

Ether Awakening Download 13gb



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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 on a journey to save your kingdom from an evil fate. Along the way learn new combat maneuvers and learn to harness the power of the Ether to unleash spells upon foes who would stand in your way.

Features:

- **No Grinding**
Gain stats and grow stronger through exploration and progressing through the story.
- **Fight Smart**
Use a combination of thrusts, slashes, and magic to take advantage of the weaknesses of your enemies.
- **Swords Slice, Spears Stab**
Each weapon type has pros and cons; arm yourself to suit your fighting style, or alter your tactics to fit your weapon.
- **All Alone**

Help is hard to come by, even for a princess. Learn to stand on your own, because there is no one to pick you up if you fall.

- **Pick Your Battles**

All enemies are visible on screen and many can be bypassed, but the more you practice your combat skills, the more you'll learn.

Title: Ether Awakening
Genre: Adventure, RPG
Developer:
Matthew Putnam
Publisher:
Matthew Putnam
Release Date: 3 Jul, 2017

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English

Quest Progress: 97%



LVL 5



14



Simple fun game, wish it had a bit more depth and a bit more movement options (ability to jump).

If you like classic style beat em up games, this has the basic formula down.. A must have if you are into Wargames.. wanted to play coop with friend but didn't work in coop.. I actually bought this game twice. I Greenlit it on Steam and then found a copy online. Knowing that not all games I vote for ever get approved, I purchased it direct from the publisher. As I always buy games I vote for, I bought it when it came available on Steam. It takes some getting used to, and it is sometimes hard to find the info you need. I'd like to see a mini-map so I don't have to swap between the map and the screen. I'd also recommend that you deploy your troops left to right (or visa versa) so that as you cycle through your units, you're not jumping all over the map. Battles can take awhile and depending on how many airships you have, a "turn" could take quite awhile.

Also recommend you save after every successful battle in case you accidently quit without saving (only did it twice, was in a big hurry so it was my own fault). Additionally, keep a decent cash reserve, Tempting as it is to upgrade tech every turn, you need money when the AI does its turns. Say 1000 to 1500 per AI you border. More, I imagine later in the game when they have more airships. Remember that fielding troops and arming them take cash. Offensive troop numbers are determined by the size of the attacking airship (5-10-15), defending numbers are determined by the type of terrain. AND how much money you have to spend!

Combat is sequential, but the non-moving side can do opportunity fire if it has reserved action points from it's previous turn. APs are used for moving, attacks and reloading. Units have weight restrictions on how much they can carry. Reloading has to be done manually, so while you may fire at a target of opportunity if you have enough APs remaining, you cannot do a "reload of opportunity", so to speak. A word of caution: attacks of opportunity with explosive weapons can be hazardous to your health. If you are too close to a wall, rock, tree, or even a slight rise, your weapon could impact that, killing yourself.

Visibility ranges from 50 to 300 . The attacking trooper has to be able to see the target himself in order to fire at it. And has to be within his weapon's range. There's a helpful counter that tells you how many enemies your active trooper can see. Click on it and a range will appear to the right. Click on the range and you will turn to face that target. You need to keep an eye on that counter while you are moving. You also get reports during the AI's movement phase if something enters your viewing range, so don't use the AI's turn as an opportunity to refresh your beverage or make room for more, you might miss something important.

That's the mechanics. I have only played the P. campaign where you chose one nation (for ease of recognition, they resemble UK, USA, France, Zulu, Far East and Germanic) and fight the rest. Each side has distinctive uniforms. All sides have the same initial equipment (rifle, pistol, grenade, first aid kit). Every turn, cash allowing, you may research an item for specific class troopers. There are 4 or 5 developments per class. Classes are Sapper, Recon, Gunny, Grenadier, Marksman and Fusiler. All sides have access to the same developments. It gets progressively more expensive as you progress up the tech tree. For example, at Medium difficulty the first tier weapon research costs 1000, the second tier in the same class cost 3000. The AI does its own research. In my current game, the Chinese AI developed grenade launchers before I did (Grenadier tier 1). It was NOT a pleasant surprise.

. It's very good. I wish it was a bit longer but really it was just a space-filler between one and three.. The quality is bad, it's hard to understand what and how to do something and train controls aren't good. This game is like from the past.. From 2010 or something. Maybe I don't understand it but I find it to hard for me.. Hmmm... sure I chose high quality setting. Guess not.

Met father.
Explored.
Ate... drank.
Got lost.
Explored more.
Killed a woodsman.
Still lost.
Died of thirst. (or boredom)

So yea. Looking forward to updates.

I enjoyed this game thoroughly! I liked the turn-based strategy and the wide variety of units available. It was fun to make decisions of what would be brought to each battlefield depending on what the objectives required. The only flaw is that I felt that it offered too few infantry battalions for many engagements. However, I think this was a good balance between amping up the difficulty and making you better at choosing strategies.

The combat was fun and high paced (for a go-when-you-will turn-based game) and early on, I found it challenging to try and outmaneuver my opponent before his turn. I would have liked to have more missions in general, but particularly ones that directly followed the battles that were featured. For example: what would have happened when my Soviet units that I used in the previous battle were flash forwarded only a day or two ahead (as opposed to months) and faced off against a retreating and angry opponent? What would I have left after that engagement?

I definitely played each mission as if I wasn't able to save and go back to fix a mistake (often I didn't save at all) and that made it even more enjoyable. The biggest drawback was often just rolling low on attack rolls. Scenario: enemy infantry out in the open with only 15% cover; three units attacking them (wounded infantry, machine gun nest, and a tank) all of whom had 80 or 90% hit ratio. Infantry attacks, no damage, machine gun nest attacks, no damage, tank attacks, no kills, but suppressed. I mean, come on! I had to waste an entire turn to suppress these guys and I have 5 other units to attack with only 3 of my own left on that flank. Besides that happening occasionally, I had loads of fun with this game.

Pros: Fun turn-based mechanic

Interesting strategy elements

Many different kinds of units

If you play every turn like there is no going back, its just more fun!

Cons: Dice rolling can be frustrating when attempting to damage computer's favored units

German 88mm Flak gun is best unit in the game (great when you have it, terrible when you don't)

Some missions require extra infantry units you can't have (when having too many tanks is a problem...). Had this on my wishlist searching for similar games to Castle Crashers. I wouldn't say it's similar, but it definitely reminded me of playing games like Double Dragon or Battletoads back in the day, just with better controls, nice artwork, etc. If you like "Beat 'em ups" this one is worth the \$15 IMHO and if it's on sale consider it a steal!

Being most games usually give an intro/tutorial on the controls (this one doesn't currently), I feel it's worth mentioning the PAUSE menu is your friend in this game. It'll show you all sorts of combos (similar to newer Mortal Kombat games and their pause menu).. Not very good at all. The challenge is pretty minimal, and is provided mostly by having to avoid annoying bottomless pits instead of dealing with enemies. Definitely steer clear - kids have great imaginations but are not so great at implementing a good challenge.. This game is really unique in my opinion, being able to construct a base how you want it, watching out for meteor strikes all the time, building robotics that can ferry your drilled resources to holding tanks or directly into refineries. then when you have enough build a space ship and move to new worlds to do this. I would recommend 8/10.
LINUX USER

This was released with lots of problems and that has hurt its rating.

The Dev's have worked hard patching the game and for me its now in a playable state.

That's given me the confidence to recommend it to anyone who enjoys the genre and wants to follow the progress of a promising game.

Just don't expect a bug free or complete game, its still very, very early access! Lots of potential though!

Don't let me down Dev's :). Terrible game.

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