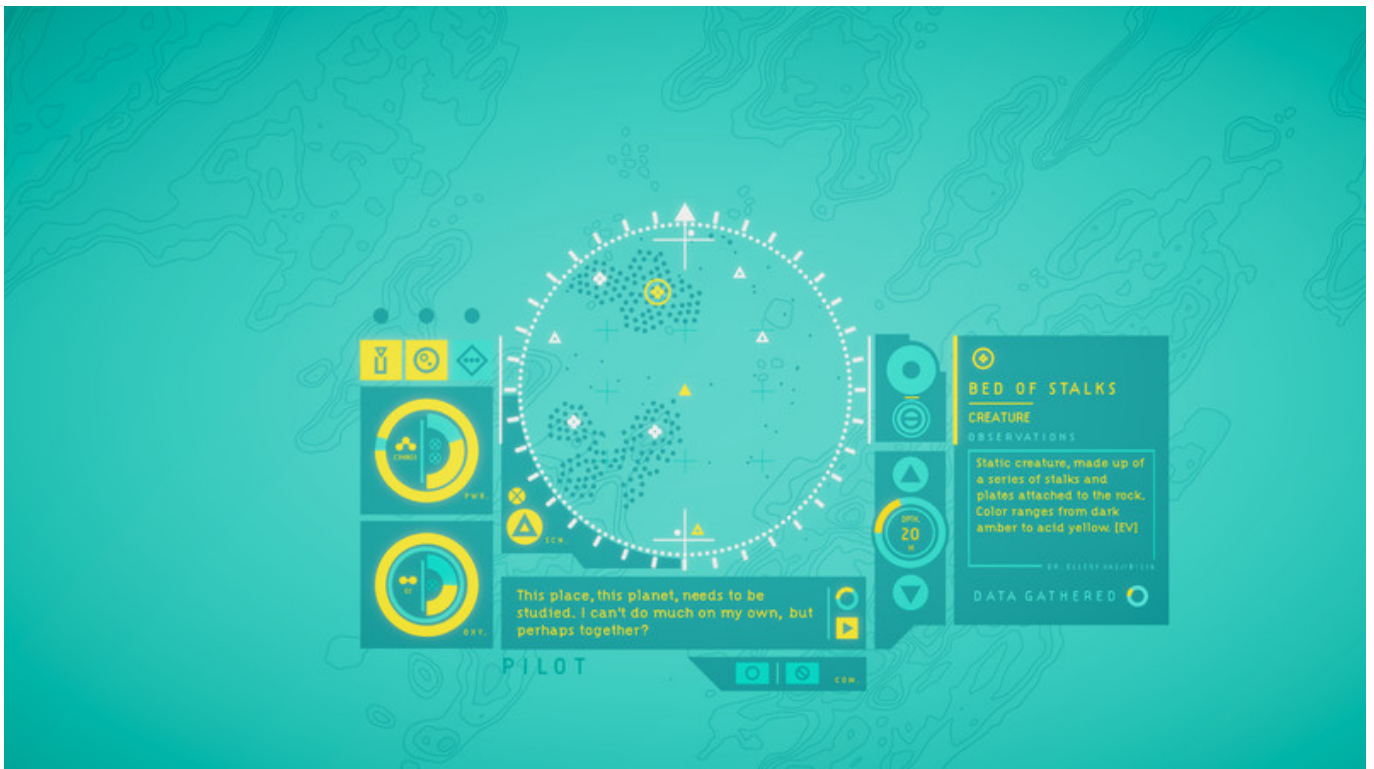
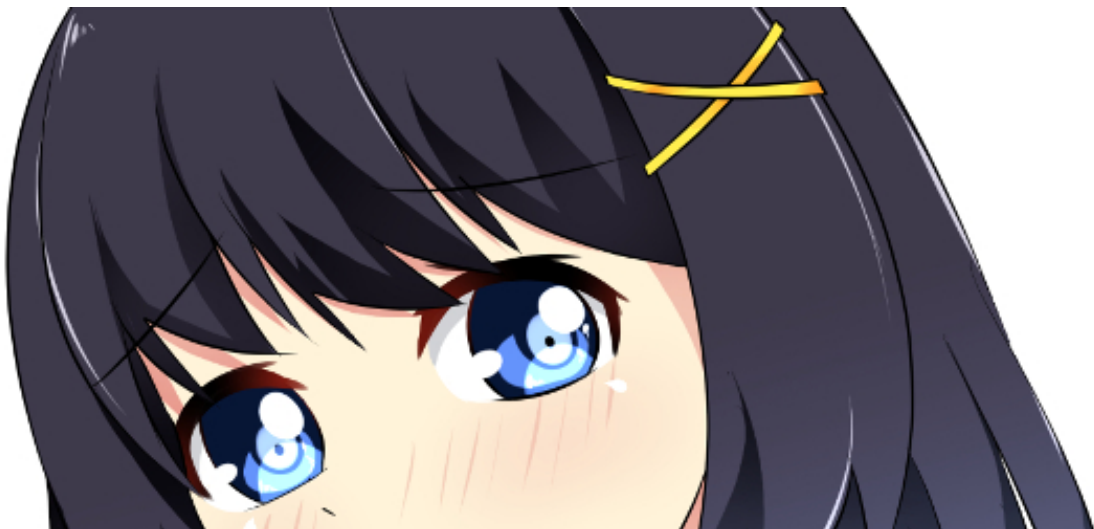

