
SLI-FI: 2D Planet Platformer Key Serial Number



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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







Army Gals is a great game---Battle Girls is a good game--Negligee is an O.K. game and Beauty bounce barely got a positive rating. This game has three positives 1. it brings out that you should ask for help if you are suffering from depression, 2. That bullying in school is a problem (does not provide a real solution-- but it is just a vn), 3. It is very short and the art was good. Negatives are everything else. If I detailed them all there would be nothing for you to experience in the game. If you play this game you will understand why being very short is listed as a positive. I will give just one example --going into a coma and possessing 2 girls is the most plausible part of the story. Enough said!. **DLC verdict: Get it on sale**

Comment:

There is a lot of awesome music inside this DLC. That cool nostalgic old-school style of songs. But I have to say not all songs are great to listen to separately from the game. Some are short and others just so high-pitched beepy that I can't have them in any OST playlist. But most are great so this DLC is worth getting .. it just depends on you whether full price or on sale. Recommended!

If you liked this DLC review you can find more in my [Review Corner.. Go ahead. Judge me.](#)

[All that matters is I got two Bowsette achievements.](#)

[That's GOTY in my book!. camera movement is terrible. Combined with the very comprehensive groundschool manual, these missions opened up a new way of using my simulator. The missions are well made and have clear instructions. Well worth it and highly recommended!. Bought it for \\$1.79 and played it for more than two hours. I consider it a win. Great job!. this game has a long journey to go... but it's a great game. For those of you who don't know, the Freemaker Adventures is another one of those animated lego series on Disney XD, like the yoda chronicles and those shows. I haven't watched this show, mainly because I'm not interested, but the characters and character design is good. Especially the battle droid with the broom.](#)

[I like that broom. Too hard to beat Germany as Poland. Very unrealistic.](#)

Strange game that makes me sad.. Is it just me or is it impossible to get into a game?. Color me impressed. VR games are few and far between and this one is a keeper. I'll put this out of the way, its not a wave shooter. It has you exploring, solving puzzles, shooting, and finding chests with loot. This has more in common with Vanishing Realms, which is one of my favorite experiences. While still in early access the game looks to have a lot going for it and is already very polished.

I'm completely shocked that there is no hype on this game. Generally the first thing I do on VR titles is look at what the developer has made and judge from the quality of their previous work for a blind buy. I saw that they had made cyberpong and felt much better pulling the trigger. I'm glad I did, and I look forward to future iterations.

If I had a criticism, it would be the movement. The movement is location based teleporting, meaning there are only predefined areas that you can teleport too. I understand that the most likely keep this movement limited to keep you on track and not too get lost. But I think being able to teleport freely like vanishing realms would give you a better sense of freedom and would add a lot to the game. Sure, you'd look in some areas for ages, but the free movement would just add a lot in my opinion.

Also I hope they add lip sync and better animation to the opening scene where the captain calls you out for mutiny. I think better animation with the captain moving closer, maybe bring his sword closer to you, having the crew actually cheer his motives would draw you in closer and eliminate the need for the distracting subtitles.

. You'll get maybe 30 minutes out of this at best if you read everything. It's an interesting concept but it ends up being really shallow. Very few choices because there are so few characters. And once you see how the conversations affect the end you can pretty much steer the game however you want...but even that's lacking. Also the post choice is really pointless, every character responds the same way to pretty much every choice. You might as well just roll your face across your number keys because at that point it doesn't matter.. Truly a wonderful little puzzle game.

In the same vain as Limbo and other such puzzle games, the silent protagonist in a big daunting world, going around solving puzzles trying to find your way to wherever you're going.

The puzzles are fantastic, the world is pretty and the character is adorable.

Fully worth the money.. This was my first hidden object game and first adventure game, and what a way to start. The story may have been somewhat simple, but it was still good, with no plot holes or other problems. At first, I was a bit turned off by the hidden object screens because they show silhouettes of items to collect (instead of full-color images or names), so you don't really know what you're looking for. However, it turned out that that wasn't a problem, and it didn't detract one bit from my enjoyment of those scenes or the game in general. There was quite a bit of backtracing, but using the map to jump between locations ensured it wasn't annoying, boring, or time-consuming. Perhaps one of the best things about this game is that all of the inventory interactions, including using inventory items on other inventory items, actually made sense. There were no nonsensical usages like those you hear about in other adventure games.

If I were to think of anything as negative (or simply as not positive), it would have been some of the voiceovers. Some of them felt as though the actors were simply reading the script, without appropriate inflections and without conveying the emotions indicated by the words. However, even with that in mind, I enjoyed this game very much.

Being new to HOGs and adventure games, it took me a bit over 6 hours to finish this game, so I'd say it was well worth the price. All-in-all, I'm very happy with this purchase, and consider this a near-perfect introduction to the HOG and adventure genres.

Lastly, although the game's title and description don't indicate it (the image does), this is the Collector's Edition of the game, with the bonus chapter.

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