
Oblitus Activation Code [PC]



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About This Game

Test your limits against a brutal and mysterious world as Parvus, a curious warrior with no memory and a heavy burden. Raise your spear and cast ancient spells as you battle hostile creatures and towering bosses in procedurally-generated 2D landscapes that are both beautiful and dangerous. Answer the call. Break the cycle. Change your destiny.

Key Features:

- Intense difficulty to challenge even veteran gamers
- Explore four procedurally-generated realms that change each time you play
- Gorgeous 2D environments featuring dynamic lava/water, realistic lighting, and more
- Every playthrough is a unique experience with multiple endings to discover
- Spear-based combat requires both precision and agility
- Magic system with 22 unique enchantments
- Unsettling music and immersive sound design with a haunting and mysterious atmosphere
- From independent developer Connor Ullmann and Adult Swim Games

Title: Oblitus
Genre: Action, Adventure, Indie
Developer:
Connor Ullmann
Publisher:
Adult Swim Games
Release Date: 27 Feb, 2015

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English







This game is divisive in a special way. Each of its mechanics and their special executions can drive people away. If you purchase it, set a 1.5 hour timer to check it out. If you like it you may end up loving it, and if things don't feel right they may never.

If you can even open the game. The forums are filled with bug-complaints, and though the developer has tried to work people through it, there may be no more official patches because of the limited success this game has had.

You may find the combat careful, nuanced, and varied, or you may find it sloppy repetitive and ignorable. It functions almost identically to Bastion's combat system, with platforming. Medium-rate melee attacks, movable shield that can be timed to deflect attacks, throwing your weapon, dodge-rolling, super-jumps, the whole thing. You start off very weak, and will have to fight monsters and explore to find powerups, since going to quickly means entering tricky situations you might not be prepared for, though after a few powerups then it is easy to glide right through whole areas.

You may think the randomized obstacles, monsters, and upgrades make replaying the game from the start each-time great fun, or the slight variations might mean nothing to you and make the journey into a trek. What upgrades you earn early on may influence how you explore the surrounding areas, and the variation at the start of the game is the most important since you will need to enter nooks and crannies to scavenge for items.

I can only safely say that the aesthetic of the sound and visuals will almost certainly be pleasant, if not wonderful. The soundtrack is free to listen to at Bandcamp, You-tube, and Loudr, and is downloadable at your own price.

Because I know there are people who love it, and because I think it is a wonderful experience, and because if you aren't one of those people you can easily get a refund-- I recommend you give the game a shot.. **Edit: I'm not entirely sure what you people think procedurally generated means. The environment doesn't change. It's the same every single time. You guys don't think Souls games are procedurally generated, do you? It doesn't take 100 hours of playing a game to know whether or not it's generated randomly. Much like in Souls games, when I died and started at the beginning, I could retrace the exact same route I took previously. Nothing changed.**

THIS IS NOT A PROCEDURALLY GENERATED GAME, DESPITE WHAT A CERTAIN CURATOR MAY SAY

Oblitus feels very much like an early access title that will never receive any updates. While the game that exists is alright, there isn't much content, and there isn't much reason to come back for more once you've already played it.

Oblitus starts you off in the middle of nowhere with only a spear. You can use the spear for melee attacks, or throw it at enemies and wait for it to respawn in your hands a couple of seconds later. The combat is alright, though collision detection is spotty. You can also jump and roll to evade enemy attacks.

There is no procedural generation here. The only thing even remotely randomly generated is the powerups. Everything in the world remains the same once you die and respawn. Speaking of which. If you die at any point, you will be sent straight back to the menu. None of your progress is saved, and starting again will be just like the time you first started.

If you pick up any of the 20 or so powerups in the game, they will be gone, and you'll have to pick them up again.

There's about three or four bosses total, each varying in attacks and weaknesses. The bosses are pretty terrible, and will either repeat the same moveset over and over again, have a one-hit KO no matter your health or powerups, and/or not even have an obvious weak spot at all.

