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## Escape From Tethys Download No Crack



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### About This Game

Escape from Tethys is difficult action adventure metroidvania game set on the remote planet of Tethys. You are a scientist responsible for developing new weapons tech, when things go awry.



Explore the mysterious, dark world of Tethys.

Confront and defeat the strongest creatures of the planet.



Find and unlock 20+ unique upgrades scattered across five different biomes.

Use new weapons and abilities to fight your way to the planet's surface....and escape!

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# ESCAPE

Alone. Cold. Scared. Pursued. Only the strongest and smartest will make it out alive.

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Title: Escape From Tethys  
Genre: Action  
Developer:  
Whimsical  
Publisher:  
Whimsical  
Release Date: 12 Jul, 2018

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English







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Game is smooth, Onhit feelback is great.

Combat is easy to addict ! Overall Gameplay is challenging!

If you like classic 2D action game , Good game to recommend!! Nice Idea But A Part Of The Tutorial Didn't Work.. While I have little playtime on the Steam version, I have a good bit on the Wii U version: I suck at both. Yes, I can get to the final level, but it takes a lot of luck and, generally, cursing. I'm jesting a little bit here because it isn't so much that the game is "difficult" (the levels are the same each time, so it is mostly learning what they do, how to avoid them, and then killing them without killing yourself - THAT is where I fail each time!) so much it is your own idiocy and pride that do you in. For such a short experience it is a lot of fun, and is something that you can rapidly find yourself focused on and trying to improve at. A delightful and fully arcadey experience. For what it is worth, the Steam card art commentary is entertainingly droll.

Controller support is perfect, by the way: responsive for the few inputs needed. My deaths are my own fault, as it should be.. Lots of potential but too frustrating to be fun. You'll die a lot, and every time you die you have to go through the same dialogue lines and the same early missions. I liked the idea of trying to keep a clunker of a spaceship operating with lots of complicated tasks, but the practical outcome always seemed either too easy or too hard. Either you'd cruise through a mission without real danger, or you'd end up surrounded by aliens you can't see because your screens are covered in goo, with everything broken and no chance to fix it all.

Needs re-balancing.. Fun simple game, a few more features would be nice though. Such as maybe single use power ups you can purchase with coins as, now that I have unlocked the crown, I am just collecting coins for nothing which feels a bit useless. The jump is also a bit buggy/Vlaggy for me at times causing me to die but overall the game is decent, good for a casual play.

edit: gonna change it to not reccomended until the jump lag is fixed because it's annoying and frustrating when you keep dying because of it. Game has a lot of promise, but it no longer appears to be under development, and is very incomplete in its current state. I would not recommend buying until such a time when active development continues, if that ever happens.. have to open in VR to launch..... its pretty fun to fly G\u00f6ring's food plane. Fun, really reminds me of Luigi's Mansion! Great game to share with kids, especially at the low price.

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<https://www.youtube.com/watch?v=trvprxLUolk>

[Long Night is an adventure/horror game operated entirely by the keyboard, with no mouse options. It is told in a third person perspective, with a comic-esque feel. The story is upfront, but the atmosphere is what gives this game meaning. Rather than a horror feel, this game has a detective element to it.](#)

[I didn't really experience a feeling of horror, or being afraid of what lurks around the corner, but if you look at it as a detective game with a spook element, this game does well.](#)

[I enjoyed the story arc and atmosphere of the game, but unfortunately it is part one of a series that isn't going to be completed. Based on that, as a consumer I would not recommend this game, as it leaves an unsatisfied feeling.](#)

[This is a summary of my review video, which I encourage you to watch if you are looking for a more in-depth review.](#)

[Thanks for your viewership and support; for more videos click here:](#)

<http://www.youtube.com/user/SocioPyscho>. I was really impressed by this little game! It had a lot of polish and felt actually fun. Which is not something you can say about most under \$5 VR experiences. Worth checking out at this price point!. Great game. One of my favorites in VR. Very clever and immersive gameplay. This game doesn't give me motion sickness even in the "follow" mode where you're flying behind the duck which I use quite often.

