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About This Game

WHAT PEOPLE ARE SAYING ABOUT ERSATZ

"It's the immaculate sound design and tremendous freedom of movement that makes Ersatz so satisfying to play."

- [Rock Paper Shotgun](#)

"If you're a fan of seriously good music and challenging platformers, stop right now and go get it. It's very simple to get into, difficult to master and it's a damn treat for the ears."

- [Gaming On Linux](#)

"...Out of every game I've reviewed on this channel and probably every game I will review, this has got to be one of the most overlooked, under rated and underappreciated of them all."

- [The Hidden Chest](#)

"For a game made by one person, ERSATZ is one of the most polished games I've ever played!"

- [Peppage](#)

WHAT IS ERSATZ?

ERSATZ is a speed focused, hardcore **Action Platformer** with **Rhythm** elements. Featuring a multiple genre **Original Electronic Soundtrack** which dynamically builds and changes based on your progression!

Run, Jump, Slam, Slide, Dash & Survive your way through 8 varied and increasingly intense levels, in multiple modes & playstyles, starring tricky level hazards and enemies and even tougher bosses.

Use the unique dash mechanics to move as fast as you can, trying to chase down that elusive 'S' rank. Learning the game is simple, mastering it is not...

Original Soundtrack by game's creator, with genres including:
House, Trance, Synthwave, DnB, Techno & More!

Also Including:

- **TYPE BETA & TYPE GAMMA:** Unlockable alternative playstyles with their own times & grades
- **JOURNEY MODE:** Try & complete all 8 levels as fast as you can. Do it in under 60mins for a special reward. For experts & speedrunners!
- **INFINITE MODE:** Infinite dash energy, go wild and set crazy times on the mode's own leaderboards!
- **SYNTH RUSH:** Challenge any individual or ALL of the bosses of ERSATZ against the clock!
- **STEAM LEADERBOARDS:** See how your times stack up compared to other players all over the world on Windows, Mac & Linux (viewable in game!)
- **VIBRATION:** With full controller support. Feel your controller vibrate to the beat!

Design, Art, Animation, Programming & Music all by Paris Stalker (that's me!).

Title: ERSATZ
Genre: Action, Indie
Developer:
Paris Stalker
Publisher:
Paris Stalker, ALL iN
Release Date: 13 Sep, 2017

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English







Being a Celtic is badass... so this is cool

Paying for nations that should have been released with the original game and not as DLC ... is stupid

Its a conflict. So I will rate it positive to give it credit for being a fun element. But CA should not be doing this to us. Fun game 9V10

I love the artstyle (it reminds me of all time favs like gothic or summoner + japanese themed it's just what i've been waiting for) and the fast paced playstyle. .Also a way to play it offline would be appreciated.. probably one of the most boring Vr games ive ever played. please also take into consideration that i have played desert bus vr. yeah. this game is more boring than desert bus vr. do not buy.. Great asset pack if you have Time Fantasy tilesets as well.. Man! Does this game have potential. Man! Does this game mess it all up. I love the setting, and the design, and a lot of the artwork and everything. This game has a mind-boggling amount of potential. The main issue is...it's a pretty poor game. The shooting is strange, the animation is laughable, the graphics are pretty poor, and the controls are awkward. So sad. I'd love to see this game get a remake, because it could be an amazing game, if it didn't have so many issues in the gameplay itself.. This is a very time consuming game dealing with mundane tasks mostly. This was the charm and fun of the game.

The devs have recently updated to make the starting vehicles restricted unless you spend countless hours picking berries to earn money to get them. This adds such an incredible layer of boredom that I feel it completely ruins the game.

In the opening of the game, you must go to the other side of the map to by supplies before working on building the car. Now, without a vehicle, you have to put a bike inside a boat, slowly travel across the lake to the town, make trips back and forth on the bike with supplies, travel back to the pier, and then again make trips from the pier to your house with what you bought.

It is crazy and a decision that has no respect for the player's time. I think this start should be relegated to a hard mode or just removed completely.

As of now, My Summer Car is showing one of those problems so many other Early Access games have where the developers start with a fun, but bare, game, and then make some puzzling decisions that would have kept the initial audience from ever playing it in the first place.. Just a bad game with completely outdated graphics, no depth, no fun to play out all.. It is not so bad, but I can't recommend it.

The campaign mechanics is very interesting, you control a group of 6 pilots in Iceland during a Russian Invasion (Tom Clancy Style), you can choose a pilot to control and you can change to other pilot at any moment, this is useful because there are simultaneous missions, this can be overwhelming at first but is simple.

The campaign is huge apparently, I played more than 5 hours and I cant see the end of this, the campaign is in real time starting a 8:30 hrs on day 1. and you can speed up the time 10x, I have played the equivalent to 16 hours in game time.

The graphics reminded me Ace Combat 3 Electrosphere. The gameplay is a little complicated in my opinion even after reading the manual, the success rate of the guided missiles is low even against non-moving targets, is possible to control the fighter with the mouse but I think this is too inconvenient in the dogfight, in addition you dont have ruddle control.

It works perfectly on windows 8.1 64x

In conclusion, a very interesting concept but not a very functional implementation.. I regret wasting 30 minutes of my life on it. This is one of the instances where a game which is as cheap as a sheet of paper is so bad, that i ask for a refund.. Nice content overall.

very fun songs to play, highly recommended. This is my favorite VIVE game so far (I have about 25). Just be prepared for a true workout as you get better at it. Tonight I made it to wave 26 and was sweating like no other!

This is truly a mix of Tron discs and Captain America's shield. At about level 15 it starts getting really intense with dodging, shields up, spinning around and throwing your shield.

I will say that the controls when launching the disc still don't feel absolute. About 80% of the time I hit my target but there are times when you KNOW you launched correctly and the disc didn't do what you want. Kind of like Wii or Move controllers. When this gets fixed, I will be in heaven.

I am really looking forward to where this game goes next! BRAVO!!!!. Digital Vietnam Flashbacks. Smithy, great game. Needs multiplayer, This game is great but it could be much more. It has a lot of potential, with the battle royale genre exploding, this game seems like a no brainer to add a battle royale mode to.. Only get when its on sale 50% off. Recommended due to permanent boosts.

"Captain's Cut" Permanent credit reward bonus +10%

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