The game also focuses heavily on backtracking. So you will traverse through an area, pick up something that allows you to break walls, then traverse back through the area exploring areas previously unexplored. This would be great if not for the fact that the entire world is interconnected, and it's possible to fall from the very top, through several loading screens, back down to the bottom. At that point you're better off starting over again.

The framerate is spotty. There's no resolution options. There's no v-sync options. There's no options really.

It's a really frustrating game, because it looks like the artists made a good game, then whoever was responsible for the gameplay just kind of threw something together from another game, didn't finish, and called it good.

You're buying an unfinished game.. Alright game, if you don't like repetitiveness than this is not your game. You die a lot, and that can be annoying, but if you along for the ride then this game does somethings right. The bosses are not one of them.

But i will list some pros and cons to make things a bit more organized:

Pros: Great art, Good music, a cool looking character, cool looking enemies, ect.

Cons: The first boss is pretty dang tough, you have to focus on a lot of stuff, mainly dodging a set of attacks, and then hitting the boss in a specified places, kind of ruins the experience. That is probably my only complaint, getting to that boss is annoying, and fighting him is worse.

Overall 360/420, its alright.. I thought this was going to be a decent game because i am a fan of adult swim games, but this is just disappointing. Everything is wrong about this game. It wants to be a 2D dark souls like Salt and Sanctuary but fall short of every game standard. My main issue is how awkward the controls are, and sometimes there is a delay on the keystrokes which never works out well. The part which is really back is that i can't even change the controls in the options, i can't change much in the options at all, i can't even turn down that annoying music. This is a browser game that really should be free but in reality is \$17 (CAD) what a joke that is. I would price it at \$5. The one postiive thing i can say this that the visuals are kinda nice.. Oblitus is a hardcore 2d platform game that is inspired by Dark Souls but fails to capture its Essence. It's hard for the sake of being hard without the reward or satisfaction.

For a in-depth review check:

<https://youtu.be/V1DSnox1Aqa0>. Im of two minds about this game. On the one hand, it was a lot of fun to learn and play, and theres a definite air of mystery that surrounds the whole game. On top of that the bosses are Mostly fun to figure out and destroy after many repetitions.

[However... there are some significant negatives as well.](#)

[Chiefly, my God does this game need a checkpoint system of some type. It feels like it was trying to strike a balance between 'souls-like' difficulty and 'rogue-like' exploration, but ended up falling between two stools, having neither the consistency that souls-like difficulty needs to feel fair despite the oppression, nor the exploration and slow between-runs progression of a rogue-like.](#)

[Because of the lack of checkpoints and progression between runs, the difficulty feels more stifling than challenging, and the need to continually retread old ground with nothing to show in terms of advancement begins to wear very quickly. The random elements end up more frustrating because you cant find that one really great upgrade again and you feel like no run is going to go well until RNGesus blesses you with the right combination of boss location and upgrades.](#)

[All of this ALMOST chokes the fun out of the game. Almost. The postiives outweigh the negatives, because the gameplay is fun and at the very least DOES provoke the same 'souls-like' feeling of satisfaction when you progress despite the games limitations.](#)

[Overall, a high 70's low 80s game, that could easily have been a high 80's low 90's with just a simple checkpoint system. Good regardless, but painful for what might have been.. Hello, I was starting to write some feedbacks and I will present two of them, but as](#)

[I continued writing, suddently the game had a misfortunate event and I will be describing it:](#)

[The vine grabbing mehcanics feels limited and awkward.](#)

[I should be able to freely manipulate my movement up and down while on a vine.](#)

[Secondly, it would have been neet to have the possibility, mid-through a Long Run, to pause for a second and while pausing, browsing through the collection of your current power-ups and maybe even rethink your fighting strategy \(like for an example, the following boss or mob\) and think of power-up](#)

combo or tactic. Or even just to glare and measure by the number of power-ups, your current run's progress or just have fun with staring at them.

