Free Download SLI-FI: 2D Planet Platformer .zip

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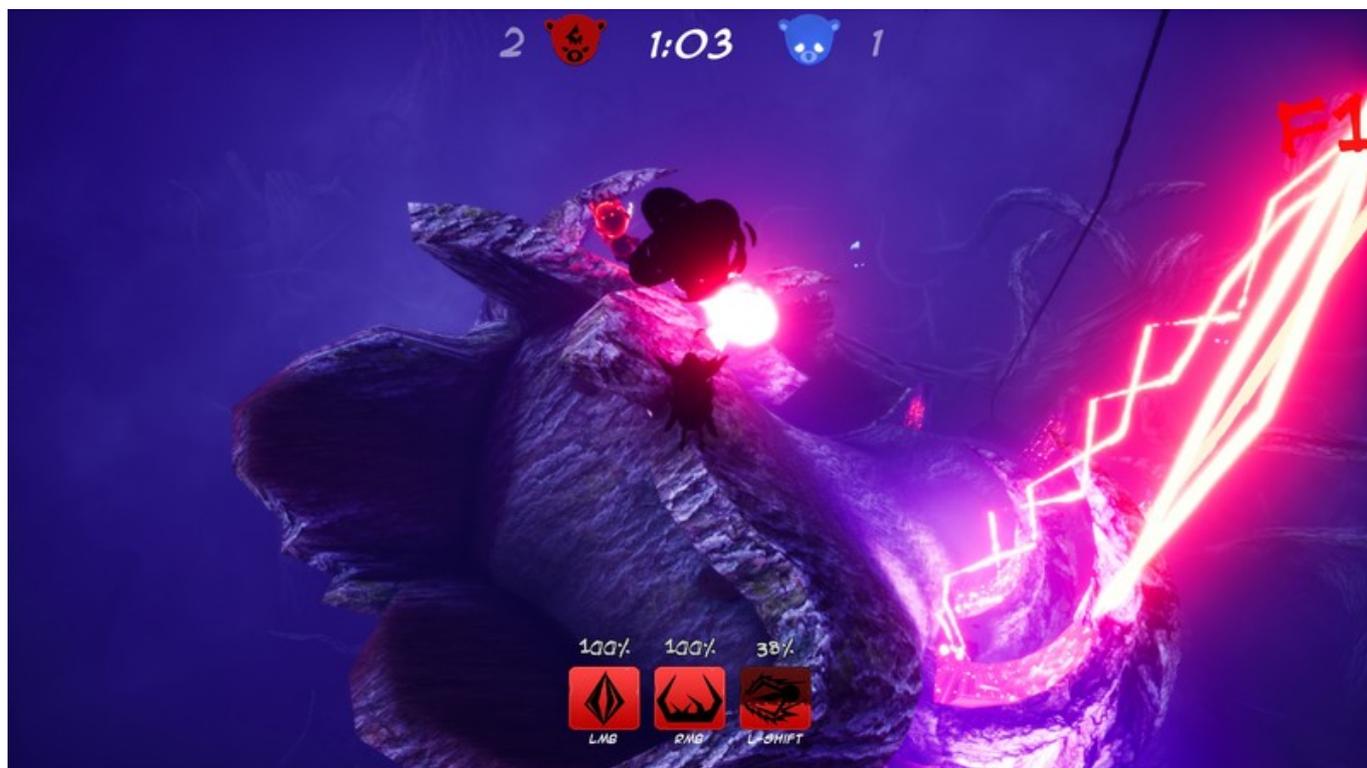
About This Game

General Info

SLI-FI is a 2D planet platformer. It's all about jumping from planet to planet and collecting coins to unlock more worlds and levels. While jumping from planet to planet you always have to get re used to the atmosphere because planets vary. Some planets have high gravity, others really low gravity. Some planets even bounce you off or are made out of water and you can jump through them.

Level Unlocks

You have to collect coins in the levels to unlock new worlds and more levels! Each level contains 3 coins you can find. Some are harder to reach and some really easily.

Highscores

Every level starts with a score of 10.000. The longer it takes you to complete the level, the smaller your score will be. Additionally you can make your score rise again by collecting coins, destroying barrels or doing cool tricks.

Physics

Every planet has his own atmosphere. Some are broken, stronger or weaker. As soon as the player enters an atmosphere, he will

be attracted by this planet.

Co-op

Share your fun with a friend! You can play with one of your Steam friends and try to solve puzzles and finish the levels.

Future features

In future we will try to add following features to the game:

- Skins (near future)

- Leaderboards (near future)

- Individual controls (near future)

- More worlds, levels and planets (continuous)

- Trading cards (near future)

- Achievements (working on it)

Title: SLI-FI: 2D Planet Platformer
Genre: Action, Adventure, Casual, Indie, Strategy, Early Access
Developer:
etaxoft
Publisher:
etaxoft
Release Date: 8 Sep, 2017

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Minimum:

OS: Windows XP, 7, Vista, 8, 8.1, 10

Processor: Intel Celeron 1800 MHz

Memory: 512 MB RAM

Graphics: Intel HD Graphics

Storage: 150 MB available space

Sound Card: Any

English

Devs announced in May 2016 that they are taking "a break" to "work on other projects". Ok, it's Early Access, but there do need to be some limits to the leeway that permits.