[click the trigger to teleport to the duck and hold it to follow works very well . You find yourself teleported to some wonderful vantage points. Speaking of which the graphics are gorgeous but a bit performance heavy.](#)

[The game is very immersive in VR. Definite keeper.](#)

[I really wanted to like this game, but alas. The controls are not very intuitive and the entire thing, while pretty, is badly designed. The main character is incapable of running in a straight line, which means that as you are chased by insanely fast enemies, you pinball back and forth on the environment in die. A lot. In addition, they tried to be artistic with the camera angles, but it simply made the controls even more difficult and made it hard to see. Overall, I wouldn't recommend it, even if you do have a game pad. Save yourself the anger.. The ambient is marvelously well crafted and there is real love put into this game, but the story makes no sense, the gameplay is full of quirks and bugs and the way the checkpoints are places are ridiculous. This might have been a great game with a bit more beta testing and bug quashing, but as it is, I feel it is not even worth the time you put into it.. There is no real challenge.... A very fun, very simple game that deserves more attention than it's getting. It's very short, but encourages replays via achievements and unlocks.](#)

<https://youtu.be/yDnYxheGmDo>

[How does it work? You have a main attack and a special attack that uses mana. A limited sprint is available. Attacks are modified by the equipment you wear.](#)

[Consumables include keys, gold \(to buy from shops\) and candles \(reveal secrets + invincibility\).](#)

[As you fight, you earn XP which you can use to increase one of three stats \(roughly, health, damage and loot drop rate\).](#)

[Pickups include temporary health in addition to the standard health and mana. They're used instantly on contact. Health drops have been rare enough so far for me that deciding whether to pick them up or leave them for later is a mild strategic consideration.](#)

[The only save is a save-on-exit. There's a small level of persistence in the form of unlockable bonuses that you can then equip 3](#)



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[of to help in later runs, or loot that's unlocked via achievements.](#)

[Blackfaun looks like an ARPG but plays more like an arcade-style twin-stick shooter. The ARPG trappings are there \(inventory, loot, procedural generation, stats, story, xp\) but they're intentionally streamlined. It's very pick-up-and-play friendly.](#)

[Blackfaun has gamepad support, but after trying an XBox 360 wireless controller, I decided I liked keyboard and mouse better.](#)

[Tons of fun, and at least for me, worth every penny \(bought shortly after launch with a 35% discount\).. Having a Bad day? Wanna Relieve some Stress?](#)

[Play the Mini Game. It would be fun. This is a polished platformer with plenty of mechanics to play with and a good sense of how to hide secrets in its levels. It's not the longest game in terms of time spent to complete it, but the levels present a good variety of challenges, and make good use of the various mechanics available through the characters you meet up with. The only thing I wish I'd seen would be variations of the character teams you could have had, but what's here is great already.](#)

[If you don't like platformers in the first place, I doubt this would change your mind, but for everyone else, it's worth a try!. Just to relive the nostalgia, I had to go back and play the original Vertical Drop Heroes on Kongregate. This truly does its predecessor justice, giving that fantastic risk-reward system and adding so much more to it. There are some aspects of the game that are easy to exploit \(using Confusion on the Worm boss makes the fight ever-so easy, especially when I know recharges are around the corner\), but even with that, the game provides a good challenge and requires you to put both your platforming skills and rogue-like decision making skills to the test. I especially like the addition of the pacifist system. Normally the choice of "To fight or not to fight" comes down to whether or not you can gain more than you lose, but in this case with many fights being winnable without much or any loss, a reward for avoiding the easy massacres is tempting and very worth it. The story itself is also simple but very befitting; so often do games tell of the great hero that overcame evil with the dozens of game-overs in between never even being acknowledged. Knowing that each failed attempt is simply another step in the story makes me even more anxious for the next attempt.](#)

[I look forward to seeing what comes out of Nerdook Productions next. Even if it's another remake of an old Flash game, I know it will be as good-- if not better than-- the original.. It's fast. It's like WarioWare crossed with a bit of Asteroid and some bat-swinging action.](#)

[The game's goal is simple: you move around and beat the baddies before you run out of time in each bite-sized level. It gets tougher as you get introduced to new enemies, and the boss battles \(which are epic\) require you to recognise the patterns to win. You will feel the Zelda influence here.](#)

[The music and sprites work well together, you will feel the excitement as you cut your way through the swarms of enemies but also the threat when you find yourself in the wrong place in the wrong time.](#)

[As an extra... there aren't many texts to read, so those with reading OCD \(like myself\) can enjoy this game with no hassle. Rejoice.](#)

[Monochrome is the way to go.](#)

[Edit: Steam shows that I've only played 0.2 hrs of the game, which isn't true. It didn't count my actual playtime. \(probably because I was playing offline...\)](#)

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