Also, The game happened to be a HUGE letdown as suddenly I feel deep in the caves and wasn't able to get out at all. I was stuck in a huge massive ditch and explored it all over just to find out that unfortunately, I had absolutely no way out. I explored the whole area maybe ten times to just make sure as I was having a great successful run, defeating one boss, exploring three different areas, Getting above ten power-ups, finding like more than five full health restores and was being super proud of myself as this whole deal was my legit my first run ever.

I'm upset about this ending, having to quit the game instead of dying by a great opponent or boss fight. I'm currently unsure as to pick this game up again, while before I even got thinking to myself 'I haven't enjoyed a game this much in quite some time'.. It's fun and challenging but way too hard, one life and you don't really gain much life back. I would prefer if it had a more forgiving mechanic but it is a platformer after all. I will say that the underworld is COMPLETE bull\2665\2665\2665\2665\2665\2665.. ONE \2665\2665\2665\2665 up and your hard work is destroyed.....

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1. The control sucks, "w" is the jump and "space" is the defense.
 2. NO CHECK POINTS! NO CHECK POINTS! NO CHECK POINTS! NO CHECK POINTS! NO CHECK POINTS!. A cute desktop Souls-like without any type of checkpoints. so the tension(and cheese) gets real when fighting a boss or when you get far into it, but when it breaks its own rules and kills you or bugs out an hour or two inn, it just gets frustrating as you have to start from the beginning, not even the pickups saves...

Would recommend under a sale of 50% or lower, as a simple fix by the developers would make it great.. This review is 100% complete steam achievements.

I created a video review\speedrun\rant about Oblitus found here

<https://www.youtube.com/watch?v=51tErGpivtU>

-Story-

You play as a Harbinger, a little mask wearing tribesman with a spear who wakes up under a monolith that gives you a very brief idea of which direction you need to move in the beginning. This information is conveyed telepathically by a guide whom is stuck on this world. This guides name is Mud. So mud tells you to find him in either the Forest, the Caves, or the Hanging Furnace, and that is really all the background you get. So you set of either right or left and really dont know where you are going until you play the game at least 4 or 5 times then you start to understand where these areas are located. Anyway you meet Mud he gives you some flavor text and tells you to defeat a specific boss in the world 1 of 3 differing bosses. You defeat this boss gain its soul and must return to Mud so he can do some sort of mask breaking maneuver that allows you to enter the final area the Under. Once making you way through the Under you face the final boss and complete the game, are eaten up by a clam and transform into a large beast as best I can tell, the story gets really fuzzy here.

-Gameplay-

Weilding a spear that you can jab and throw and a shield to defend yourself, you set off on your great mini-adventure. Progressing from area to area you discover scrolls that give your character differeing abilities such as higher jumping, dodge rolling, poison spear, or heavy armor. There are 22 scrolls and armor variations total in the game and these create the differing gameplay styles in the game. You may end up getting "heavy armor" and "bigger" and withstand your enemies blows or you may get "dodge rolling, higher jumping, gliding, and light armor" and be quick agile and jump all around the screen. The terrain consists of quite a bit of platforming.

-Combat-

Easily the best faccet of this game is how responsive and accurate the combat is. Your character reacts for the most part in the ways that you would expect and if you get stabbed it is many times because you misjudged the encounter. The harbinger wieldes the spear accuratly and spear throwing is a large dynamic part of the game. One thing to note is when you throw your spear it follows the trajectory of the harbingers arm in an overhand throw, this creates scenarios in which you may hide behind a rock and throw the spear over the rock without leaving cover.

Dodging is quick and responsive with blocking working as intended. There is even a parry (though there is little use for it.) With combat being such a strong asset to this game its a shame there is not more engaging enemies and boss fights.

