I still haven’t figured out how to shortly describe the kind of world Transistor plunges you in. At first glimpse it seems like Cloudbank is like any futuristic city, but it turns out it ends up to be a bit more convoluted. The mosaic that is gradually painted will reveal you both the origins of the city and the state in which you find it.

Red is the female entity you will incarnate through your discovery of Cloudbank’s faith. You fist meet her finding a close friend murdered by what will become your loyal protector, weapon for revenge: the Transistor. The transistor has the power to absorb traces, or souls if we can say, of the city’s once most notorious figures.

The story is told through all of these character’s past: taking advantage of the powers their trace in the transistor are giving you will unlock bit of backstory about their roles and disappearance in the city’s downfall.

Storytelling revolves a lot around mystery. You do not really know what happened and why it happened. It is in an indirect way that you put the pieces together, pieces that you gather as they are linked to every power-ups and other gameplay pieces that you collect throughout the game. Therefore, the heavy amount of information is accessible to whoever may want more than the intriguing narrative.

[PLACE IMAGE 2 HERE]

The transistor gives Red necessary strength to crush all the processes, or hostile oddities if we can say. Duality in the combat system arise from the fact that you can chose whether the fights will take place in real time or by queuing your actions. However there are restrictions to the use of this last system that forces you to carefully plan its usage; queuing is an important asset to the player’s survival and must be used thoughtfully. I think it really is attractive that gameplay forces the cohabitation of those two extremes types of combat system. Understanding both the strengths and weaknesses of real time and queued actions make the planning of fights really complex as they unfold.

On top of that, just as you master the game’s battle system, are piling up various functions that serve as magical abilities that enhance the player’s survival chances. Every function can be selected as an ability but can also be used as a modifier for another function. This sometimes brings up dilemmas on how you are going to use a function as many options are tempting. At first glance, the system seems quite simple but its possibilities are enormous and it feels, and literally is gameplay wise, rewarding to explore the different possibilities

The counter part of functions and their related upgrades are limiters. Limiters will give you some enhancements to you progression while raising up the difficulty. This is an interesting approach as it gives an incentive to playing at a higher level. Even if it is an optional feature, it is interesting to see how it modifies gameplay and how the player has to behave in combat. Taking the risk that your enemies will double in number once you kill them is not to be tanken too lightly.

[PLACE IMAGE 3 HERE]

Red was probably the city’s greatest voice, and there were many. Being a notorious singer, she probably literally had the greatest voice. But the voices were social too, news reporters, artists, all of them were taken away and disappeared… except for Red. Her quest to restore the old Cloudbank is more than challenging and while we do not have the chance of hearing her beautiful voice, learning about her ways and thoughts through her actions and friend’s conversation says a lot. The fact that such a courageous and tenacious character is represented as a female greatly contributes to the erosion of the traditional, self-esteem lowering objectified woment. Consequently it also contributes to the strengthening of a more proactive and self-determined modern women, which is exciting to see in a video game.

All around this exotic piece of modern gaming is a singular esthetic representation that really supports the game experience. Even in the massive action taking place in fights, the game remains admirably beautiful, just as if you were watching an animated painting. At the same level of the graphic exploits stands the remarkable soundtrack that will enliven your journey to the salvation of the great Cloudbank.

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[column size="1-2" style="0" last="1"][heading bg="#35b038" color="#222222"]Pros[/heading] [list style="check"]

* Complex, stimulating battle system
* Originally woven story, accessible to who is interested by it
* Enjoyable graphics and singular art style

[/list]  
[heading bg="#892434" color="#ffffff"]Cons[/heading]  
[list style="cross"]

* Few explanations are given story wise

[/list][/column]

Transistor draws a line that connects two game style that are rarely brought together. From this achievement results an entertaining game that flexibly suits both casual and core gamers. The game’s value comes from this and the fact that is so beautifully presented that you will feel the need to dive back in again after your play through. Considerable length for the price and an interesting story on top of that contributes at making this game a memorable one.