Eron Torrent Download [FULL]

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About This Game

Eron is a 2D platform game that allows the player to actively switch between two parallel realms. The player will have to depend upon this power to finish each level.

In a distant galaxy, on an uncharted planet code-named, Eron, a special power is hidden. The planet is in constant danger as many seek this power hidden in the planets core.

You play as a native tribesman on this planet, who one day discovers that uninvited guests have destroyed your village. It is up to you to find and stop whoever is responsible.

THIS GAME MIGHT NOT BE COMPATIBLE WITH YOUR GAMEPAD
This game has only been verified to work on a Xbox 360 controller for Windows and a few similar gamepads.

Title: Eron
Genre: Indie
Developer:
David Mulder
Publisher:
David Mulder
Release Date: 17 Mar, 2015

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Minimum:

OS: Windows XP+

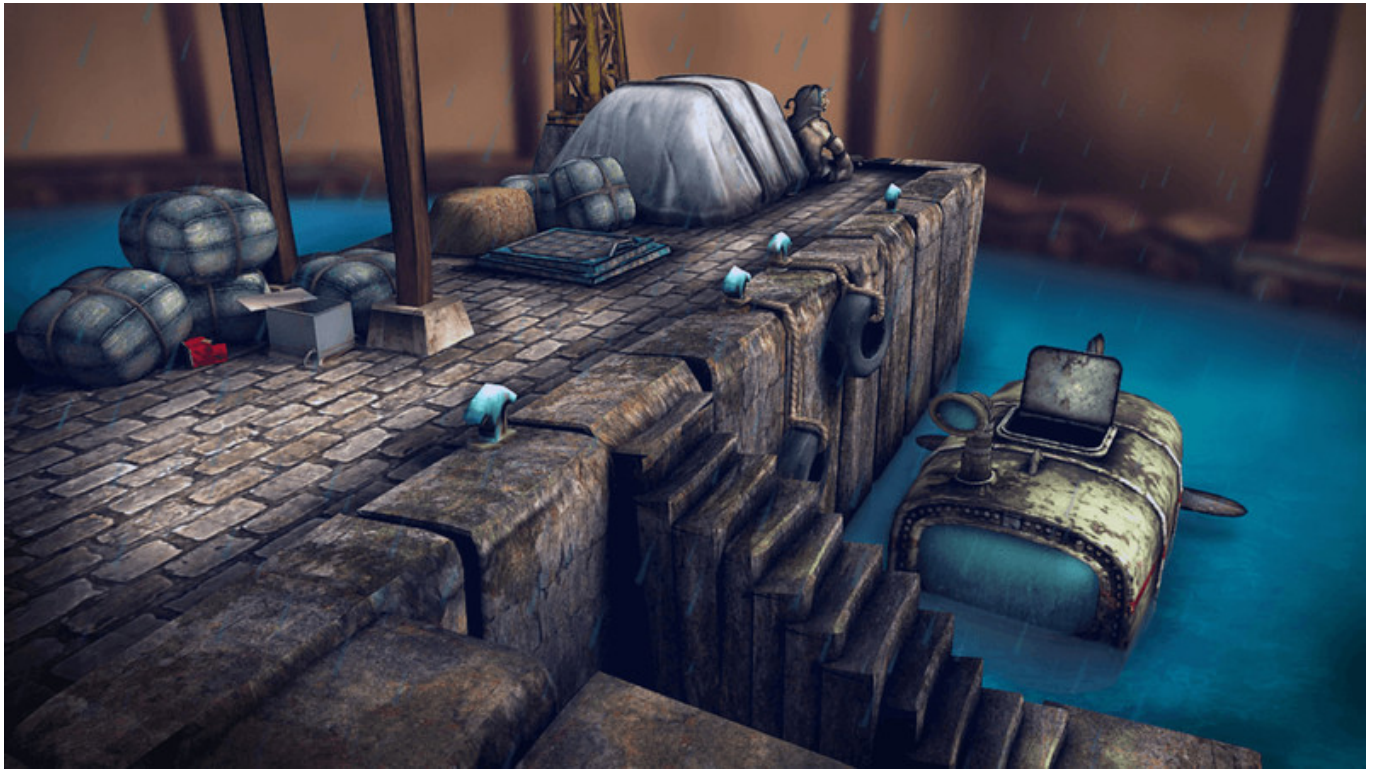**Processor:** 1.6Ghz

Memory: 1 GB RAM

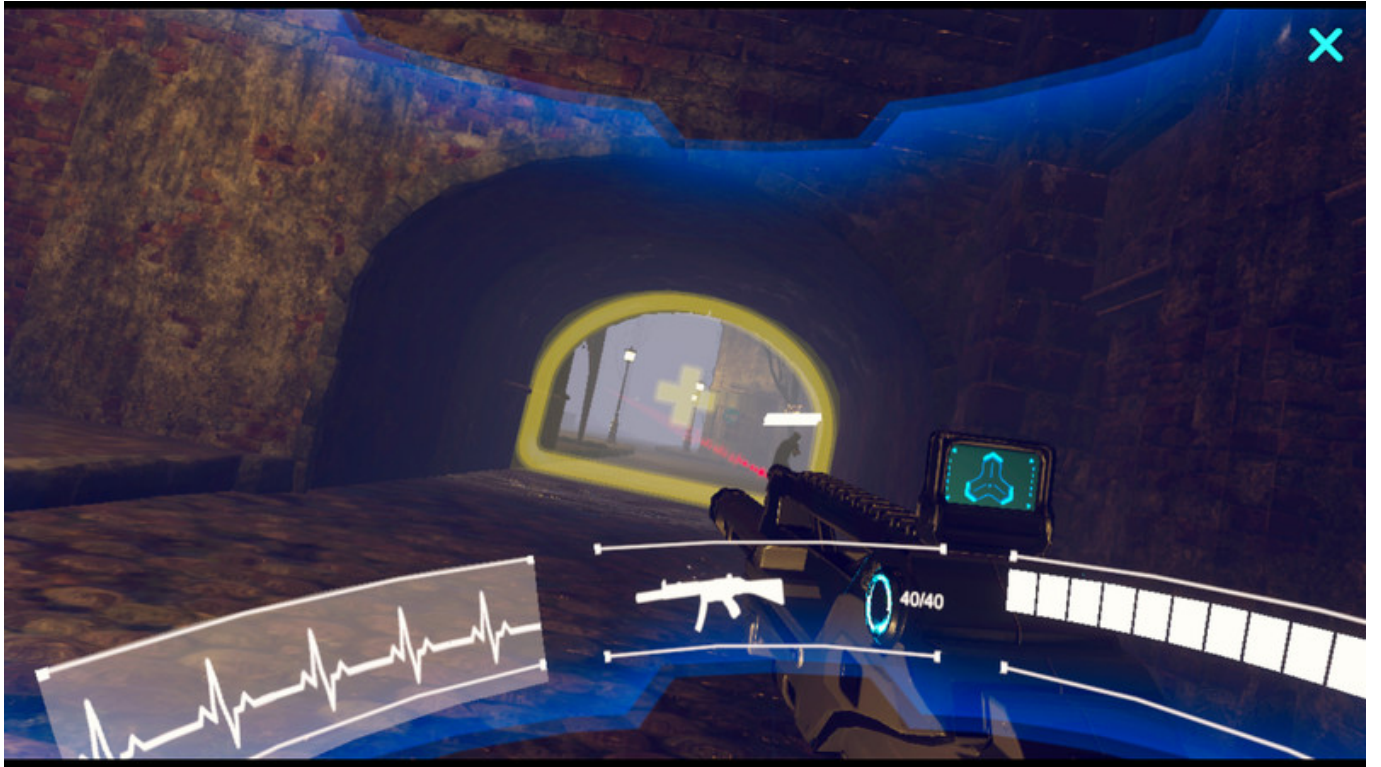**Graphics:** 256MB DX9 (shader model 2.0)

