
ECON - Elemental Connection Download Direct Link



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About This Game

ECON is a minimalist abstract puzzle board game about making elemental connections. Relax, think, and match the colored tiles as the board unfolds.

Connect colored tiles on the same board as your opponent while using the growing field of vivid squares to gain an advantage. Struggle against six types of computer opponents, each with their own method of outwitting you, or play against a friend person online. Learn the gentle nuances of play to eke out those precious few points.

FEATURES

- Simple, easy-to-understand gameplay
- Satisfying strategies
- Online multiplayer, single player, and puzzle challenges
- Minimal visual elegance
- Smooth soundtrack by Lannie "Merlandese" Neely III and Fernando Carabajal
- Light visual customization
- A good aura, like an old friend

Title: ECON - Elemental Connection

Genre: Casual, Indie

Developer:

Twelve Tiles

Publisher:

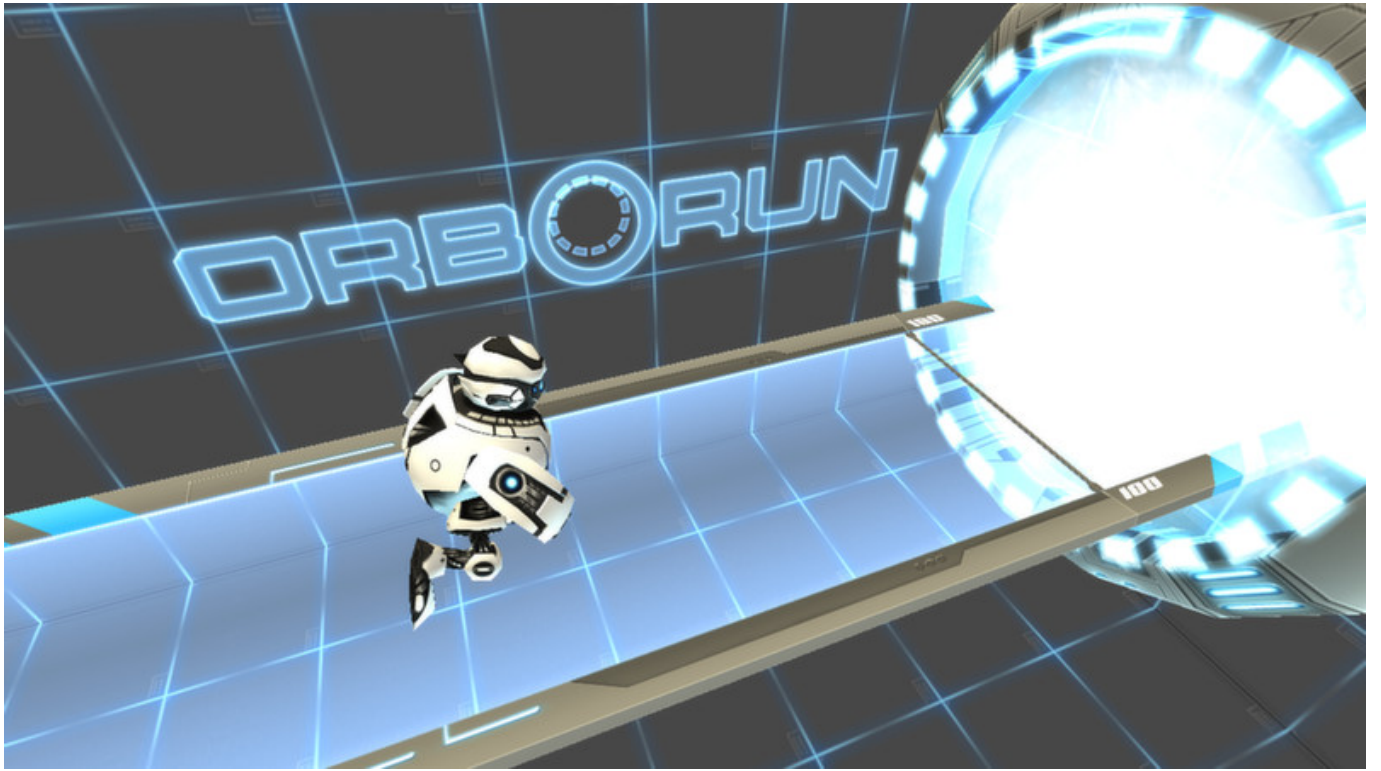
Twelve Tiles

Release Date: 14 Dec, 2018

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English







Actually this prototype works and plays way better than 3rd part of their game :)
I didn't played the previous parts, so it's hard to compare.

