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Exactly what I was hoping for. Starts a little easy but the visuals are gorgeous and you can get it on sale from between \$1 to \$2.50. Worth it for the about 4 hours of puzzles :). Although the main events stay the same, you are given choices on how to adress each situation. Your choices CAN make a difference.. This game is a poor skat game, the AI is not fun to play as it never takes chances and only plays when it has only a 100% winning hand which takes away all the fun. You cant fast play a turn, there is no option for that, you can only give up, but it does not really matter as I wrote above AI only plays when it gets the 100% winning hand. Graphics are poor for a 2018 steam game. Game speed could be faster. Music is poor too. I regret spending money on it.. The game is completely extremely buggy and crashes so often that it's completely unplayable. I loaded it up and was able to play it for a few minutes but the textures were all glitched out and I couldn't see anything. Don't buy this.. Horrible game, I'm a heavy equipment operator and its nothing like this. You can't see nothing with the EXTREMELY limited view, not even worth the time for a free to play and I'm disappointed I wasted money on it.. A surreal masterpiece of tense pacing with beautiful blood dripping atmosphere and gorgeous graphics alive with shocking gore mutilating the mind's innocence with experiences never to be forgotten.

Writing and story ooze with character building revelations of the unnatural bringing to mind blinding light the impossible before your shaken suddenly unbalanced sense of reality.

Music and audio kiss the soul wetly like a seductress wrapped in a veil of deceptive loneliness which without warning transforms into a disharmonious flesh cutting shower of piano keys slicing one unto tones of deafening silence.

DON'T KNOCK TWICE, if you have seen the store page it is already too late. You are already here and it is too late.. **FOR YOU**.

You will get a lot of additional stuff with this.

And therefore I really have to recommend it.

If you can get it during a sale: It's really gud.

I hated the conspiracy dlc, that one is awful.

But that is basically the only bad dlc in here.

It's definitely worth purchasing during a sale.

I'm going to simply give this a positive review.. I'll be honest, it was fun for the first half-hour. The graphics are nice, the sound quality is good, and it's a very creative idea. But the down sides really hurt this game for me.

The multiplayer is half-baked, the sound constantly goes out in multiplayer, the floaty movement is bad, the mouse sensitivity is too high even when lowered, and my computer can barely run the game even on the lowest settings. Any time there are two or more rockets exploding, the game freezes for a moment affecting time. Also, on certain maps, there is this shadow that is always in front of your player, and it makes close objects hard to see.

Good ideas, but executed poorly.

6.7/10. Kawasaki ZX14R have no turn lights. just empty holes!

Speed is not real. Stock version of zx14R in real life does more than 300kmVh!

FIX THAT BIKE!. Nice VR. Used the steam controller for game play and you don't ave to be in big picture mode to use it.

Played the tutorial twice, then made it thru level 1 before my HMD grayed out. 10 minutes total, still I would recommend it.. On the outside, ecotone looks like a typical indie platformer. Each level is physically disconnected from the next and there is no story exposition, no cutscenes. But once a few levels have been played, the game shows how it truly stands out from the crowd: the mechanics can be completely different from one level to the next. All these modifications are inspired from other platformers. Time stopping from Braid, gravity switch from VVVVVV, size changing from MarioVRayman, and so on. An element that comes back a few times (albeit with different twists) is the mind-bending ability to control two characters at the same time.

As a consequence, it is really hard to get bored while playing this game. It is short enough not to overstay its welcome (5h to 100%) and well worth its asking price. Some mechanics are so fun that I would have loved to see them stay a bit more.

However, some rare levels here and there can be really difficult and frustrating. I would not recommend this game to people that are not platformer enthusiasts. Of course it is not as difficult as the later levels of Super Meat Boy or I Wanna Be The Guy, but still, do not think that the cute art style does not hide some tough as nails sections. My real problem with these tough levels is that I believe that they are made harder by the way the character handles. It is fine everywhere but in these specific levels, like the one about jumping in between shadows (the character slides slightly too much after moving) and the final level about jumping in between tight spaces (crouching while jumping is rather counter-intuitive, and hard to perform according to your control scheme). The good thing is that since the mechanics and levels keep changing, anything that is not appreciated does not bother again.

My main criticism is actually quite vain: there are no achievements :(

As this game borrows mechanics from others, it risks being hollow and have no personality on its own. Thankfully it's not the case here, thanks to the overall art style. Unique, great, it feels both eerie and mysterious. I would enjoy to know more about this bizarre world infested by black worms and fireflies. The music supporting the game is great, even if a tad too dramatic for atmospheric levels.

ecotone is a love letter to the whole platformer genre, borrowing mechanics here and there to surprise the player and make each level become a completely new experience. It is cute and pulls its own weight. I recommend it to anyone that enjoys indie platformers.

<http://steamcommunity.com/sharedfiles/filedetails/?id=684909023>. It has a steep learning curve, some things are not explained well enough, but overall it can be a fun game if you decide to stick through the first couple of hours. And the dev actively engages with the community to improve the game.

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