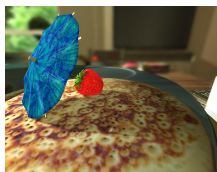


23 July 2008

By: Calin Ciabai, Games Editor



Find the drop of water!

[You've Never Been a Water Drop Before](#)

I-Fluid challenges you to stay alive as a drop of water

I must admit I totally dig games which allow you to be something no other release has permitted you to be - a water drop, for example. It doesn't sound very exciting, I know, neither turning yourself into a ghost-eating button, and we all know how much everybody loves Pac-Man! The game, entitled I-Fluid, is developed by independent, Marseille-based company Exkee that promises the game will be available for purchase by the end of summer. Indeed it comes with an interesting concept: as I've said, you will be a drop of water and all the adventures you'll go through are inspired by our lifestyle (for example, you'll have to cross over a bunch of vegetables cooking in a pan, without evaporating). With photo-realistic graphics, this [PC exclusive](#) will put obstacles along the way (such as pieces of paper, sugar or sponges which will absorb you) or fruits and vegetables which can regenerate you with water. The game also promises to bring a real life-like physics engine - all objects' weight, frictions, viscosity, absorption or rupture will happen as it does in reality, and you'll have to learn everything about each and every one if you want your quest to succeed. The game comes with 15 different stages which can be played in three different modes: Mission, which is a sort of a campaign where you'll have to complete all the missions; Petals, where you'll have to collect all the hidden petals in-game; time Attack which, as the name suggests, challenges your rapidity and dexterity. Do you want to know the most important part of I-Fluid? It has been developed by only five people - very motivated students, as they call themselves - and it really looks amazing. Since it indeed manages to bring us all the things it promises, I am sure it will be a project that will create quite hype. But we'll have to wait for it to be released, since we can't always judge a game by its screenshots.