Anyway, if you are bored, unsure what to do and you want game for about 40 minutes - it's PERFECT for you.. Quite possibly the best of the three remakes to date. Though not perfect, Spiderweb again delivers deep story, moral choice, and solid mechanics in a deceptively complex RPG that old school fans are going to love. There is no "wrong way" to play, and every party combination is viable. I myself just beat the game on Hard without any magic casters or priests, which is a very extreme way to play.

There is the issue of 'eye candy', and even I would have to agree that the sprite sheet graphic style is simply too old for modern day. Sprites can still work, of course, but they need to be higher definition, and possess more variety than Avernum and Spiderweb's old engine can currently deliver. Still, the solid gameplay, lack of bugs, and wide range of player liberty, more than makes up for it. If you turn down this game because of the graphics, you are doing yourself a blatant disservice.. This game is one of its kind so far, but it has a long way to go. I see potential in the game format and the idea, and with more development it could be a good game. Good price for the quality and gameplay. But with all that said I can not recommend the game as it is right now, might change in the future.

Cons:

- Aiming down your sight do not mean the bullet will go where you aim. And before you say I can't aim, it works fine in other shooting games. Need some improvement.
- You get stuck if a Police/SWAT member is too close to you and you can't use your weapon, and a symbol shows up showing you are blocked. This happened to me multiple times.
- Got shot through solid object a few times. This is not a big thing because it only seems to be happening a few times and might be a problem with my room setup. It can also have to do with the hitbox.

Pros:

- Fast paced shooting with a good difficulty. I like that the easy setting is still challenging and makes you always be alert and tactical in all your moves to advance.
- Decent and cartoony graphics. I like the cartoon graphic in the game.
- Well it's a police/SWAT game, I just love this kind of games :D. Love the format, but why can't I use more than one vehicle per level? I haven't finished story mode so maybe there's more content that will bring me back around, but it just seems like a grind at my point.. cool idea, but not enough content. Starting to play the (repetitive) mechanics and not the game after barely an hour.

Refunded.. This game is published by KISS Ltd.

If you did not know, KISS stands for Keep It Simple Stupid.

Not exactly an inspiring name for a game publisher.. This game seems like it could be good if the controls weren't so terrible, why would you have ',' as run 'D' as shoot and arrow keys left and right to move and obviously space to jump, your fingers are all over the keyboard, if this game had better controls it would probably be enjoyable, overall don't get this game unless they do make changes to the controls or make the controls changeable for your own liking.. this is an amazing game well worth buying and playing. Please don't buy this game. I refunded it after seven minutes. It's unplayable.

Allow me to preface this by saying that I have no problem playing games that are in development; I have no problem playing games that are objectively bad, as long as they're playable and fun in some way! But Wolf Simulator isn't just completely un-fun to play and ugly to look at, it's a crash-prone nightmare that doesn't even have a functional loading screen! I'll break down my seven minutes of experience with this game:

For starters, you can't access the menu to start the game unless your resolution is 1920x1080... windowed. Any other resolution and the game hangs at the "primarily funded by" screen, utterly unplayable. I only learned that there WAS a way to progress past the opening intro through other reviews here. If the developers can't even fix this major, glaring, game-breaking issue, what CAN they fix?

As if that gross oversight on the developer's part wasn't enough, the menus have mislabeled options! And even worse, there are even more VERY OBVIOUS bugs there -- to select a white wolf, you have to actually click below the options box because the radial buttons aren't aligned properly! The text for the two wolf classes is inversed from what their names imply, so I honestly have no idea what I was playing as. The menu is honestly a hot mess that crashed when I attempted to name my wolf on top of everything else.

Once I jumped through the hoops of trying to get this game to run, I finally got the chance to PLAY! I was hoping the game would redeem itself on the gameplay elements if nothing else -- but then the game crashed a second time. Nonetheless, I pressed on and finally made it into the game proper -- and it was terrible, too. The controls are like... tank controls on ice? The keybinds are weird, and as far as I could find there was no way to rebind them. My wolf was ugly and moved awkwardly anyway, and the environment was okay, but nothing really that spectacular.

