Alien Shooter 2 included.. Fun Solitaire variation. I wish there was an undo button though.. A nice game if you want to spend some useless time on your day, chills you after some heavy day of work (for most people haha), and worth it for the price. The price is consistent with the number on stages. If you're good with this style of game, you will end it very fast. But worth it anyway.. This game gives me encephalon injury.. Truly mediocre. Clunky and unintuitive, a lot of empty space and repetitive play, and the plot is barely worth mentioning.

There is really better games in the genre out there. If you can get it with a voucher, then I guess, but you can really do better.. An interesting platformer with a fun game mechanic.

Basically you can be sticky to grab walls, slippery to slide through cracks or run, and heavy to move blocks and break things. The use of these different states is how you traverse the game and are used in some very creative ways.

The style is squishy and gross, but that really works for it.

It's a quick play, but so worth picking up.

DETOUR v1.2 patch and MORE!:

We haven't updated our Steam group, so... Let's do it! Here's the latest news n' happenings!

DETOUR v1.2 patch notes of patching

Truck themes and achievements added!

<http://www.sandswept.net/archives/1247>[/url]

(Old) DETOUR v1.1 patch notes

<http://www.sandswept.net/archives/1226>[/url]

We'd love to see more faces over at [Sandswept.net](http://www.sandswept.net)! Join up on our forums! It's quick, painless, and there's plenty of discussion to go about! And if there isn't, make some!

<http://www.sandswept.net/forums/>[/url]

Big thank you to every one who has picked up and enjoyed DETOUR! You rock!

Pardon Our Dust!. **Message from Zag:**

Hey, DETOUR players!

(All four of you.)

We made this game *a long time ago*. I was around 18 or 19 when this released, and I'm 28 now. The game changed hands once for about a 2 year period (it wasn't making money, and another company wanted to see if they could get some dollars out of it -- so I said sure!)

Anyway, it's back in my possession, and it's all back to where it was in term of *weird store stuff* and *endless giveaways*.

If you want to pick it up, it's fun, but there's no official support for the game's future. Maybe I'll make a sequel one day! It has some really unique gameplay, and I'm glad we got a chance to create it.

If you have any questions about the game, hit me up.

As for now, I'm working on Unfortunate Spacemen, on Steam, so follow my new stuff I'm doing on twitter; [@geoffkeene](#) or [@UnfortSpacemen](#) for the new game.

HONK HONK.

- Zag. **DETOUR Daily Deal! 66% off!**:
DETOUR is the daily Steam deal today!

Spread the word, tell your friends!

And remind us to update this sooner!

<3 Thanks for all the support, and a huge thanks to everyone who is playing DETOUR!

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