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## About This Game

Take on the role of the ultimate Ghost-Fighting robot "Ghostatron 9000" and eradicate every ghost in site, you are humanity's last hope.

Taking inspiration from the coolest little yellow dot to grace arcade screens, Geeste brings a whole new spin to a classic gaming formula.

Geeste is the Afrikaans word for "Spirits" and represents not only the overlaying eerie horror theme but also the level of skill and perseverance you will need in order to succeed in the game.

In true arcade fashion (and to amplify the Horror element), Geeste is also a survival game with no saves. Either play to get a high score and compete with your friends, see how many Rounds you can last or if you're brave see if you can be the 1st player who can make it past Round 20 and you might be able to claim your prize ;)

Finally, to keep the game exciting and interesting, each round will add a new element or tweak an existing one.

### Features:

- Fast-paced FPS Action
- A Unique Aiming and Shooting style to accentuate the arcade speed
- Arcade, Horror, Survival at its best
- Compete for High Scores

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- A Prize at the end for the 1st player to reach round 20
  - Each round a new element is added or tweaked to keep it fresh.
    - 20 Rounds of pure CARNAGE!!!
    - COMING SOON: Leaderboards

Planned DLC, with your help:

- The best \$1 Multiplayer add-on ever!
- If we can get enough sales we would love to add more Rounds and Prizes to win via cheap, small DLCs.
  - With all of you behind us, we can expand Geeste into something really special

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Title: Geeste  
Genre: Action, Casual, Indie  
Developer:  
Skobbejak Games  
Publisher:  
Skobbejak Games  
Release Date: 27 Mar, 2018

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**Minimum:**

**OS:** Windows 7 32-bit

**Processor:** Dual Core

**Memory:** 2 GB RAM

**Graphics:** Nvidia Geforce 8800 OR ATI Radeon HD 3870 OR equivalent/higher

**DirectX:** Version 11

**Storage:** 150 MB available space

**Sound Card:** Direct X compatible

English







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Still working on 1cc'ing the original normal mode, so I got to check out the arranged OST in game for the first time. It's just as good as the orginal FM stuff for the most part. It kinda sounds like Hyakutaro Tsukumo's version of the soundtrack with all the synth rocking, but that's not a bad thing at all. I like how my favorite track "Survive" sounds in this version in particular. Also "Stellar Light". Kudos to Degica for going out of their way to make this available.. It's a generic retro platformer. Generic music, generic graphics, and VERY generic level design. It's really the level design that kills it for me.. This visual novel is among the best I have read so far. I wish they don't drop quality and keep up good work till the end. This is the first time, I ever comment on a game at steam. I moved by the fact that so little comment this game received eventhough it is quality. I hope this comment be a little contibution. Hoping to see interesting and good quality more chapter release as soon as possible.. First impressions:

Honestly I only played for about 10 minutes. It's not so much that it is bad but it's just not really my kind of game. And I was feeling tired after looking at so many games, it's lunch time and I really could use a shower lol.

(Optional let's play footage)

<http://youtu.be/85ZtwKN-zIY>

Anyway I think that the game has been developed in a way so that it is very faithful to Neo Geo. Or they just didn't change much when they ported it to PC, however you want to look at it. I didn't mind it too much. You have an unlimited supply of blue and red shurikens. Red for red enemies blue for blue. Hitting objects or enemies with the wrong colour causes the shurikens to bounce back to damage you. Didn't really like it personally but it's different I guess. But after playing for a few minutes I found that I kind of liked the gameplay. However when I died I respawn back at a checkpoint which was kind of far back. I would have preferred that you just expend a life and respawn where you died. Even entering initials for a high you can't just type in. You actually actually have to scroll down the alphabet for each initial. Just old arcade games.

Anyway I think if your a big fan Neo Geo stuff you are more likely to enjoy this game. In fact I think this game is kind of intended for the fans who never got to play this on Neo Geo.

Click [here](#) for more let's play videos =). A clear tribute to the old school "ghost" games.... And just as infuriatingly difficult.

Go for it, if you like that sort of masochism.

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I recommend it if you can get it for under a dollar.

I beat the game itself in about an hour and a half, and getting 100% of achievements afterward in about 30 minutes.

I feel like the developer intended on a thriving community to add content to the game after the fact, but a clunky UI for the level builder made me not want to make any levels beyond the one required for the achievement.

Controls seemed tight at first until I realized there was a bit of recovery after jumping, making segments with repeated jumps frustrating. You have to pause briefly before attempting to jump again or you'll keep running forward. This caused a few cheap deaths for me.

If you can beat Super Meat Boy, you'll find this game too easy and too short.

Me, I liked it enough, but I wouldn't have paid full price. I'm still giving it a thumbs up though because I'd like to see more from the dev. He had a great idea, it just fell a little short. It's an above average game, though.. Way to short for the money.. Only played a few rounds, and already in love with this game! The controls are intuitive, and the game itself is fast and fun! Took me a small amount of time to understand what was actually going on however.

. This game was by far my favourite mobile game. This game doesn't really match up to its mobile counterpart. Here's what I think of it. NOTE: most of this will compare this version to the mobile.

#### POSITIVES

- The music in this game is top notch.
- The concept is great.
- You no longer collide with already crashed police cars

#### NEGATIVES

- Despite costing money, it doesn't have near as much content as the free android version.
- You can't change the controls.
- The car is extremely slippery.

#### THINGS I WOULD LOVE TO SEE

- Please add the content from the mobile versions. This game does not feel complete.
- I really liked the way the interface was on the mobile versions.
- Despite being a PC game, the graphics are not as good as the mobile.
- Add an option to switch between camera angles, one where you're in the car, one where you're slightly above the car, and the original aerial viewangle.
- An online leaderboard would be great - featuring daily and altme highscores.
- I much rather preferred the Credits system.

This being said, I have not lost hope in the game or the developers. I've played plenty of Tree Men games, and I've never been let down. Continue to work your hardest.. Excellent once you tweak the controls which is very easy to do.. Absolutely magical! This game is absolutely wonderful. A very joyous concept and plot with beautifully integrated gameplay and metaphor all woven together. The visuals were stunning. Ignore the Steam warning that this game isn't available in English: the game offers English subtitles in its menu. I would recommend this game to anyone who loves poetry, vampires, and love.

11/10

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