Then the game crashed again, and I decided enough was enough.

So I implore you once again -- please don't get Wolf Simulator. This game is terrible on every level; it literally fails in every aspect you would expect from a game. It's physically unplayable, bug-filled and prone to crashing, and even if you suffer through that... the gameplay is a hot mess with lackluster visuals. There are simply no redeeming qualities to be found here. I have never been driven to refund a game before, but this game is the absolute definition of a waste of money.

Wolf Simulator is broken. Stay away!
. Rubik's cube Death simulator.

This game. IS just amazing.

The gameplay is so random at times. For all you know you're going great, but then. Nope. Sometimes you want to connect blocks up so you can execute them together.

--- Graphics ---

\u2610 Potato
\u2610 Really bad
\u2610 Bad
\u2610 OK
\u2611 Good
\u2610 Beautiful
\u2610 Masterpiece

--- Gameplay ---

\u2611 Very good
\u2610 Good
\u2610 Okay
\u2610 Not good
\u2610 Completely not worth it

--- Audio ---

\u2610 Eargasm
\u2610 Very good
\u2611 Good
\u2610 Bad
\u2610 Earrape

--- Audience ---

\u2610 Kids
\u2611 Everyone
\u2610 Casual players
\u2610 Pro players

--- PC Requirements ---

\u2610 Anything can run this
\u2610 Decent
\u2610 Requires really good computer
\u2610 Unreasonably demanding

--- Difficulty ---

\u2610 Just press 'A'
\u2610 Easy
\u2611 Significant brain usage
\u2610 Easy to learn V Hard to master
\u2610 Difficult
\u2610 Dark Souls

--- Grind ---

\u2611 Nothing to grind
\u2610 Only if you care about leaderboards/ranks
\u2610 Average grind level
\u2610 Too much grind
\u2610 You'll need a second live for grinding

--- Story ---

\u2610 It'll replace your life
\u2611 Lovley
\u2610 Good
\u2610 Average

\u2610 Text-based

\u2610 Story?

--- Game Time ---

\u2610 Long enough for a cup of coffee

\u2610 Short

\u2611 Average

\u2610 Long

\u2610 I don't know, took too long to complete

--- Price ---

\u2610 It's free!

\u2611 Worth the price

\u2610 If you have some spare money left

\u2610 Wait for sale

\u2610 Not recommended

--- Bugs ---

\u2611 Never heard of

\u2610 Minor bugs

\u2610 Can get annoying

\u2610 Game-breaking

\u2610 Completely unplayable. World War I is a real-time strategy game little like red alert but with limited units that can't be replaced.

Everything seems nice for a 2005 game. It's basically exactly the same as Soldiers: Heroes of World War II but without the technical difficulties.

The fog of war is your greatest enemy, having even foot soldiers destroying your tanks if you didn't notice it. It's a very enjoyable game, but there's no tutorial so you have to figure things out, having played red alert before, it's really similar in terms of play style. It's kinda hard to explain due to the similarities to red alert, 1 word, "Realistic" should explain it all and it's hell hard to play, regardless of your strategy, get prepared for heavy losses, it's like a suicide mission for every single mission.

I do suggest getting it if you like red alert and do recommend getting it during an offer.

Seems to me that the games made from Blitzkrieg engine are practically the same ... I would recommend people who loves risks to try it out and those who prefer less risk involved, try Soldiers: Heroes of World War II instead.. This game is fast, fun, difficult at times, and features realistic physics puzzles. It's one of those gems that you only find once in a while, and you need to check it out. Do yourself a favour and at least try out the demo!. Even if it's short,for a novel it's quite interactive and interesting,but unfortunately I'm not a huge fan of these novel games so I didn't enjoy this as much as fan of these games.. i love this game ..im soo sad gamigo quit the version online ...

me encanta este juego...muy triste que gamigo alla dado de baja la version online de browser. I really liked all those puzzles. They're pretty cute. Easy achievements too ^^ I was pleasantly surprised by this short horror game. The atmosphere was oppressive and stressful (in a good way) and the story was lovecraftian and really interesting. If you like the Cthulhu Mythos, you will likely appreciate this game.

The only downside were the terribly annoying high-speed chases with the monster.. Multiplayer was broken. Don't buy.

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