

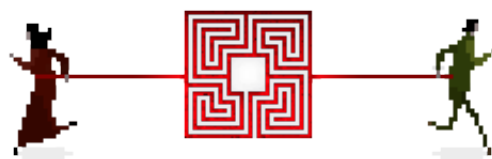
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## Red Rope: Don't Fall Behind Password



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### About This Game



## RED ROPE DON'T FALL BEHIND

**Red Rope: Don't Fall Behind** is an allegorical local co-op game: the two protagonists are the archetypal couple, united by a rope that represents their bond.

Their link has a double meaning: it surely is a restriction, a promise, a limit to their liberty, but it is also an alliance, a pact, a synergy.

Without their link, the rope, they wouldn't be able to survive the insidious labyrinth in which they move, they would be defenceless facing the macabre presences that torment them, they would be indiscernible from the roaming shadows they themselves sacrifice to strengthen their bond.

The labyrinth is a cosmological representation, a mandala, where every area, every enemy, every value and every geometry has an intentional symbolic placement.

What the players have to face is an initiatory journey in search of the key that opens the exit door.

An arduous and difficult challenge, a cathartic ritual, that only the most valiant players will be able to carry out, players with a

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special elective affinity.

### **Key Features:**

- Play with a friend or try alone. It won't be easy either way.
- You are trapped in a labyrinth: more than 100 hand-designed levels full of tension, action and mystery separate you from the exit.
- The rope is the only weapon at your disposal.
- Battle dozens of unpredictable enemies, learn their moves and plan yours. No tactics means death.
- Solve puzzles: carefully observe and exploit the many mechanisms.
- Discover a world packed with symbols to decipher and bizarre inhabitants.
- Defeat 4 minibosses and 5 bosses on the path to triumph.
- Climb the global chart but beware: every action has consequences.
- The game continues beyond the screen: communication and complicity are paramount.
- At least 10 hours of gameplay. Or 100 if you are not up to the challenge.
- A true hardcore experience: only a few will succeed.

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Title: Red Rope: Don't Fall Behind  
Genre: Action, Adventure, Indie  
Developer:  
Yonder  
Publisher:  
IndieGala  
Release Date: 21 Jul, 2016

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English







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For those who say: MEHH THIS GAME IS HARD TO PLAY ALONE. Yeah, it's impossible actually. Don't try it. This game is meant to be played with someone.

For those who say: MEHH THIS GAME IS HARD TO PLAY WITH SOMEONE. No. It's not. This game is actually great for understanding a lot of the human mind and dialogue. You have to understand each other, you have to understand how your partner plays and think. You have to understand that dialogue makes this game possible. You have to understand that your "obvious" isn't the "obvious" of your partner, that your "truth" is not the only one. It's perfected for understanding and solving conflicts within us and those around us.

This game has something rare: humanity.

I've loved every single day I've played with my friend. It was frustrating as life, but joyful as life.

Enjoy this game. Enjoy your life.

Understand otherness so you can understand yourself.. I haven't finished this game yet, but me and my girlfriend have been playing it a lot and it is a blast. Love all the mechanics and flavor, it's still unbelievably unforgiving and brutal.. This game is amazing! Even though it's really hard, because the lives have been boosted it's a tad bit easier. This is a great game to play with friends + family. The only disappointing thing is that it's hard to play by yourself. You should totally play it IF you have a friend physically with you willing to play it.

With that last comment, I recommend that the dev(s) add a wifi based co-op, where you can connect with others playing through cyberspace. That way, you don't always have to be physically with the person to play!. I started this adventure with my roommate accidentally. The idea was to find something to do together instead of watching a tv series as we always do. He told me the name of a game and I downloaded it. This cooperative game was what we were looking for!!! We lost many lives to synchronize us but now we are ready to get out of this maze! I'm not a lover of video games and Red Rope was a pleasant surprise for me. I like the graphics very much and the atmosphere is super creepy, and the thing that I love most is that we must cooperate (not too much) if we want to survive!!!!. Red Rope is an amazing game that made me feel like my brain was expanding while playing it. It takes an amazing puzzle game to accomplish the feat of actually making you feel slowly smarter instead of just making you feel like you put the square peg in the square hole.