DirectX: Version 9.0c

Storage: 100 MB available space

English

This game is a port from an Ipad game, which explains many things. In some ways the graphics are a step back from the previous Spiderweb games (and I have most of them) because of the Ipad properties like no enhancements when mousing over choices and poor sprites and no zoom and a minimap dificult to read. If you don't mind twenty-year old graphics and like games with a good storyline and very much text, then you will probably like this game.. This game is one of those games where I'd wish there was a neutral recommendation button. It's a fun game where the tiles fill the screen according to the tempo of the song you play, but the beat-accuracy of this game is lacking. And since the difficulty of a song is related to it's tempo, having poor accuracy makes for some odd play. It's a good game otherwise.. Super beautiful game with amazing potential

Get it, support the dev and its cheap!
While playing i had a very oh♥♥♥♥♥♥moments and I loved them, this game is realistic and brutal, and you will fear the dinosaurs and drones.
Don't forget to save after you find something of importance.. you are defeated. This is a fun little game. If you're looking for some fun and enjoyable horror games, this game comes with four unique experiences. It's quite short and took me roughly around an hour to beat all four games, but i did enjoy the experience and had loads of fun.

7\/10

The only thing i might suggest improving on, is the playtime and the ocean game (i found it very confusing and didnt really understand what i was doing).. Really great game for someone to pick up and play with a group of friends whenever. Simple concept, good level design and depth of character choice, weapons and more. Looking forward to new features in updates to come! :). A nice tower defence game. There's no mazing, but there's friendly buildings that can be activated, and unfriendly buildings that send enemies or do nasty things unless you pay enough to make them stop.

There's a bit of grinding involved if you want to do really well, but it's a good game in general.

Limits are put on the game, as you can only build certain buildings in certain areas. This means you cannot have a single favourite tower and simply spam them all.

Overall, I recommend this to anyone who enjoys TD games, unless you really need mazing.. **A sequel to a short 2D platformer about a goddess.**
The gameplay is almost exactly the same as the previous title, only a little bigger and more polished. This means that the parrying, on-site upgrade system, and the Megaman-esque gameplay aspects are all still here unchanged.

While playable on it, keyboard controls are only slightly better supported. Instead of being able to rebind keys to actions, you can only bind the actions to the keys on the screen. For example, you can't assign space bar or another key to "Jump", you have to assign the "Jump" action to one of the 9 keys that you can only assign to. The same deal is with controllers as well, you can only assign actions to buttons.
DualShock 4 controllers are natively supported, but if you're using DS4Windows or maybe something else similar, the controls in-game get weird.

Just like the first game, it's simplistic with its run-n-shoot mechanics. You can shoot almost as fast as you press the button and there's a recharging "Capacity" bar that drains each time you attack with anything so you're discouraged from spamming attacks. This was here before, only now this applies to your default attacks as well to prevent the endless, unnecessary spamming.

The screen is still a bit small and constantly running forward without a bit of caution can still be consequential, though less so than the first game, and the camera still moves pretty slowly when turning around. You can still change the camera speed and positions, but it's all as slow as before when it moves.
Because of the lighter punishment in running forward without caution, the game overall can be pretty easy; it's possible to run to the end of most levels without stopping if you know when to jump, shoot, and upgrade, or if you just react fast enough.

There are more stages than in the previous game and they can be cleared pretty fast. They've got their own unique set of enemies as well as some recycled ones and level designs for each one are as simplistic as before as they're mostly flat with a few basic platforming sections here & there.

The bosses in the game are unique & simple, and a few from the previous game make a return. Unlike the previous game though, almost all of the bosses actually move around instead of remain in the same X-axis for the entirety of their fights. They also have no collision unless it's from certain attacks, meaning you can walk through them without harm, making many fights way easier than they ought to be. For a few bosses, using that advantage may be one of the only tactics against a particular attack of theirs to prevent you from taking damage.

