

9 November 2007

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[Tuber vs Solanars: Strategy](#)

Tuber's gonna come and get you...

A new week is about to end and a new casual game gets the chance to have its very own review. Our weekly choice went this time to Russia to a game called "Tuber vs Solanars: Strategy". For those who don't know, Tuber isn't at the first adventure. He was also the main hero of the game "Adventures of Tuber: The Map of Treasure". You can guess pretty easily what that game was all about. But coming back to today's game we can say that Tuber vs Solanars is something that has a bit of everything: puzzles, a bit of quest and strategy. The story of the game is a pretty common one, but in the end, there are so many games that don't have a story... what a waste! Tuber is our hero. He is a cheerful character, open-hearted and with all this, you won't see him smelling flowers on the fields, but he is the greatest warrior ever. But there is a menace that flows in the air: a Solanars fleet. The Solanars are like the supreme evil, while the only rule they follow is that to destroy every life form that exists and that must be done at all costs. Even worse, these guys have the most powerful fleet in the Universe and you can't even count how many planets they conquered. The reason for that could be that the Solanars are heartless robots with no feelings. Your goal is to destroy the patterns they follow. It's your time to help Tuber in this mission. But first things first. When you get into the world of a new casual game you discover its first things: the graphics. In this case, they're not bad, but not the greatest around either. The good thing is that they can keep you playing. Second thing and the most important one is the game-play. Of course, from the first seconds I played I got very annoyed because I lost a level in a few seconds. Of course, I didn't bother to read the HELP instructions of the game, thinking I will figure out on the spot what I have to do. Don't do the same mistake. You can lose a hell of a game. Now that things got sorted out, I understood that my mission is to conquer as much territory as I can. The areas are being marked with different color hexagons that you must click in order to gain space against the Solanars. Keep in mind that they multiply pretty fast. Even so, my first won level wasn't because I was good, but because of a bit of luck. Well, now could be a good time for you to develop an attack strategy. If you don't, the game-play will become pretty annoying and boring. At first I didn't quite figure out how a player wins. The idea is simple: the player who makes the last move in a battle and at the same time gathers enough points will win the round. Once I made my own strategy the levels that followed were pretty easy to win and the game-play turned into a way more enjoyable one. Even so, there were some things I missed in a puzzle-strategy game. There were no power-ups or bonuses. Without these ones here, the game-play gets repetitive. Also I definitely could have used a new scenery for every level. As a conclusion, the game isn't the best puzzler-strategy around, but it does have the ability to keep you stuck in a chair for hours and that is always a good thing. Enjoy it!