-Movement-

The harbinger is a quick little tribes man that can roll, jump, and pole vault off of his spear. Movement is yet another strong asset to this game allowing you to quickly traverse the areas in style. Once again input is responsive and all controls (at least with the XBOX controller which I used) feel fluid. Later play throughs see your character polevaulting through levels with relatively low difficulty.

-Enemies-

Enemies for the most part are varried, and while very few feel like they need to be approached in a different manner than any other foe, there are differences in their movement and attack patterns. All enemies in the game (including bosses) are dispatched with 2-4 hits with the final boss uping the ante to 6 hits. Villagers will jump on your back, vultures will swoop down from above, and spiders will launch themselves at your little harbinger off of their webs or chains. Once again combat is great, however enemy diffuculty could have been ramped up for a game that tries to focus on replayability.

-Boss Fights-

One of the most disappointing aspects of Oblitus. With a total of 4 bosses that appear in every play through, there is not alot of variety. Each boss fight follows the idea of hit the enemy in their exposed weak spot and depending on what scrolls you found

throughout the level the bosses may be dispatched with as little as 2 hits to said weak spot. Each boss follows the same movement everytime and has almost no variation in their attacks. While you may die the first time you face each of the bosses. I doubt you will find your demise at their hands very often at all.

-Difficulty-

This game does not have the intense difficulty that it states. While combat is fun and engaging it is not challenging. Enemies die after just a few hits and due to the fact all character progression comes from finding scrolls in the world there is no need to fight any creatures in the game besides the bosses.... Yea... Enemies are easily skipped by pole vaulting over them and because they do not drop experience only health after a few runs you come to realize enemies and 95% of the combat in the game is decoration. Because of this lack of need to fight any enemies in the game it really ends up turning into a pole vaulting simulator the more you play.

-"Procedurally-generated realms"-

Oblitus while trying to catch the rogue-like wave states they have procedurally generated levels and while technically this may be true it is not by any means a selling point for the game. The procedural generation simply sets upgrades in one of three different spots on a static level. For each run there will be minor changes such as go over the boulder or go through the boulder. The largest change in each run is where the guide Mud is found. Do not try and sell me on procedurally generated levels when after playing the game just a few times I can mentally walk through every step of the journey in my head.

-Upgrades-

It has to be said that over half of the upgrades in the game really have no effect on gameplay. As an example I picked up the poison spears upgrade. I knew that the enemy I was going to hit would die from two jabs of my spear, so I proceeded to stab him once and let the poison finish him off. However the only effect that seemed to happen was the enemy turned green for 2 seconds and when the poison wore off he proceeded to try and bury his dagger in my throat. There are a host of abilities just like this that really have absolutely no impact on changing how you play such as impact rolling, cannonball, and impact landing.

-Questionable design choices-

One of the levels the hanging furnace takes place in the clouds and much of the platforming consists of jumping from hanging ladder to hanging ladder. However there is no falling damage in the game, so falling from the hanging furnace has no consequence except for some irritation about how you have to work your way back up.

The hardest enemies in the game turn out to be the weakest ones. Due to a homing attack the final areas bug like creatures can easily get behind you and hurt you however these enemies are dispatched in one hit and I find myself having a much harder time confronting one of these things than the first three bosses in the game. The larger the enemy the less intimidating they are in Oblitus.

Without giving the player any type of reward for killing or punishment for skipping enemies 95% of all enemies in the game simply become background noise.

-Unlockables-

Finally Oblitus keeps you coming back for more with the collection of a single artifact piece on each run. The game gives you a teaser of this awesome boss fight after every time you complete the game and you slowly build this mask. Once the mask is completed you start a new run and are super pumped to fight the final boss. THERE IS NO FINAL BOSS! You give the mask to Mud and he goes good job dude way to waste all your time.

-Verdict-

While combat is good there is no need to fight any enemies, bosses are easily dispatched and eventually you feel as if you waste your time run in and run out. So much potential but this game is a huge let down. I cant recommend.. The developer of the game said he was inspired by Dark Souls creating this game. In a commentary it is said you will spend most of your time behind a shield(I actually rarely use my shield besides for bosses).