There are 3 sets of stages\/bosses in the game; 8 are available from the start, 4 more become available after the first 8 are cleared, and the last appears when those 4 are done. The last stage is a boss rush of the first 8 followed by the final boss after they're all done.

You acquire a boss' "Technical Skill" when you beat them, but this only applies to the first 8. They can be useful against specific bosses Mega Man style and in the stages themselves, but I rarely found myself using them there. One Skill in particular is an offensive dash with i-frames that activate as soon as the Skill itself activates. It makes for a great defensive option if upgraded and\/or if other methods like basic dodging & parrying aren't going pretty well.

Parrying, or "Blocking", is still difficult to pull off, but is just as rewarding if you do it right intentionally; speed & precision is still required to negate the damage coming towards you. You press left or right just as an attack of some kind is about to hit you, however it can sometimes be pretty tough to determine when & where exactly the hitboxes collide.

"Tres" is still both the currency and fuel for filling up the Enhancement Slot bar, your Gradius-style on-site upgrade system at the bottom of the screen.

There aren't many new upgrades compared to the previous game and only very few are any practical. The same goes for upgrading the same "upgrade" more than necessary; for example, upgrading "Speed" too much may make your movement speed harder to control, and too many upgrades to the slot that makes your attacks cover a broader range is highly unnecessary because almost all of the enemies in the game are in front of you or are just slightly above your default line of sight.

Like before, there's an upgrade shop of sorts in the stage select screen, only it's much bigger than before. You can buy various items and upgrades for a variety of selections such as the upgrades themselves in-game, your stats, and "Technical Skills". Because of how short the game is, there's a good chance you won't purchase everything in the shop before the game's actually beaten unless you decide to grind for them, which won't reward you with anything in the end.

Within each stage\u2014save for the very last\u2014there are 4 hidden collectibles, "Pure Syega". They're invisible, but they give off a subtle sparkle which you can either shoot or touch to reveal them. Their primary use is to be special currency for upgrades in the shop, but there's a good chance not all of them will be used at all as many upgrades aren't necessary.

Like the first game, you unlock Lunatic difficulty once you beat the game for the first time. It's a huge difficulty increase compared to what was already available as attacks for almost every enemy with an actual attack changes in some way and enemies\u2014especially bosses\u2014take more shots to beat regardless of your upgrades.

Replayability is relied on the in-game achievements that are tied to the Steam achievements, and two new characters that become available to you after the game's done; they're both from the first game and only one of them is of any real relevance to the rest of the game. The irrelevant one was pretty much just included in the game for appearance's sake as she doesn't have her own storyline or voice even. The one with the voice and storyline though plays pretty differently and she can be overpowered thanks to an in-game upgrade you can purchase that maximizes the rest of her upgrades in-game automatically.

The game's plot is pretty simplistic and doesn't really tie-in to the first game all that hard, so outside of familiarity's and numerical continuity's sake, you don't really have to play the first one.

Playthroughs are very short so replayability and the achievements in-game are relied on for extensive play times. It's double the price of the first game, though it is bigger and a bit more refined than that of the first game.. it's 14 mb, nuff said. really good game didnt expect it to be quite interesting\/fun.

Ugh. Another cheap game made in Unity by a single person, and this time Russian no doubt. The entire game menu is in Russian and it seems you can't change it. I tried by clicked on all the options and there doesn't seem to be a way. If there is I missed it, and for that I apologize - I couldn't tell, for it's in Russian.

The whole game has a VCR static filter on it. No thanks.

Also, there doesn't seem to be a way to go through any of the locked doors after immediately leaving the main one. No key anywhere, and everybody else seems to say the exact same thing.

I learned all this in under 10 minutes.

Stay away.

. Great game; I've played through it twice now, and I feel like it would be better if the areas could be laid out more randomly on each playthrough, instead of in the same areas, and the layout of the mines could be like that too. It does have replayability, but it's more of the novelty kind of replayability when the areas are always the same.. The Bonus from the "Deluxe Upgrade" needs a savefile from the finished main game. It fits well into the previous story.
I find this one more combat-focused than the main game (though there are less dragon-lines), but there still are plenty of possibilities to talk, hack, or sneak your way around.
The sidemissions are limited, but the main mission is acutally longer as you would expect.

