
Escape From Tethys Free Download [pack]



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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!



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

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

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English







Nice arcade racing. Difference between basics is that it doesn't matter if you come 1st place. You need to collect points in different ways (drafting, drifting, hitting objects etc..)

Tracks are ok and graphics are quite nice for my drunken eye at least. When using nitro, you really feel the speed. Screen keeps shaking a bit and goes blurry. Different kind of races, knock-outs and stuff. Haven't tried multiplayer yet.. It's a new-thinking puzzle-game that starts out easy and gets progressively harder as you go on. There are maps that are really challenging and fun!

As an awesome bonus you also get the map editor, so when you've finished the main game you can create your own maps to challenge your friends! Why not have a speedrun tournament where you see who can finish the other person's map the fastest? It's really fun!. Innovative at first, slowly becomes a drag and torment trying to solve the next puzzle.

Gave me migrant.

Playable.

Buy only if with discount or coupon.

. \u2b50\u2b50\u2b50\u2b50\u2b50. OK, so first off... The game has a weird little gimmick where it will only run after 11 pm local time and will stop working again and crash on startup after 7 am local time.

This is clearly a PT clone (literally) with some FNAF gameplay thrown over top. It's not bad... I mean, the audio is terrible when it's terrible (footsteps suck, loud beeping alarms suck), but pretty decent once the spooks start happening. The gameplay is horrible (the player sways like a drunk while walking, and the control scheme is...weird...), but actually works in favor of generating atmosphere once the weird stuff starts happening.

I was genuinely tense as the ghostie began ramping up its attack... or whatever it was doing, and when the first jumpscare happened (also, really poor quality with no animation and some screech noise), I was genuinely startled, surprised and a little spooked out. I shut the game down.

I'll try it again some other night when work isn't happening early the next morning and I have time to figure it all out.

So is it good? No. But did it generate atmosphere and spooks? Yes.

If you're like me and ravenously devour anything remotely resembling PT, I'd recommend it when it goes on sale, for like 2-3 bucks. Everybody else, steer clear.

P.S. (To the Dev): You've got a cool concept here. Maybe some different sounds and smooth out the controls, plus some animations for the death moments and ghost and this could be really cool! I enjoyed it either way, but wish it wasn't so expensive. With the lack of polish, this feels like a 2.99 game right now.... Total blast from the past!

I had this game for the PS2 back in the day. I'm so glad it's here on steam.

I would recommend this for anyone who likes RVC cars or action racing.

Plus, the driving physics are actually fairly real for RVC cars (other than the ability to jump on command.)

Update:

First off, if you're using a keyboard and mouse: RIP. You WILL need a controller for this game. Plus, it sucks that you can't set keycommands (or button commands or controller, you can only use the ones that they give you.

Turns out the just first map is really the best (in terms of build quality.) The rest of the maps have a bunch of "mystical walls" or in other words invisible surfaces. With slower cars you don't really have to worry about these, but faster cars are required for certain races. Sometimes when you're flying down a straight-away your car just goes flying to one side for no good reason. This can make it impossible to win some races against the OP A.I. with infinite N2O that was put in place for the "Knockout Races. Despite its cartoony look, it's very competitive game and can be hard to beat with all these glitches.

I'm still glad they tried to bring it back, but why reinvent the wheel?

I might still recommend this game if it goes on sale, but \$10 is a f***ing rip-off. (glad I got it on sale.)

If you're easily enraged; leave this page now\do not buy. If you don't mind the glitches mentioned, and like RVC cars; just get it when it goes on sale.

(Sorry for typos, or misspellings, I'm stuck on this race where s*** keeps going wrong, and its p***ing me off.) XD. This game is beautiful, charming and relaxing. The story is very interesting.

You are a cat-like creature, you can jump from high places and hate water. You wake up on your 15th birthday, everybody is gone and you need to find out what happened. The game rewards you if you are observant and explore every corner of the map. At the moment only the first map is available and few primary quests can be completed, but a big content update is planned in few weeks.

For an early alpha it is very polished, controls are very good. The developer is one of the nicest people here on steam.