I played it solo. I actually do not recommend playing it with another player unless you have a friend that you would risk your life for. I feel like there is so much co-ordination needed between the two parties in this game that it would take under an hour of gameplay to want to wring a noose around your friend's neck. Solo is perfectly doable, but it has a high learning curve. But it feels amazing once you grasp onto it- after a while it just gets automatic and you can control the two characters flawlessly without even thinking about it. It totally makes up for the beginning being rough with you making all sorts of dumb mistakes.

There are a lot of weird confusing mechanics here, but all of them took a very short amount of time to learn. It's offbeat nature of scoring mechanics (or "morality" if you want to go with the tacked on art game premise this game apparently has according to the advertising, even though it's completely absent in game) and gameplay tricks lead to a very zen and tense experience at the same time. You are limited in lives, but you also know that enemies don't respawn when you die in this game except a certain type so you can suicide to clear a room if need be. It creates this balance of knowing when dying is worth it and when to take the bullet to clear a tricky situation.

Like most games though, it turns out the things you like most are easiest to criticize. There are a lot of issues with this game. The music sucks. I like the droning odd style of it, but it gets easily repetitive and sounds underproduced. There is also only a total of like 9 songs, so no matter what dungeon you go into if it's the same "level" dungeon (there are 4 per level) it will always have the same song. Some dungeons are also clear wastes of time or lives because of how much harder they are in comparison to the rest of the dungeons. Particularly, the summer, air, and pestilence dungeons are so tricky that you might as well go through literally anything else. Luckily it's like the developers anticipated this, and you only need a total of two dungeons on each level to make it to the final boss. So you can effectively skip half the game. Also, a small handful of rooms are balanced for longer ropes. This is terrible, because every time you die your rope gets reset. So if you screw up in these rooms, you will likely have to pixel hunt with your characters just to stay alive. There was one room in particular in the rightmost silver key dungeon where you have to travel across moving platforms with buttons on them, and I swear you have to land on the exact pixel if you have the smallest rope size. It doesn't feel like a challenge or a smart puzzle, just frustrating tedium.

All that aside, I highly recommend the game. The developers are great as they fix bugs quick and even have a promotion where the first 50 people to beat the game get pixel art done of them to put into the game. The game isn't impossible, so if that

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interests you and you have 10 hours aside to spare, maybe it's worth setting that up as a goal?

It's been a long, long, long while since I've played a puzzle game this good. As unpolished as it is in some aspects, it makes up for it with pure genius in other parts.. A helluva game that could lead to friendships ending or even divorce if you're not careful. There's so much pressure to complete the game and given that there's only 100 lives you feel each death as you inch closer to failure.

There's no way to play alone so you must rely on teamwork. We found it difficult to communicate about the game. There's no language that can describe the complex movement you need to make as a team. You need to circle the rope around stuff and be on platforms of different height. Being tied together really causes problems. This is much more difficult than lovers in a dangerous space time.

All that said this game is amazing! The rope mechanic is perfect. It grows as you do kill enemies, rewarding for doing well. But if you die it resets completely. A little too much punishment for my taste but it does pile on the pressure.

If I could I would finish the game but I think it would lead to a fight. We definitely needed an easy mode. I think the game is great and if you, and the person you want to play with, like seriously difficult games then I do recommend Red Rope.. Play with someone you love. When you inevitably start to yell at one another, you should probably take a break.. **This is a brilliant game, put together with solid yet simple elements and deserves high praise. It takes a straightforward, simple mechanic and does wonders with it.**

**The basic premise is easily understood. A rope of variable length tethers two characters together, and with that rope they must overcome obstacles. It is both a help and a hindrance. And the minute you leave the halls and hit the first dungeon, this should become immediately clear.**

**And while easily understood, the premise is not so easily executed.**

**One of those games that pushes players into the \u2018trial by dying\u2019 gauntlet, there is very little escape for mistakes. You will die while puzzling things out. You will die while perfecting execution. You will die because you or your teammate failed to communicate, commit, or you overcommitted or hesitated. There is no tutorial, no handholding or in-game guide to tell you what to do, or not do, or how to proceed. NPCs will offer cryptic bits of advice, but from what \u2019ve seen (or understood) they offer little more than the basics. You make progress simply by doing that\u2014making progress, learning what works and what doesn\u2019t in any given situation.**