As of October 2016, there's been no further update and there's been no further development since January 2016. The game has been abandoned.

Refunding the game now.

30 October 2016: It's worth noting too, that the game they dropped development on this to go work on, XLR, has now also gone stone, cold, silent dead.

These developers are now scamming for two games, neither of which has a hope in hell of being ever completed.. Stupidly fun to play with a friend. You'll get a kick out of it for sure.. game, dont play this♥♥♥♥♥♥like i did. Hello Friends! This dlc is anime and fantasy game inspired. Now you can dress like your favorite depressing main hero from a game with the guy holding the big sword that is final..lol. Anyways, great fun playing around with these costumes in the game.

Recommended for dressing up as your favorite hero from a certain game..lol.. As it stands I heavily advise AGAINST buying this game for several reasons.

1 - You can lose all of the pilots in a squadron simply because they're too terminally stupid to make the decision to bail out themselves and it's often an impossible task to hit the bail out button the game gives you in the *tiny* window of time available to you to do so while the pilot's plane is under fire.

2 - Withdrawing is not an option, say your pilots have stripped away the fighter cover for a flight of bombers but are in no shape to carry on the fight? Tough. It's very much the stalinist approach of victory or death, if you go back to the map you're left at the tender mercies of the auto-resolve system (which will happily let four bombers wipe out a squadron) or you're forced to fight on and risk losing all of your pilots to problem #1. (Yeah having to tell your guys to bail out is irritating.)

3 - No big wings. The 'big wing' was a tactic in which several RAF squadrons would group together to engage enemy attacks together, it took time to set up but it helped even out the numbers against massive German formations. This game does not let you do that and instead expects you to fight off dozens of planes with just eight of your own which leaves you at the mercy of problem #2 wherein you cannot withdraw should carrying on the fight become foolish which is particularly infuriating if you have another squadron or two nearby that could take over.

4 - The voiceacting is terrible, I had to turn off the audio for the tutorial guy just because I couldn't stand the sound of the mans voice.

5 - If you accidentally create a squadron at your airfield when that airfields squadron is in the air, tough luck. Doesn't matter that this new ghost squadron has no planes, you can't delete it, move it or do anything with it and you now have as many as eight rather expensive flying machines in the air that can't land because the airfield 'is full'. Despite the ghost squadron again, having no planes.

If you have your heart set on this game wait a few weeks or even a month or two for some patches to come in, otherwise you're setting yourself up for an absolute pain in the rear.. The combat is horrible, and provides no tutorial for it while having a completely incomprehensible controle scheme. Early on the campaign forces you to board and capture a particular enemy ship and it is absolutely game breaking for me. I like these types of games, and I liked Patrician but this system of limiting ship battles to 3 per side while the battles themselves simply being silly circles of death is also painful. I dont think I can be any more angry about these problems ruining an otherwise entertaining game.

Very cool game so far, and another great reminder of why I choose pc gaming. I was waiting for this game to release since a dev vid I happened upon awhile back. World of Castles has way crisp graphical details and awesome on-point physics. Its worth it to pick up and try if you like the period in history or if you just like bulding/construction and destruction :) Ive only so far built on my castle and look forward to everyhting else. Keep-up the possitive progress 'team at Hammergames' and may the happy players like me continue to be added to the fold.. Astrid is best girl 10V10

In all seriousness tho, this is a good game. Lots of interactivity, although some of them don't really affect the game.

Only 2 endings :((The game fleshes out Astrid's ending well, so I assume that it does the same for Nerfer's. Quality over quantity.)

Have yet to play Nefer's route and Lore, although I definetly intend to sometime.
My only obstacle is I hate being the bad guy, and once I've been the "good guy", I can't seem to go back and say "Let's see what happenes if I'm the bad guy now", but that's just me. Wish there were other ways to get the same ending, kind of like how you can choose a different path to get to the same destination.

The devs are also nice and open to a sequel, ideas, and updates.

Anyways, great game about a man living in alternate Nazi Germany, and the struggles that come with living in such a country. Definetly recommend if you want a VN about war, there aren't enough of these.

FOR FREEDOM!
;). for a early access game, its so DAMN good! and coop? calld it!. It's a really cute idea but the way they've done the randomization makes it so hard to have fun playing.

The puzzles are the biggest thing to the game, but they are completely randomized. The screenshots of the game are totally false, the puzzles they show you are not what the actual puzzles are. The puzzles they show are rare special rooms players can encounter; but the regular puzzles are nothing like those.

The regular puzzles are literally just an array of random objects and creatures, dumped into a cluttered room. The puzzle solving element is players loosely trying to figure out how to get one thing to another thing, or get through a cluster of things, or transport one thing to another thing. It is completely unstructured, there is no logic or thought to solving the problem it's just about figuring out the loose way to navigate through the problem by moving things around. It feels totally empty of satisfaction or even stimulation to play because the puzzles are just a jumbled mess of items which are solved by just moving them around until they align in your favour. There's no overarching solution or method, it's just the player moving randomly placed junk around until they force it into the solution they need to pass.

