Ether Awakening Ativador Download

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About This Game

Your Kingdom Needs You

When a princess bent on revenge stumbles upon an ancient seal, a dark power is unleashed on the world. As this princess, set out
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Title: Ether Awakening
Genre: Adventure, RPG
Developer:
Matthew Putnam
Publisher:
Matthew Putnam
Release Date: 3 Jul, 2017

English

A nice and enjoyable little game. I liked: ------ -- No random battles - a must for me nowadays. The days of random battles are long past. -- Quick normal battles - The normal battles do not take long, especially if you know what you are doing. Having just one character to control definitely helps. -- Good quality overall - Good writing, very good music, good level designs. -- Some strategy required - Bosses have strategies, too bad the game gets too easy middle-way (see below). -- Interesting equipments - not just upgrades over your old gear, you have to think before you equip. -- And last (but not least): The game was ENJOYABLE. Not once during my playthrough did I get bored. And that is the most important thing in a game in my book; Being fun. I disliked --------- --The difficulty. Halfway through the game becomes very very easy. At least that happened to me, and I know I did not overfarm enemies. If you don't skip enemies, and search the areas for loot and buffs, you will breeze though the game no problem. At least till you reach the final boss, that will send you packing if you are not truly prepared. --A little rushed - While the game is quite polished, it shows that it could have been given a little more time from the creator. The last dungeons are quite barren dialogue-wise and event-wise, and there are places where your character can walk up walls etc. Summary: I definitely recommend this game for anyone that wants a quick rpg fix during a break from more demanding games.

This is not a game you will remember for the rest of your life, but it's a good worth for its money.. TL:DR; Very good game. Pros: Boss and enemy encounters require strategy to win A few of the early game fights have a "boss assistance" mechanic where a support character will assist you. It really adds to the immersion and makes some of the boss fights much more fun because you coordinate your attacks around the support character. This mechanic is probably one of the most unique things about this game. No grinding Satisfying Story Costs $3 Neutral: About 3 Hours Long Cons: No post-game content There's a bug where the "Defeated" message will be faintly visible if you kill an enemy before it disappears. The amount of stat boosts from examining items and the amount of "boss assistance" seems to taper off later in the game Summary I thoroughly enjoyed this game and hope the developer is able to make a sequel or some sort of DLC in the future.. I very much enjoyed this game. It reminds me deeply of classic RPG's from the 90s. Whilst it is only about 3 hours long, it was engaging the whole way through. Combat was tactical and satisfying, with the ability to decide just how you want to approach it. What I especially enjoyed is that whilst for one area you may find a dominant strategy of attacks and skills, it wont remain an unbeatable combo forever. This means there is a good reward for discovering good strategies, but it doesnt lead to an easy and therefore boring game. The final area and boss don't mess around, and I won only by the skin of my teeth with smart play, which felt great! Also given that there is multiple weapon types there is probably at least 3 if not more different playthroughs you could do emphasing different gear and weaponsets.. I enjoyed playing through Ether Awakening. It took a little over three hours to play through the story, and I found it engaging.. I very much enjoyed this game. It reminds me deeply of classic RPG's from the 90s. Whilst it is only about 3 hours long, it was engaging the whole way through. Combat was tactical and satisfying, with the ability to decide just how you want to approach it. What I especially enjoyed is that whilst for one area you may find a dominant strategy of attacks and skills, it wont remain an unbeatable combo forever. This means there is a good reward for discovering good strategies, but it doesnt lead to an easy and therefore boring game. The final area and boss don't mess around, and I won only by the skin of my teeth with smart play, which felt great! Also given that there is multiple weapon types there is probably at least 3 if not more different playthroughs you could do emphasing different gear and weaponsets.. A nice and enjoyable little game. I liked: ------ -- No random battles - a must for me nowadays. The days of random battles are long past. -- Quick normal battles - The normal battles do not take long, especially if you know what you are doing. 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At least till you reach the final boss, that will send you packing if you are not truly prepared. --A little rushed - While the game is quite polished, it shows that it could have been given a little more time from the creator. The last dungeons are quite barren dialogue-wise and event-wise, and there are places where your character can walk up walls etc. Summary: I definitely recommend this game for anyone that wants a quick rpg fix during a break from more demanding games. This is not a game you will remember for the rest of your life, but it's a good worth for its money.. This is a game I personally waited forever to get on sale, and I finally caught it, and even though it is short. This is an enjoyable experience. It felt a little rushed especially after the half way point, but it's a person's first attempt at a game as a single producer. For a solo project this isn't half bad.. I enjoyed playing through Ether Awakening. 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