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Eron Xforce



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## About This Game

Eron is a 2D platform game that allows the player to actively switch between two parallel realms. The player will have to depend upon this power to finish each level.

In a distant galaxy, on an uncharted planet code-named, Eron, a special power is hidden. The planet is in constant danger as many seek this power hidden in the planets core.

You play as a native tribesman on this planet, who one day discovers that uninvited guests have destroyed your village. It is up to you to find and stop whoever is responsible.

**\*\*\*THIS GAME MIGHT NOT BE COMPATIBLE WITH YOUR GAMEPAD\*\*\***

This game has only been verified to work on a Xbox 360 controller for Windows and a few similar gamepads.

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Title: Eron  
Genre: Indie  
Developer:  
David Mulder  
Publisher:  
David Mulder  
Release Date: 17 Mar, 2015

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**Minimum:**

**OS:** Windows XP+

**Processor:** 1.6Ghz

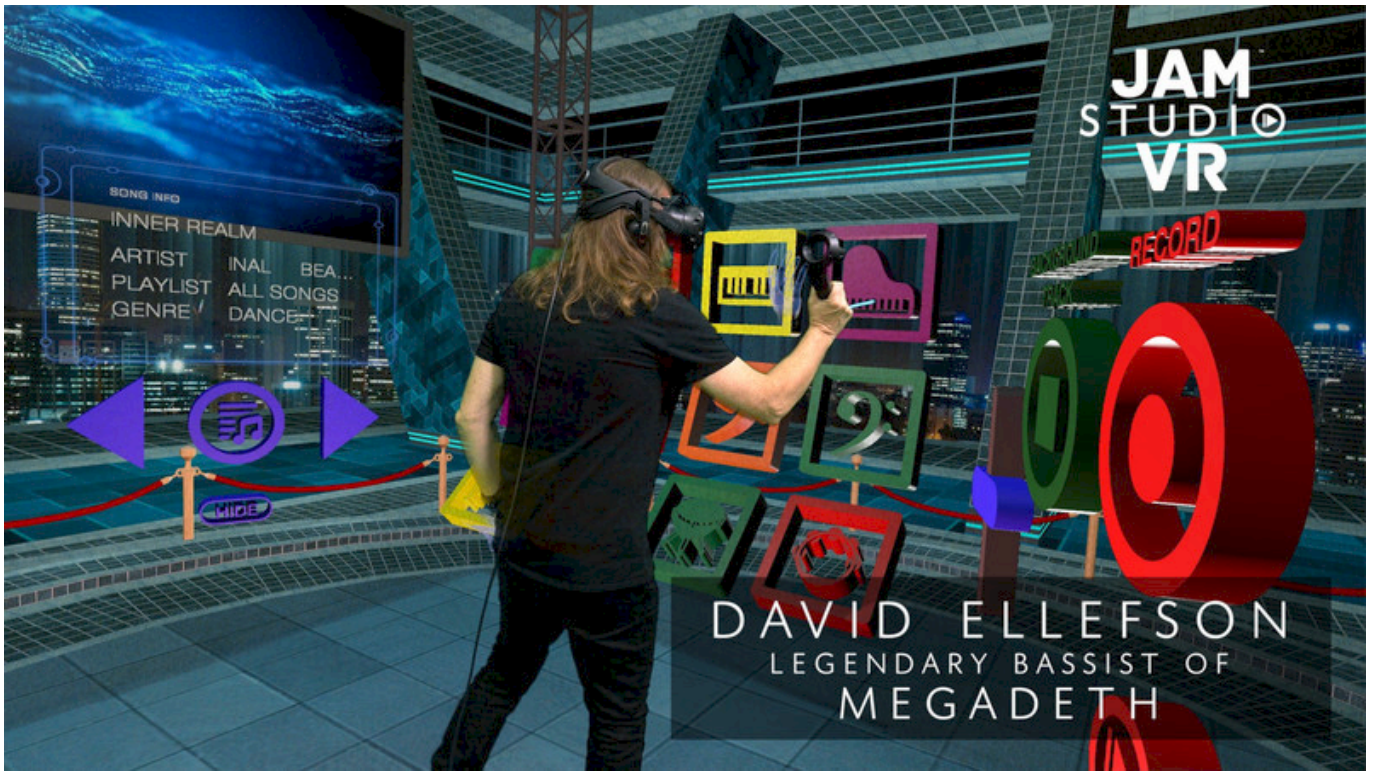
**Memory:** 1 GB RAM

**Graphics:** 256MB DX9 (shader model 2.0)

**DirectX:** Version 9.0c

**Storage:** 100 MB available space

English







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Doesn't include all dlc. The model is great and the sounds are cool. But the sounds are a bit of a problem. When you turn the bell on, the engine sound cuts out after a few seconds. When you turn the bell off, it's completely silent until you enter and exit Cab view, then the engine sounds will cut back in. Also, the horn doesn't work while you're moving or while the engine sounds are playing and the one way you will hear the horn again under the engine sounds is if you are in Cab view. Even when you exit Cab view, you may only hear the horn sound in Cab view. I'm not sure if anyone else experiences the same problems, but this is what has been happening to me. Overall, it's really cool. It's only the sounds that are a bit of a problem.. Great game. If you like Age of Empires and Star Wars Galatic Battlegrounds. That's why I downloaded it. Very Similar to them. One thing that's better I noticed is that you don't have to take the supplies back to a storage building, just have to be within a range. That makes gathering quicker. Pretty patient game for doing upgrades, creating soliders, buildings, and gathering materials.. I bought this on impulse and couldn't stop playing; I finished it in one sitting. This game is no longer than it needs to be, and the few platformer-puzzles are pretty challenging. Primarily, this game's strength is its strong atmosphere and fairly interesting narrative.

