
Download Balthazar's Dream



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About This Game

A kid named Dustin goes into a coma after being hit by an ice cream truck. His injuries are serious and there is virtually no hope of him waking up. His dog sleeps by his side, dreaming of strange and mysterious lands filled with canine wonders. It is Balthazar - Dustin's best friend and there is no way in the world he will move even an inch away from his owner. In his dream Balthazar senses a presence of two entities. Recognizing one as Dustin he uses his nose to follow him, while the other presence lurks menacingly in the darkness. Balthazar is sure that it is here to take the boy away.

With a loud bark Balthazar embarks on a quest to save his owner, venturing through the dreamscape with love and determination only a dog can possess.

Balthazar's Dream is a platformer with puzzle elements. You can expect:

- 10 levels - 3 hours of gameplay on average
- challenging platformer segments
- 3 dogfights with bosses

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- emotional soundtrack
 - in-game controller support (you need mouse for the launch menu)
 - 5 different dog breeds to play with (this feature is mostly just decorative)
 - launching your dog into space

Title: Balthazar's Dream
Genre: Action, Adventure, Indie
Developer:
Psilocybe Games
Publisher:
Psilocybe Games
Release Date: 30 May, 2017

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English







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A very small project with a lot of heart and passion inside it. Gorgeous 2D pixel art puzzle platformer in which you control a dog. 2h long adventure with a lot of cool mechanics and a cute story. Controls are not perfect but it's worth your time if it's your kind of game.. I wanted to like this game, but right out of the gate it controls very very poorly.

The timing is bad, and while graphics and story felt great, I couldn't get over how small feedback you are getting from this game while playing. The "smart" bar idea is just bad design, it just artificially limits your basic abilities like rope climbing resulting in a lot of dumb deaths. Feel like early platformers that hadn't nailed down the controls and game feel yet.

I don't recommend it to anyone who is looking for a good platformer.. This game almost got a thumbs up...BUT....

The main core mechanic, which is ..well..platforming...sucks.

The controls feel floaty and annoying and just generally induce rage.

Also there's this weird 'fear' mechanic which just sends you running off into pits of doom.

Feels like early broken alpha release.

Everything just floats around the screen, feels like they smeared the physics engine with butter.

A real shame since I really do like the premise, pixelart and music

It has charm but sadly it's not enough.

It shows the developers put a lot of effort into this, but I have to judge this game based on how enjoyable it is to play and not just for development efforts.

The game is just A\$\$ to play.

I think this would have worked a whole lot better as an adventure game instead.. This game is a real gem. It's fun. On the outside it's a fairly straightforward platformer, but it actually has some very interesting puzzles within the game that add a new level of complexity and enjoyment. It's also deceptively challenging, pretty sure I died 300+ times and I was not expecting that. The soundtrack is also amazing.

The game is a tad short, and the story is simple but it's acceptable as the perspective of a dog. Also, you get to pick from a few breeds to play as, which is awesome.. 10/10 Would pet that dog again. What a good boy!. I know the creators from their involvement in a facebook group, and for the >> Asked for this Easter Egg (found it first try). I also love dogs and any game about dogs.

any attempt to make an unbiased review would be futile.

the game is very fun as a platformer and its story is quite adorable. I advocate you support these devs and try this game out if you enjoy dogs, platformers or cute stories.. Absolutely love it, love the art-style. the controls are tight, jump is on key-down and not key-up (so many games muck this up). The game is endearing, it grabs you right from the start.

The game play keeps varying, plenty of different enemies. Nice little cut-scenes. And for the price it doesn't have to be long, I think it's a steal.

I'm surprised this game has negative reviews, this is one of the best platformers I've played for a long time.

You will die a lot, this is balanced out by there being regular check points, when you die, you don't go back far. A small criticism is that there are many leaps of faith, but that's just the style of the game, you run, die and you learn how not to die.. Great pixel art and what looked to be a touching story about the relationship between a dog and his boy initially drew me to Balthazar's Dream. It being an indie title with a lot of heart put into it by a small team also made me want to show support. The game as it is, unfortunately, is a clunky, average platformer lasting a brief 100 minutes; its touching story is ham-fisted and poorly-written; the level design and mechanics range from solid (bouncing around, general platforming) to nearly broken (throwing items, using 'instinct' to long jump).

I think the story was the biggest letdown. It starts off well enough, if a bit predictable a scenario -- you're playing this for easy tears, right? Your master, a young boy named Dustin, is hit by a car during a game of fetch. You -- Balthazar, his dog -- stay with him in the hospital as he slowly passes, keeping him company on his journey via a shared dream. For the most part, it's told in a barebones and surreal fashion, but then the ending just gets lost in itself as it pulls an Interstellar, using the -- **spoilers** --

'Power of Love' to save Dustin's spirit from a monster literally called Guilt Incarnate. After having the Power of Love spelled out to the player repeatedly in a short timeframe, we get a closing text epilogue that smears in complete nonsense, each addition more absurd and poorly-written than the last:

"Not only was Dustin alive and kicking -- he woke up with an amazing ability to understand and talk to Balthazar. Needless to say both led happy lives and had loads of fun."

"Using Balthazar's oneiric superpower they woke 3182 coma patients. They retired after 30 years of therapeutic work (longevity miracle drug for dogs was invented)...To a serene farm in Oregon."

"...In fact, Balthazar's grandgrandgrandson Salazar was the first cyber dog on a Mars colony in 2343. He was instrumental in the famous search and rescue mission of the DSS Pupperprize."

None of this adds *anything* to the story, and each sentence is somehow more insane and poorly-written than the last.

The pixel art is Balthazar's Dream's best asset. The dog breeds you can play as have plenty of character and detail -- the Australian Shepard also looks spot-on like my dog! -- as do the world's forests and enemies. The music, while good, is primarily composed of short, 10-second loops that quickly grow tiring. The 10 levels range from unusually brief to painfully long (e.g., the first level is something like 20 minutes, and the second or third only 2; levels 8 and 9 are two overlong, boring shmup levels that play the exact same and probably shouldn't be back-to-back), and the level design itself is all over the place. Bouncing off of mushrooms and beds makes for great platforming, but trying to make a floating table fall on top of your doggy for cover, or throw a stick at just the right spot on a wall to provide a platform almost comes down to random luck, making for tedious segments in an otherwise enjoyable game.

Balthazar's Dream is a forgettable platformer with occasional charm in its artstyle. It's not worth playing, but I feel like the devs are worth paying attention to if they continue to refine their skills over the next 150 years (human lifespans will evolve to 180+ years by 2038 and everyone will live happy lives and have lots of fun).. A cute, short, challenging 2-D platformer with generous save points. It's not Nintendo-level design work, but if you love the idea of playing a dog out to rescue their person, you'll have fun.

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