**And in a game that relies so heavily on communication, it is a brilliant move.**

**As a big fan of co-operative experiences in games, I have played many. I love to sit down with a friend, whether side-by-side, or online. FPS, roguelike/Vlite, arcade, whatever, \u2019m usually down to play. From those that are drop-in, drop-out, to those that require the time and attention of you and a friend to make any progress at all, this game requires some of the most teamwork I have seen.**

**Games like *Keep Talking And Nobody Explodes* (a game with thousands of reviews, and *Overwhelmingly Positive* at 98%), recently lauded for its emphasis on communication, do require solid communication between players, no denying. But once you and a partner, or a team develop a language, and a rhythm, much of the challenge is lost. The modules do not change at their root. Here, if you do not communicate at all times, synchronize at all times, and learn and play together, *Red Rope* might be virtually impossible.**

**I will not dis the single player experience possible in this game. That in and of itself is a challenge. But this game ought to be played with someone else. As the trailer says, two \u2018someones\u2019, it doesn\u2019t matter, in the end, it\u2019s up to you who you sit down with. The experience of learning alongside another is where a large part of the game\u2019s brilliance comes from.**

**And while I said that the game has no tutorial, it is not as if it doesn\u2019t teach you at all. The first room of each dungeon smoothly introduces new mechanics, and the initial zones of the game have a smooth difficulty curve, making it easy to pick up the tricks you will likely use throughout the entire game, as well as become accustomed to the overall flow.**

**As for the art style, there are few criticisms. It is pixel art, solid and well-put together. Neither overly complex, nor too**



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*simplistic, or terrible. One of the reoccurring complaints my fellow player has is trouble with the hitbox\u2014in that at times it is hard to delineate. It adheres to the same sort of twiggy character design seen in games like Sword and Sworcery. The sound design and music composition is also not overly complex. Very ambient in style, the music style is minimal\u2014at its most obvious when players are in more serious combat. I wish there was a little more variety here, but it is still well put together, and does not break genre or immersion.*

*Overall, this is the kind of game that gains most of its traction through word of mouth. While it should probably be lauded critically, you are most likely to hear about this game from someone else. And you should. It\u2019s amazing. It leaves its mark.*

*The majority of the current reviews are positive, as they, in my opinion should be. The majority of the negative ones are complaining about co-op--that how dare it be local. Those that leave these do not understand the experience, or how development, or even the internet works.*

*In fact, one review calls it \u201cnot a multiplayer game to play with others.\u201d Words that are more false cannot be spoken. If you know someone who plays games, play this game with them. (I would not recommend it for rocky relationships, or those who do not play, or understand games---the difficulty curve would likely be too high for novice gamers being that the game is rogueish. Though if said person has patience and persistence, perhaps my recommendation would be different.)*

*Highly recommend, well worth the full price, worth even more on sale. Going by playtime so far, I would guess at least 20 hours of first run playtime can be assumed. Probably more, only less if you are extremely on point.. THIS GAME.*

*I just completed it solo, and let me tell you, that was not easy. My brain was not meant to control two characters at once in this kind of setting. Yet, I love every moment of this game. Truly one hidden gem on Steam, and will 100% recommend this to any and all looking for a challenging, yet overall fun game.*

*I completed this game and have documented all my ups and downs as I went through this amazing journey. You can find all 19 episodes here - <https://www.youtube.com/playlist?list=PLaHQS-mV5Mlj8Z1WinpcjgR8CLYvqduzu> (Sidenote - As of this review, the series has not been completed. As of August 12th, it has been completed.)*

*[While it is a Let's Play, I can definitely attest it can be used as a guide on bosses, certain areas, and of course all the creatively/frustrating puzzles. \(I could not find any help when playing, which was only needed a few times.\)](#)*

*[10/10 would recommend.](#)*

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Me and my Girlfriend never fight.... Until Now.... :( What an amazing and imaginative game it is! Not only your fingers should be flexible, but also you should have enough patience, wisdom and courage to understand and survive the labyrinth. Moreover, I think there are some metaphors in this game to be revealed.