I paid the full five dollars, and after playing I must strongly disagree with anyone who thinks this (or any similarly short but sufficiently novel game) doesn't deserve that, and I'm not even sorta made of money. I mean you've probably spent this amount on Taco Bell within the last week... This isn't a Wal-Mart commodity; let's do our part to support small-time artists when we like their stuff.

Anyway, this game is great way to spend a few hours!. Another excellent work by Niflas and now also free! A very momentum based plattformers with many neat puzzles and photo safari space exploring.  
Go play this, Niflas other free works and Knytt Underground on steam.. Will someone make a good football game for the pc!!!!!!!!!!!!!!

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A really neat, fun, amazingly well made, and beautiful addition to your FSX hanger. Worth every penny!

Having worked in the onshore oil industry i have-over the years- become a semi-pro helicopter passenger. Although i have never been in the R66 i have taken a few rides in the R44 and this addon really brings that unique "Robinson" feel to life.

In short:

The textures are stunning, The details are eyewatering, The "feel"of it is immersive, and the sound just as real and tiresome as in real life (thank goodness for volume control)

For the price what you get is in line with products valued at more than twice as much, and yet it feels every bit as polished and functional as top-of-the-line products. Recommended for fans of precision platformers and speedrunners.. What a load of crap. So many bugs , issues and stupid stats.... get some testers don't make us do it.

This isn't even a Beta.

AVOID

A refund had better be forthcoming.. I love playing this with my 4 and 6 year old. This game is great!. 5/10 "For fans only"

Los MiniDrivers boasted itself as the craziest arcade racing game, but admittedly, I have seen more crazy games back in Playstation 2 with in fact more traditional grandprix elements than this game. Despite that, the game has several features, charms, and cutenesses that keep the fans of Adaco, the mastermind behind the original flash web video series, to enjoy themselves.

MiniDrivers is, at a glance, a top-down, auto pilot racing game with superdeformed racing cars very similar to Table Top Racing and Mini Motors Racing. but the game is actually more adjustable than it appears. The options are rather simple yet effective. You can choose a different camera, steering sensitivity, and whether or not you control the pedals to fit your driving style. The control is simple and very easy, to the point it can be a hit or miss. Your car tends to have very responsive steering, so there's no real need to brake other than tricky tracks like Monaco and Japan where you'll spin like mad when overthrottling into uphill and downhill curves. especially when your car has become faster. Still, it's a decent control, and with over 20 track in over 500 events each with its own racing conditions, lap numbers, regulations, and surprisingly increasing difficulty, you can jump right into F1 with no experience, and drive for fun and challenge.

The races themselves are also "okay" in that it stimulates the F1 feel enough to enjoy. The game is on a fair balance between realism and fantasy, and the powerups are better balanced and easier to understand than F1 Race Stars, but comparing MiniDrivers to that, the game can be very lackluster. First of all, the graphic is very, very bad. The lack of fantasy and bright color makes this game not very eye-catching and in fact makes the game harder to play in the depressingly dark and rainy races. The pace of the game can also be hurting, since you start very sluggish, and build you way up slowly due to how expensive the cars and upgrades are despite you having multiple ways to gain coins. The tracks can also become boring and repetitive after a while. which doesn't help in that there's variety in music at all except the flash series's main theme jingle, which is downright disappointing for this type of racing game. In most arcade racing games, each track tends to have its unique personality, in MiniDrivers, every track feels almost the same.

On the track, the powerup can be very helpful or annoying. In your hands, you can upgrade several weapons like boomerang, oil, Safety Car barrier, turbo boost, and streamroller boost to make it very effective to your races. In the hands of AIs, however, the race can be disasterous as they suddenly use them to annoy you, then crash themselves into you like idiots. Speaking of AI, they can be very frustrating. The opponents tend to run a racing line, yet go mad into corners, resulting them crashing into barriers, each other and, worst of all, into you and ruin your race. On the other hand, there's no rubberband, so AI will be left in the dust when you have an overpowered car, something which can be good or bad depend on your preference.

Despite the gameplay problems, the selling point of this game is a fanservice, and they nail it correctly with the fanservice. Fans of the flash series will not be disappointed with the adorable sounds that the drivers make, and while there's only one real theme, it's catchy and enjoyable for fans. The delivery of the game is also superb, as it cutely parodies all the inside F1 jokes and drivers' personalities in the ways you feel heartwarming and not offended at all. The selection of F1 cars are also very incredible. Included in the game are larger number of racers from the iOS game, mockoff F1 cars way back from the 50s to the 2000s as well as classic tracks and constantly updated car skins, tracks, and events. The problem, however, is that not everything is nice and dandy. For whatever reason, the game couldn't license the fictional catchy names like "Mini Rosso" or "Minicedes" like they used to do, and the beautiful stickers have been replaced with child's doodles. Buying a car is also rather difficult because

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the showroom constantly changes the selection and the cars are all very expensive despite that they're really just skin swaps with slightly different performances: a Manor can easily win against a Mercedes when fully upgraded.

"Craziest races" are far from what MiniDrivers convey. The game is disappointingly lacking in graphic and sounds. Other than fanservice, there's not really anything new to add to the likes of tabletop racers, and the game simply isn't cute enough like its competitors. The gameplay, however, is rather decent and flexible, the fanservice and the delivery are very appealing, and it's in fact a rather cheap game. If you're F1 or Los MiniDrivers fan, this game should be enough to entertain you. If you're not either, then consider looking for something else.. Seem like a solid simple game so far. Fun combat, good story. Enjoy!



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