I definitely recommend this game 10/10.. This game is awesome I mean duh its an Early Access game so um perfection is not here, however, this is not going to change I can feel the game improving and it is very addictive because it gives you the thrill of a BR game at the same time you can be very casual with it. Fortnite has its strategy with building and PuBG has its massive landscape well this game has very fun ways to kill ppl and to give a gamer a break from the try-hards. If you do happen to find try hards well then just grab a van and run them over um yes!!!. its cool!!! you got so many things to buy you can make your own lvl and its very fun!!

btw i like how it says waiting for awesomeness. It is a great train the company built the train bombardier should be proud

It's a VR game that you can play standing still. You basically drag and drop objects to direct the flow of different coloured energy beams. You have to alter the colour of the beams to solve the puzzles. The default mode in *Seize the Light* does not rush you. The game forces you to think outside the box almost from the beginning. I like it a lot.. Wouldn't suggest this. Just a re-color DLC and it doesn't look better than the original too.. Full disclosure: I was NOT in the beta, and I don't know the developer apart from a short discussion in the last 2 days about some (mostly self caused) trouble I had with the game. I have about one hour gameplay by now, but considering this game is flying deep under the radar due to the same-day release of a similar but much more hyped VR game I decided to write a review.

In *Always Higher*, you start at the bottom of a cylindrical structure, and must get to the top. along the whole height of the structure are plaforms with inbuilt teleporter which must be activated to move forward. Along the way you meet enemies and turrets, you find new weapons and energy cubes, and from time to time you find a teleporter which sends you somewhere else. So the flow is : shoot enemies, active teleporter through a (so far) easy reaction mini-game, teleport to the next highest platform, repeat.

At its most basic, *Always Higher* is a room scale, 360 degrees wave shooter. Where it differs from any other VR wave shooter I've tried so far is that it includes (if the first, not mandatory, one is representative of something players meet later on, then NON-trivial) puzzles. Also, despite involving teleporting, it makes actual sense and doesn't feel like a cop-out. There is a story, but how much or how well this story develops I can not tell yet.

The environment (so far) is basic but works and fits the theme very well, the enemies are not particularly tough, but takes strangely human tactics at times (extending their arm past the shield and shooting while staying hidden ... the typical SPT n00b tactic;). Graphically the game is everything but ugly too. The humanoid animation is slightly awkward sometimes, but I've seen way worse.

The weapons are the only slight negative I can find: I have two so far, plus a shield, and everything feels ~wimpy~. The weapon noise is a literal "pew pew" without any bass or power to it, and nothing seems to register when the shield is hit. Also, both seems to have a wild spreading pattern making it sometimes a bit hard to correctly aim (or maybe it's my tracking that is off? but I don't have this problem in other games).

Oh .. and the music .. big negative point! There is only one single track, and it is awesome! The game needs more of those! :)

All in all, if you would like to try a different kind of (story) shooter, that isn't all hectic and chaos, and even presents you with puzzles, AND YOU HAVE THE SPACE(!) then get this. It is still a bit raw around the edges, but it is somehow more intriguing and feels more interesting than its competitors.. Absolutely terrible game. I am not sure what was going on with the controls but apparently using the throttle messes with the camera and the plane just drifts in circles when you can get it off the runway. ABSOLUTE WASTE of 10 bucks.. The *Midnight Mysteries* series contains some of my favorite hidden object games. These are the more typical hybrid type games, that have some adventure elements (puzzles, moving between locations, talking to people) as opposed to the find-objects-only style.

Midnight Mysteries are interesting in that they are based on real historical events, then add some fictional what-ifs to fill in blanks or give alternate explanations for known events. As a result, not only are the fun as a game but they spark some interest in reading about the real events on Wikipedia.

MM4 goes into the death of Harry Houdini and proposes a little mystery, that maybe the accident that sped up his death was actually intentional, and if so, who wanted to kill him.. *Beat Hazard 2 Theme (5:16)* alone is worth the money!.. Not fun. Awkward environmental interactions. Linear. Colorful! Needs a lot more work, but I wanted to support the guy's effort. Just the second puzzle was too hard, and my interest did not meet the required patience to solve it. I don't think this game is going anywhere, but I want to be wrong.

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