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Ethan: Meteor Hunter Key

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## About This Game

Freeze time and manipulate the world with endless possibilities: build the solution YOU want where nothing is scripted and levels can be solved in multiple ways. When Super 5d3b920ae0

Title: Ethan: Meteor Hunter  
Genre: Action, Indie  
Developer:  
Seaven Studio  
Publisher:  
Seaven Studio  
Release Date: 7 Feb, 2014

English,French,Italian,German,Czech,Danish,Dutch,Finnish,Greek,Hungarian,Norwegian,Polish,Portuguese,Russian,Swedish,Turkish

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rubbish game horrible graphics and looks really ugly shame its got a meh for gameplay. Fairly difficult but mostly fair platformer which introduces logic puzzles by pausing time and allowing you to reorganize certain platforms in order to get over obstacles. The game seems fairly simplistic at first but don't let that fool you it gets a lot harder going forward. The controls are fairly precise but if you don't have anti ghosting keyboard you will be frustrated quite a bit as sometimes you have to both slide jump and direct at the same time which may not work so well if your keyboard can't register them all. The graphics are fairly simple but that works well, the music is decent but nothing to write home about. Levels are varied quite well along with the puzzles so you won't find yourself bored. Until you hit a wall that is. Typically through the levels you will have check points and failing only resets you back to the last checkpoint. However, bosses don't have any checkpoints, so you will be forced to replay the whole thing over and over. At first this is not so bad, but later on when you encounter guided missile/bombs it becomes a nightmare. Overall, a fairly good platformer which could have done things better but you should still check it out if you like that type of games. I'll warn you right away it is hard to finish so if that's a put off don't buy it.. Damn those annoying boring levels with jumping on that stupid pogo device! One mistake - welcome to the beginning of the level. No, i don't want to do that all day. This is just ruined all for me in that good in whole game. Uninstall.. I think this game is great. It adds a different aspect to a typical side scrolling platformer. The graphics look great and the game plays as you would expect it to. We give it a 8/10 Check out our video review.. When I first started playing this game, I found it to be just kind of mediocre, not that bad but not anything special and not worth recommending. But the cracks really started to show after extensive play. not 100% done with the game yet but I'm annoyed enough to write a negative review right now so woo Hmm what problem should I address first. How about the slippery edges and dropped jumps? Yeah, any edge of a platform seems to not count as part of the platform for jumping's sake, so often you'll end up not jumping when you wanted to and, presumably, dying. This doesn't feel like my fault. It feels like an error in the game engine. Dropped jumps are even more noticeable on downhill slopes, where there always seems to be a high chance of jumping not working if you aren't sliding (which you don't always want to be doing). Another major problem is the homing cannons, since, well, that's already a bad idea to begin with. Bad game. Bad, bad game. Often they're shoehorned into sections that don't need them, though, and the homing power is waaaaay way way too strong, leading to it often coming down to luck whether or not you can survive a section. There's also a lot of slooow autoscrolling sections that go on way too long, yet require a few tight, easy-to-mess-up jumps such that you can get all the way to the end of the section, screw up, and have to restart it. And some sections go on waaay too long. A lot of the levels are good about keeping decent checkpoint placement and level length but there are also plenty of exceptions. The physics also seem somewhat inconsistent, to the point where there are more than a few cases where a puzzle solution working correctly comes down mostly to luck. Not horribly inconsistent, and there aren't a lot of puzzles that have this issue; mostly any puzzles involving rolling objects. The overall pacing of the game is a bit wonky too. The higher-speed platforming doesn't mix with the puzzles well so the end result is a platformer that occasionally slows gameplay to a halt with a sliding block puzzle or a tedious autoscroll puzzle. The puzzle and platformer elements often exist in entirely separate universes, mostly. It's not a blend of the two genres, it just does them both at diferent times. There are instances of high-speed puzzle platforming that tends to be the more enjoyable parts of the game, but they're infrequent compared to the slower puzzles. The bosses (that I've seen so far) are also mostly trial and error, which is. not fun. When you know what to do, they're utterly simple and nonthreatening but when you don't they're frustrating to try and figure out; the second boss is simplified once you know his full pattern but a bit tricky until you do. and notably this boss is one of those instances of SUDDENLY PUZZLE in the middle of a platforming section. I probably shoulddn't comment that the music is bland and the character designs/general visual style is ugly, but I will, because why not. I can't find a lot to like about this game. I can be clever or interesting at times, but it does nothing to really stand out from the many better platformers available for the same price or less. Pass on this one unless you're really desperate, I'd say.. When I first started playing this game, I found it to be just kind of mediocre, not that bad but not anything special and not worth recommending. But the cracks really started to show after extensive play. not 100% done with the game yet but I'm annoyed enough to write a negative review right now so woo Hmm what problem should I address first. How about the slippery edges and dropped jumps? Yeah, any edge of a platform

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