The only thing i didn't liked was (from rpg view) to be forced that hard to do as the game wants.
having played shadowrun pen&paper for so many years, we've always hated gm's for doing that - and taught them to not try this again in the next years.
I missed more chat options to tell your "contractors" that you don't like them, remembering mass effect 2's options to tell everyone anytime that working with cerberus is not your wish nor choice.. this game good

-plentiful amount of levels, with more to come
-has post-game content in the form of speed challenges
-you can get more than 100% on a level (somehow)
-control two balls, just like in real life

bonus level is bs though 10/10. to those who are looking for an actual rpg type game, don't get this one. I thought it would eventually get to the gaming part but I was wrong. Its actually kind of a boring visual novel. And the voices arent even in english. If it was dubbed in english then I might have stuck it out.. Dies irae ~Amantes amentes~, is by far one of the, if not the highest quality free visual novel I have seen on Steam yet, and I recommend any free VN fan check it out.. Not a bad game!

I will first start off with the negatives...

My least favorite thing about it thus far is the surface exploration. I find it tedious.

I wish there was a way you could drop mined materials off (from surface mining) when you are far from your base. Otherwise, it takes forever to traverse the surface, mine 100 pieces of ore, and then travel back to your base to drop off materials.

With that line of thought, I wish the operation of the surface bots was mechanized, where you set the pathing, the mining, the drop off of materials at base - rinse and repeat. I do not get the alerts for when they are "idle" and waiting for me to give them the next command, so I have to keep switching to the surface to direct my bot's actions. It is a pain.

Also, the minerals you are mining on the surface are bottomless - they never diminish. You would think after mining the same spot on the map that the minerals would taper off to no longer exist there, but they don't. That takes away from any realism.

Besides the surface portion of the game play, the other negative I have about the game is that there is not a lot to do as of today with where it is in development. You do run out of stuff to research, stuff to build. Generate a large map and you can mine for forever, but there is no reason to once you've done everything. Just like there is no reason to keep building.

With cooking, you can make several different dishes. They have some nutritional measurements, but they don't really affect your people. Maybe they eat more if the food is not as filling, but that's about it. You could essentially grow and harvest potatoes and your people will be happy enough eating them raw.

Another thing worth noting as a pretty big negative -- you can literally set up your people with work to do, manage what they produce on the machines, and walk away from your PC for as long as you want. Clean your house, run errands...whatever. They will survive without you. There are no threats to worry about, not much keep-up you have to do in order for everyone to survive well while you are MIA. Assign enough mining for your guys to do and take a nap!

Overall, as a big fan of management\/simulation games, I was hoping for more depth. It's not here in this game YET, but I see the potential! That is strictly a personal preference, BTW. This game may be perfect for someone who likes micro-managing on the 'lighter' side.

Now, the positives...

I enjoy the art style of the game. The three dimension of the game sets it apart from the other popular game that everyone is comparing this game to (Rimworld).

I really like the research tree (I love my trees - talents, research, etc.). At first, I was confused on how to get further in the research until I figured that I must have to go to the surface and explore. Sure enough, that is how I unlocked everything. That was brilliant.

I enjoy being able to change the color of my worker's clothes to suit their job, change the colors of the machines, robots, etc. Any kind of customization that you can let the player do is a big win and this game offers it in little bits, but it's good enough.

It also looks like they have the steam workshop open for this game? I have not looked at it much, but that is also a huge positive.

Despite the negatives I listed above, this game has enough positive things for me which I enjoy that I can see myself playing it more than once, and that is a big plus. Granted, it is a rinse and repeat situation right now, but it looks like the devs are working on updating the game still, so I will gladly wait for what's in store.. Classic isometric top-down shooter that takes you back to the original Alien Shooter but now with the new features from Alien Shooter 2 included.. Really neat little game. very short but a lot of fun