Playing it with WASD and direction key is eggache, and you should have a joystick. Red Rope: Don't Fall Behind is a fantastic demonstration of how cooperative play can be integrated into a game. In most multiplayer video games, a stronger player can support a weaker player; in "Red Rope," if both players aren't on the same page, you're not going to get very far. This because both players are interminably linked together by a short rope. You can't kill enemies, clear traps, or even make it to the other end of the room without careful coordination, coordination which typically means yelling at each other.

It can be horribly frustrating. This game is not easy. But from the get go it forces you to talk to whomever you are playing with, which is a refreshing change of pace.. Gameplay is very smooth, good sound effects and beautiful graphic. It has minor problem on startup, 5-10 seconds black screen. This game should be known to more people.

P.S. I am saving this game for my future girlfriend. It will be a fun adventure.. Red Rope is a true hidden gem on steam that anyone who enjoys local co-op games should try. Both players are integral to succeeding in the game. You must work together, there is no way that a stronger player can get a weaker player through the game. Success is dependant on both players equally. I think this is the most enjoyable aspect of Red Rope, its one of the few co-op games available where you feel like a genuine team and you really do forge a bond while playing it... if you don't kill each other first!

Definitely my favourite local co-op game on steam. If you have a couch co-op friend and are looking for a great game to play together you've got to give this one a try.. Great graphics, sweet sound design, and a cool gameplay even though the controls are quite simple (in fact you can play both players at one time, even though it becomes quite hard... your choice). Red Rope is a fantastic game, a little gem.. This game compelled me to write a review.

First saw this featured on the main store page, I was curious. I honestly thought you could play co-op online but was slightly saddened to find out that it is local co-op only, I didnt pay enough attention to the tags. I wanted to get my 7.99s worth so I played about 3 hours solo.

Death followed, MUCH death. I hadnt died so much since the Souls.

After about 50 deaths I retrieved my first bronze key in the House of Spring and was so pleased with myself; only to discover I would need two more to proceed into one of the bronze doors, Then I realized there were 3 other types of keys obviously leading to more difficult rooms,.. That is when my hopes ended. It would be nearly impossible for me to get through this entire labyrinth alone. So I was forced to summon some bros.

For the next 6 hours, it've been playing co-op with my two bestfriends. A girl and guy who happen to be dating. Yes, I am that third-wheel bro. Prior to playing, I had convinced them that it would be easy and all they had to do was use either the left or right joystick to navigate their character through the labyrinth.

They were mislead and it was amusing to experience them suck at staying alive. We've only experienced the first few Houses. I can't imagine what the other more difficult Houses will be like.

The best thing about this game is that it brings that old console co-op feel and its perfect. You find yourself garnering techniques such as the "wind-mill attack", as we dubbed it, where you make the rope whip in rotation to eliminate the lesser undead. The "stand on the ledge then drop down and run towards me to encircle the brute\witch while I've lured the brute\witch". Herding shadows like cattle, which happens to be immensely satisfying. Luring a minotaur to plummet to it's death. Quadruple guard kills.

Playing and finding out which tactics are best is so fun with a friend. Getting through each house will be torturously satisfying.

Great game to pass time and unhinge neighbors who hear your despair and your pleasure.. I love this game! I bought it at day 1 and I'm proud of this!

It's very hard, and challenging and when I play with my boyfriend we yell out each other, but we still love it because this game is also very fun. The art, the atmosphere, the music and the gamplay, it's all perfect \u2665

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I can't wait to finish the game and finally escape the labyrinth!

. An interesting idea that sold me on giving it a try.

But after a half hour of local co-op play, both of us realized we were playing to end the irritation of every single room. And the moment we did, and the new puzzle loaded, we knew with a look how frustrating it would be.

- The finicky controls

- The tiny play areas

- The annoying hands that pop up without warning, grab you and (more often than not) pull you to your death without much you can do about it. It's this last part -the powerful feeling of "that's just unfair"- prevalent in the game, and not it's difficulty, that turned us away. The game likes killing you without providing any indication that you're about to die, until it's too late.

Not recommended if you prefer games that communicate information you need to know when making decisions. I enjoy difficult challenges, but very much dislike trial-and-error style traps.

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