

Clones the Game 4.3 out of 5

(SE) Chris Ryan January 02, 2011



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Clones is a remake of the classic Lemmings puzzle genre that is exciting, challenging and demanding. The new form of the game includes an involved internet-multiplayer format with team play, multiple game modes, powerups, leaderboards, and a level editor that was used to build the single player campaign that includes 150 fantastic puzzles. Included in these levels are 11 different bosses and five different regions of the Clones Planet. Altogether, Clones is the old version of Lemmings on energy drink. Although the game has not been released to the public, there is already hype about the game hitting the shelves in the summer of 2011.

Throughout gameplay players can explore over 150 different puzzles created by masters of the game. Once skills are mastered, players may then take the competitive route and try head-to-head matches in real time against other players from around the world. As a CloneMaster, the game must maneuver and instruct the each clone to perform and morph in order to accomplish each task. These are the basic skills that are needed in order to defeat others in head-to-head play.

There are many unique features to the game Clones which are very appealing to many different gamers. With over 150 different single player puzzles there are plenty of ways a player can hone their skills and practice to defeat others. The multiplayer interface is one that attracts players as well. Supporting up to 16 players at one time, real-time strategy and gameplay is maximized. The game is also surprising customizable. Although the single player levels can not be tweaked in any way, the multiplayer levels can be changed in order to be more challenging for the group or better fits the needs and desires of the group. Along those same lines, it is also possible to create and publish your own levels in Clones, making these levels available to others via ClonesGame.com.

Clones will be published by Lace Mamba Global, which is a European based game publisher. As stated previously, the game is expected to be released worldwide in the summer of 2011 in a retail version that plays on the PC. Independently developed and with intricate detail, screen shots of the to-be-released game show that many hours were spent developing the much anticipated game. Like many other puzzle games, it is truly addictive but unlike many puzzle games, the developers have combined classic game styles and techniques with innovative, new ideas that will appeal to a broad range of gamers, whether its the core of the gaming community or just the casual gamer.

Currently the game can be purchased online and downloaded from a few different websites including Steam, Direct2Drive, and the official Clones Store. It was released digitally on November 19th, 2010 and was offered at a discounted price for the holiday season. The game had obvious success after its initial release. On December 22nd the first "Clones Multiplayer Jam" took place. Over 240 matches were recorded during the jam and was looked at as a great way to bring the community of Clones players together. There are hopes for further jams and increase in popularity in the future. Reviews for the game have been promising already as well. In a recent reviews the outlook is promising, as the game garnered a 4.3/5 score.

The game Clones combines an old game style with new gaming style to create a game that is fun for every type of gamer. With its plethora of levels available and the intricate online features, Clones is a game that will keep most avid gamers occupied for time to come.