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## About This Game



Pharmakon is a difficult game that requires to take time to think wisely for optimization

Use your drone to lead tactical combat against elemental beasts infesting your faction. Assess the risks, coordinate attacks, optimize your equipment and become the agent who will put an end to the infestation!

- Exploit elements of nature to eradicate elemental beasts.
- Manage your equipment; an evolving and persistent puzzle used to add power to your drone.
- Face new threats randomly generated in every battle.
- Unlock and configure 5 special abilities to improve your control of the battlefield.
- Each victory will reveal hidden details of your mission and the meaning of your recruitment...
- Play short or long game sessions.
- Dark sci-fi soundtrack from the 80's.



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Title: Pharmakon  
Genre: Action, Adventure, Casual, Indie, Strategy  
Developer:  
Visumeca Games  
Publisher:  
Visumeca Games  
Release Date: 20 Jul, 2017

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**Minimum:**

**OS:** XP, Vista, Seven, 8.1, 10

**Processor:** Intel(R) Pentium(R) 2 GHZ - 32 bits / 64 bits

**Memory:** 1 GB RAM

**Graphics:** OpenGL 3.0 (DirectX® 10) compliant graphics card and driver

**DirectX:** Version 10

**Storage:** 400 MB available space

English,French



#### DATA COLLECTION BARS

The data collected  
fills these bars,  
and each full bar  
gives access to  
new abilities.

ACTIVATED	0/100
ACTIVATED	0/100
17/100	0/100
0/100	0/100

#### CAPACITIES OBTAINED (calibration shots required)

-

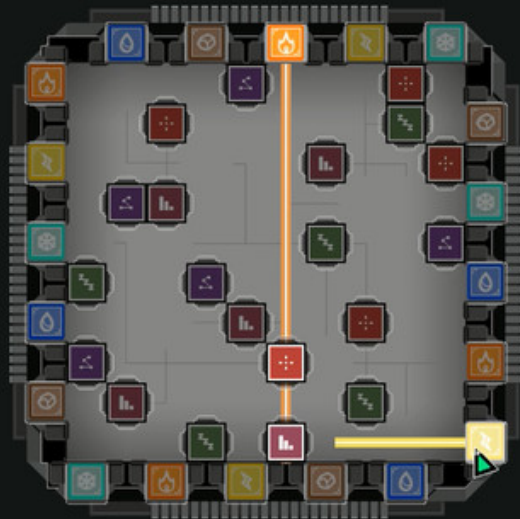
+ Precision (7)

+ Persistence (7)

-

#### HOW THE ABILITIES WORK

Each ability needs a certain number of calibration shots  
(shown in brackets) to be used during a combat.  
The calibration shots build up when attacking beasts.  
The number of calibration shots already taken is visible  
on the bottom right during a combat.  
Using a capacity doesn't increase beast's rage.



Laser-button to activate elementary laser : ELECTRIC  
(Collect data to activate this laser)

Remains >

! Save has been sent to database !

Continue



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Essentially a turn based puzzle game, Pharmakon asks you to maneuver enemy beasts around by attacking them which can cause them to damage each other in collisions or due to the area effect of each beast's death explosion. This is complicated by the rage mechanic which means you can only indirectly damage each beast twice before it attacks you anyway.

The complexity is added to by the use of elemental damage, so each piece you can equip for a given shot will do more or less (or no) damage against a given target, and the positioning of the pieces you have within the shape of your drone - minus any spots damaged by beast attacks you haven't yet repaired, using points gained by scrapping pieces you have "spare". You also have a limited supply of calibration points to spend on special attacks, and there is a screen where you can experiment with which attacks are available, and their cost.

It certainly is interesting (and innovative as far as I know), and can take a while to optimize your strategy, however while what element you start with and the pieces and enemies you meet are largely randomized (after the beginning), there probably isn't a huge amount of replayability as once you get the hang of things it becomes fairly easy.

Another area that can be an issue is rearming - if you need to shoot a fire beast then an ice one, then another fire, you will be switching all the pieces out and in for each shot. This is fine when you are actively trying to puzzle out a way to fit together enough useful pieces to do the amount of damage you need, but often it will just be a lot of swapping back and forth of a basically fixed sets of pieces you are using for each damage type.

Overall this was an interesting game that I would recommend if you don't mind the relatively slow pace of play and the probably limited playtime you are likely to put into it. I've spent ten bucks on worse things. Still, the game doesn't really seem to evolve much through its playtime and involves some (to me) counter-intuitive practices to do well in the game.

The english is a bit spotty for most of the dialogue, but not as painful as some other games. The puzzle aspects are enjoyable once you get used to them and otherwise learn what the game wants you to do. All in all, I'd recommend it on a good sale if you enjoy unusual puzzles, but not under normal circumstances for normal tastes. I expected so much more from this title... There was often updates, some developer streams, nice trailer + Tetris styled gameplay. But in the end its just an arcade game with very VERY basic inner parts. First of all, you don't have any real progression, you do have some skills to obtain, yet there are like 5 of them. Second, all levels are randomly generated and even if you lose, you just start from the point you died. No punishment at all. Third, the core gameplay consist from putting Tetris tiles inside a 'cube' as much as you can fit, then picking enemies for attacks while considering their elements. You know what? That system presents in EVERY rpg, strategy and most other big genres i know. Take Heroes of Might and Magic as example: you take care of units positioning, elemental stuff, turns V initiative etc. But, in Heroes this is just something you do BESIDES real gameplay. And in Pharkamon this is main core. Nothing else out there, just this.