Beyond that there's lots of frustrating elements to the puzzles. Some enemies randomly teleport around the map and serve as blockages, they randomly block certain ways everytime you move; how do you get them to stop blocking you, you move around until they teleport to a place that isn't in your way. Pointless, arbitrary design. There's lot of enemies that are borderline impossible to avoid because they instantly hit you if you get remotely close, or they attack inconsistently so sometimes you can pass sometimes you can't. Some enemies blatantly game over you because they instantly teleport you out of the map if they hit you; yet the game can spawn them right ontop of the entrance or near a significant area you need to reach. It's possible for the player to get straight up trapped among objects they can't move, it's possible for objects to randomly not me moveable even though you need to move them to progress, it's possible for random objects to not trigger their primary function which you also need to progress. There are many ways that the game can straight up screw the player over, all because it's randomly generated in such an obnoxious and unstructured way.

Puzzles are about finding solutions, randomly generated puzzles like these completely defeat the purpose of this because the solution isn't logical or satisfying to achieve because it's just a loose brute force method found amongst the random.

The art and world design, everything thematic feels very nice. The game makes it seem like a side-feature is the ability to talk and bond with the characters around town with this whole; play as an anonymous stranger who is nice to everybody and friendship is spread all around kind of theme.

That's what it really seems like, which was sweet, until it suddenly shows that it isn't like that. Certain characters will actually judge and get upset with you if you befriend other characters. So you're running around being nice to every body, having a lovely time then you get told "Oh, you like THAT person. They aren't one of us, and honestly, I like you less because you are nice to them. We can't be friends anymore.". And suddenly, you're hit with a dose of reality that some humans just suck; in a game that looked like it was about being nice to every body and having fun. So now you feel weird because you just literally were socially judged in a video game, and now you have one less of the few characters to talk to because that one sucks so why would you want to talk to them anymore. They don't want to be your friend anyways apparently. The game deceptively makes it look like it's supposed to be a pseudo-reality where every body is nice and it's all about friendship, then it suddenly brings in reality and ruins the precedent it set. While making it so you have less characters you can bond with now then before.

The game also acts like the anonymity of the protagonist is another key feature. Which it completely looks like it is. Then suddenly, you are given the option to remove your hood to show a character what you look like. If you choose to not do this, you cannot increase your relationship with them or any other character until you do. When you do, it destroys the anonymity of the protagonist and their entire atmosphere in the world; and you can't even put your hood back on. Perhaps this is meant to be the protagonist opening up to the townsfolk by showing who they are, but when you actually do it in practice it doesn't feel like that at all; it's just this sudden dialogue option which gates future dialogue options unless you ruin one of the most base themes of the game. So basically, the developers make you sacrifice one of the biggest thematic elements of the game, for a special moment which doesn't actually work in practice, just so you can talk more to the townsfolk.

And if you die without activating any of the revival lights beforehand, which the game does not explain, it will flat reset potentially a third or more of your progress towards beating the game. It's not that the game doesn't save unless you use the lights, it's literally just programmed to remove massive amounts of your progress as punishment for dying at all unless you activate that arbitrary and unexplained game mechanic.

It seemed like a really great time but once again developers choose contradicting game mechanics. Game includes friendly social interactions, game scorns player for being friendly; protagonist is mysterious and interesting, content is gated until you reveal their appearance; game is about puzzles, puzzles are random jibberish.

It only took around an hour to beat half the game roughly, before death reset almost all that progress. So, the unsatisfying and socially upsetting design of the game aside; it's really not even big enough to remotely justify its price.. While the game has 'promise' controls are simply unbearable and countereffective.. even very easy you die very fast. Atmasphere has everything that I would want in a marble madness type game, with none of the frustrations common to the genre. Fun puzzles and paths throughout the levels, 'clean' physics, and solid sound\/atmosphere combine for a truly excellent casual game. I enjoyed the 2 hours it took me to do a full playthrough, and I would love to see a sequel someday.

I got Atmasphere on sale for $0.53 and am very pleased with my purchase. A must-try if you see it on sale!. I bought this game some time ago in a Steam sale but never really got round to playing it. Well I installed it a little over a week ago and have been playing it most evenings since. I have just completed my play-through of it and absolutely loved it. The story is very well written and superbly executed with the exact right amount of pace; the characters are lovable, charming and quirky in their own rights; the gameplay, whilst basic and fairly easy, is appealing and harps back to the days of classics JRPGs on the SNES \/ Mega Drive; all-in-all, a very strong game that will easily keep you captivated for at least 15-20 hours. Word of advice... INT! :D Recommend this game no end!. classic game, first time played it more than a decade ago when we still had gaming magazines that included demos on CD's
loved the game back then as a kid and i finally got around to playing it as a whole game, it did not disappoint me

game is a masterpiece of its time.