The movements of this game are very sudden and you need to be able to adjust yourselves to the surroundings to be able to play well. The detail put into the graphics is astonishing though the storyline could use a little more. We all know we aren't playing for storyline though.

Going through the game is a matter of time, process and elimination. You will have to repeat yourself until you find the right way to do something to continue.

This is the game for anybody who is into 2d games, hand graphics, and isn't aggravated by repetition.. Plenty of technical problems and bad control settings (no rebindable keys). Support from devs almost nonexistent. I bought it on day one and i havent been able to play the game enough to criticize the gameplay, i've abandoned every hope about it.. Very fun game. If you plan on getting this maybe wait for an update that adds saves or checkpoints because at this point if you leave the game while playing, it delete progress. Should also add new powers and a gallery for the description of each power once unlocked, and also you have to have more combos to attack and defende and having a map.

Need updates soon.. Could not even play the game due to resolution issues. Options are either fullscreen on or off, off is a window and on scales really bad to the point that I don't see the whole screen.

Just really really bad.. Most of this game is great. The visuals, world/level design, story seemed like it would shape up as I got further but a few things are severely lacking. Firstly there is no save game function. This means every time you want to play the game you're stuck starting from the begining with nothing. A design choice, sure. I get it. But the biggest problem with this design choice, my second major issue, is that the controls for mouse and keyboard are horrible. Its super clunky, awkward and really holding me back from wanting to even play the game. Im not sure how the sheild is even supposed to function, sometimes it blocks other times enemies just walk right through it. So collisions come into effect here adding to the awkwardness of moving and combat. I found the most effective manner of engaging enemies is to just continuously jump over them while throwing your spear at them other wise you risk the collision failing you and taking a hit that you clearly blocked. Maybe if this receives an overhaul I will repurchase it but for now its refund worthy.. <https://www.youtube.com/watch?v=MqYKp035qhI>

Oblitus is a highly challenging side-scrolling combat focused 2D action game with a Dark Souls-esque influence. The game puts you in control of a mysterious masked warrior who must journey through treacherous environments and battle a variety of vicious creatures and monsters. The game is very combat focused and focuses primarily on using your magical spear to stab enemies with an up close melee attack, or snipe them from a distance with a ranged spear throw attack. The combat is brutal, fast paced, and highly satisfying, each enemy you encounter will put up a fun enjoyable challenge. The game thrives on repetition, utilizing a one life perma-death health system, you will progress through the game by trial and error as you will repeatedly die over and over and use the information you've gained through each run through on how to vanquish troublesome bosses or how to progress through the level itself.

The presentation of the game is done very well, the atmosphere and art style of the game is absolutely gorgeous and defiantly one of the stronger aspects of the game. The level design is very well done and the variety of worlds, levels, and enemies helps keep things enjoyable despite the heavy emphasis on repeated playthroughs.

The game is incredibly punishing, offering no checkpoints, no save points, and a one life perma-death system. The only way to replenish your health is by further risking death by defeating enemies, which results in a very minimal return. The game expects almost near perfection from the players part, so as a gamer one would also expect almost near perfection from the game itself, with demands so high for success, one would expect that the game itself would be able to allow you to at least attempt to accomplish the insane expectations set before you. The game however does not fulfill, or even attempt to fulfill its end of the bargain, as it is riddled with game breaking bugs that crash the game and force you to restart. Being published by Adult Swim Games it makes me almost wonder if the game breaking bugs are intentional and placed in to troll the gamers and if the game is merely a satire of what the original release of Dark Souls for PC was. It is a shame that a game with such an enjoyable concept, combat system, and level design never truly reaches its potential level of greatness due to game breaking bugs.

In the games current state I would not recommend the game, even at a discounted price. However if the game ever gets patched and doesnt crash and force you to lose all your progress OR allows you to continually save your progress to prevent the loss from crashing then I would highly recommend the game.

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