Itself game just cannot give you any fun, that's why there is no reviews and that's why no one even cracked it for piracy purpose. It takes about 15 minutes to get bored, maybe even less. And the price of \$6? Ha! You getting games like this from 20-in-1 bundles which cost you a single dollar. I personally didn't like story and graphics as well, they look cheap. Gosh, even tutorial levels of NetStorm giving you more variety and fun both in Tetris-wide dimension and from gameplay perspective.

Refunded.. Very limited mechanics, battles are random which can result in you getting dealt with an impossible to win situations. Luckily no penalty in death. Returning to the main menu does not save everything, so you get penalized if you leave a game. It does not save calibration nor any parts you collected at the end of a battle, thus creating artificial difficulty.

. The idea of the game is original and intriguing.

Unfortunately its execution is terrible.

The game punishes players that are doing well and aids the struggling ones. This isn't sound.

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Furthermore the player needs to tend to a lot of repetitive mechanical tedium (repairing and putting pieces back) which gets old fast.

After progressing into the higher levels I suddenly longed to solve a sudoku. Solving them at least makes me feel like I accomplished something.. I'm halfway in to this concise title, and I like the story. I love the roguelike feel. Basically, all these "agents" are getting sent in to a supposedly easy mission to die--and when you die as one character you just take over another character sent by a rival corporation.

I just got through the wall and unlocked all the grid upgrade points. I'm not sure how to best use the grid, though, or whether running power through the same type of node multiple times makes that ability more powerful or something.

I'm starting to figure out when to recycle which parts, so I'm dying less and attacking stuff whose elements I can repair when I counterattack. Don't be afraid to mix up your strategy or experiment. It's a roguelike after all.

I definitely need more information from the UI when it comes to devising my strategy though. At first it seemed like I never got new parts or different elements, but I think that's because I wasn't recycling at all, and it wasn't clear how I was supposed to get those new different parts and elements. I eventually learned, but I got surprisingly far with my starting mono earth element parts.

The dev is inspired by stuff like FTL, Darkest Dungeon, and XCOM, and it shows--even though gameplay here and level of polish is different from those, you can feel like XCOM, FTL, and DD without playing like them exactly.. I didn't much like this game, almost refunded, but then read the developers plea about the price.

I'll pick it up again later when I have more time.

I'm giving it a positive review only because I think there is more to it that I have discovered and the time I did put in was very distracted time, where I really didn't give the game a full chance.. The phrase "I really wanted to like this game" is getting way too bloody common in these reviews. Especially mine. I don't generally buy games I don't think I will like. Pharmakon included. It has all sorts of elements that sound really good.

-> Tetris piece power ups! More components than power ups really. I remember these from one of the Kingdom Hearts games. It worked really well there. Here... not so much. There are statistical differences between the different elements but otherwise all the pieces are the same other than their shapes. In the first hour of play I have seen zero difference.

-> Damage to your drone is represented by unusable squares! Seems like as good idea. Damage slowly makes it harder to use the Tetris components. Sounds good on paper but ends up being more frustrating than challenging. Given it is nearly impossible to avoid taking some damage you are constantly repairing your drone. The damage is specific to elements. So, fire damage must be repaired by fire elements. Ice damage by ice elements etc. You get 0-3 repair parts per element when you destroy a component. With the storage slots (6) and the slots in the drone (6 if perfectly packed and undamaged) you can carry at most 12 components. While you can carry as many repair parts as you can harvest. The components are a bit scarce so running out is far too easy. All this makes the damage system more of a chore than a challenge.

-> Tactical turn-based combat! ...except your only option on any given turn is to attack. Repairing and reconfiguring components is free and can be done at any time during combat. But your only option is to shoot. You can shoot any enemy from any of 4 directions. You always knock them one square in the opposite direction. If they collide with another enemy they both take a little extra damage. If you shoot an enemy they will attack back. If you don't they won't. Even if you have already shot them. UNLESS they have been hit more than once or twice by other enemies bumping into them. Then they get mad and start attacking. Until you shoot them. (At which point they attack once then stop. I do not know why.) Honesty it's boring in action. And it's the vast majority of the game.

So. You work for a company that represents an elemental faction. (Because... reasons.) You go on a mission to clear out an island of baddies of a certain type. It, of course, goes terribly wrong. All this is expositioned in text blurbs between battles. The game has many decent components working for it. And the plot is secondary so it's sort of pointless to pick at it. (But it is VERY pick-at-able.) But the play loop is boring. It all comes together and is almost immediately monotonous. I wish it had not been that way. Like I said, I really wanted to like Pharmakon. (Which is both surprisingly boring and surprisingly not about the pharmaceutical industry.) If you must go here, and I recommend you don't, wait for a really good sale. My apologies to the devs. This just didn't work for me. Better luck next time.

. Entertaining enough, but less strategy more puzzle style imo. Short, took 6 hours to beat and 1 was spent out to lunch. Once



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you realize you'll just respawn at the same point with a new fully geared drone, the game becomes nearly trivial.

Still I can see this being an entertaining time killer, and I liked how the ending choice was structured.. caught me a hair off guard.

Price is a bit on the higher side comparative to content amount, but if you tried the demo and liked it, it's not a big investment so why not get it?

There is a thread in the steam forum that has a link to the demo.. Quite a fun game, only played 1hour so far but quite a nice time filler.

The battles are fun, quite a bit of strategy in how the tiles are placed all in all a good purchase.



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