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About This Game

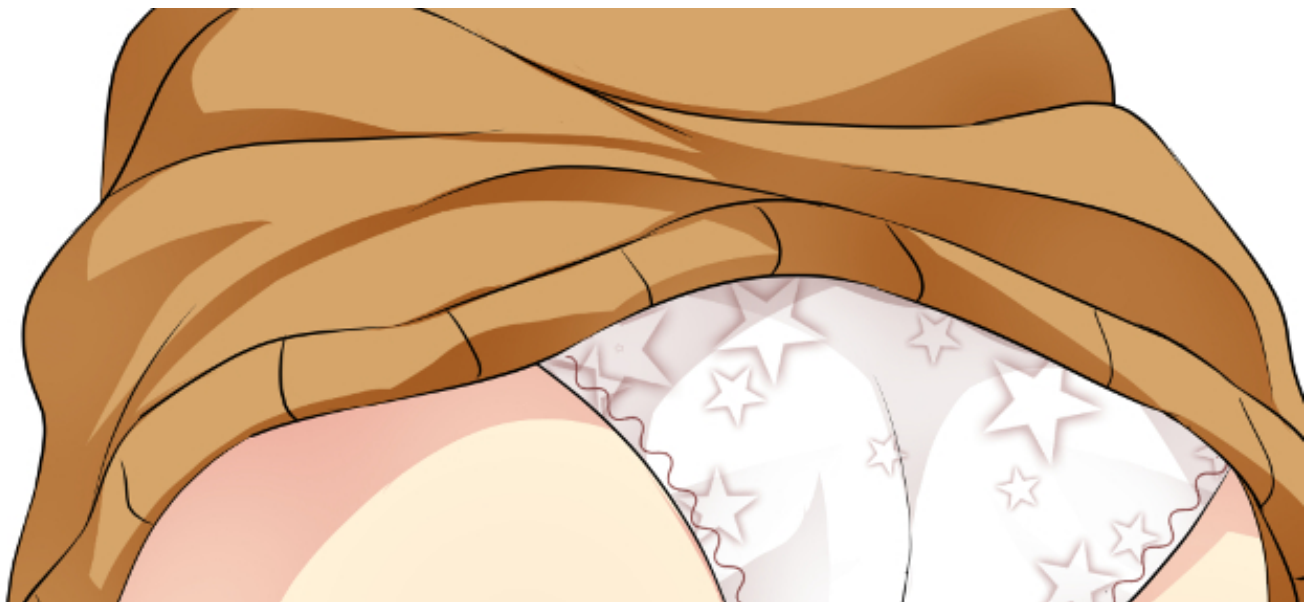
WHAT IS THIS GAME



Ecchi Puzzle is a sliding puzzle game.



GAME FEATURES:

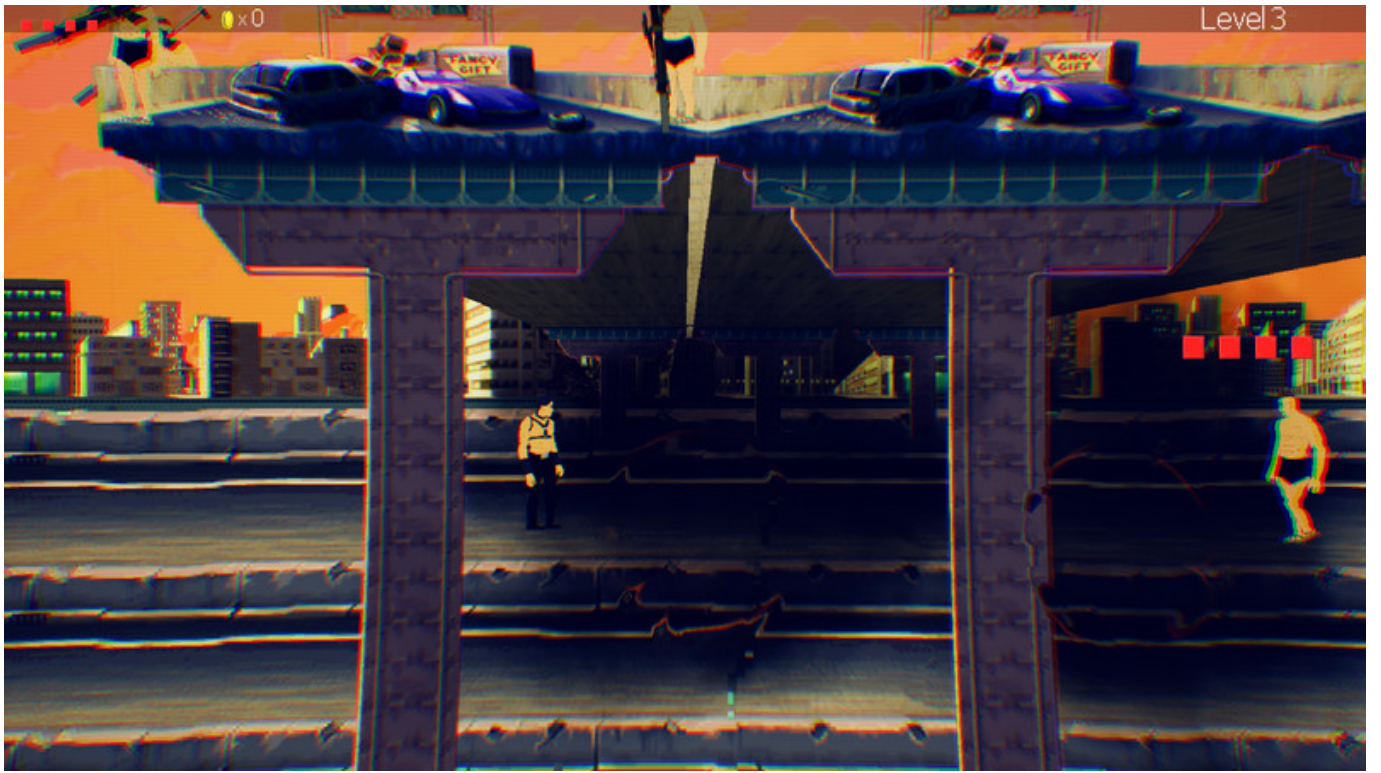


- relaxing background music
- levels with puzzles to solve
- nice artwork

Title: Ecchi Puzzle
Genre: Casual, Indie
Developer:
Hentai.US
Publisher:
Hentai.US
Release Date: 23 Aug, 2018

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English, French, Italian, German, Arabic, Bulgarian, Czech, Danish, Dutch, Finnish, Greek, Hungarian, Japanese, Korean, Norwegian, Polish, Portuguese, Romanian, Russian, Simplified Chinese, Swedish, Thai, Traditional Chinese







Jump key doesn't work half the time, lame, very lame. And the platforms that go up and down except for when you jump on to them, that's just annoying. Games should be fun, not annoying.

Not recommended until the controls work properly.. Airport looks beautiful just like in real life. However I don't recommend the investment if you don't have a good computer as your frames will be shredded. Refunding as the looks and price aren't worth the trade off in performance. If you can handle a low frame approach and take off, or have a top tier graphics card, then it could be worth a look. I run a Ryzen 7 1700 and gtx1060 6gb.. You can't update the game through Steam. You have to make an account in the game as well to update.. Twists and spooks abound!. wish i would have gone and bought it from creator site instead od here. They trick you into thinking its cheaper but then don't include all the stuff that comes in the bundle on the creators site. There the city tileset and the 2 character are included together. now would have to pay 14 bucks for something I would have got for free if i buy them here. by the way they are cheaper on the other page too. jerks.. Great Start look forward to see where you take this.. Do not buy this game! At least in its current state. Its so fuzzy that it makes the game basically unplayable. Nothing is scaled right, the ducks are like 4 feet big and the deer are like 2 feet big. I literal have to let the game run for 5 minutes just so I can make this review because I can't get through 5 minutes of playing this game. I will keep only because it was \$3 but I suggest you keep your \$3 and buy some soda or a piece of candy.

The short: if you like back to back puzzles, with little to no story or narrative, buy this game.

The long: it's a very straight forward find it game. i havent had some of the crashing issues as others have had, so those may have been fixed. The puzzles are challenging enough that they will make you think a bit inorder to solve. And i like the overall designs of the people and environment. And the design for the "secret weapon" in particular was really awesome, but thats about where it ends.

There is very little to the story. direction is follow the little sparkles and arrows, and there is almost no dialogue while moving from one puzzle to another. I feel like there was supposed to be more after where it ended. The ending was so sudden and at a crucial turning point. I thought i had missed a trigger inorder to continue, but since there is zero backtracking in this game i would assume not. afterwards i was just left with unanswered questions. So much infact i wouldnt be surprised if this was made to be a two-part game, but there are no indications of this other than the sudden stop. Are we supposed to assume Abigail used the "secret weapon" to defeat her uncle? Where is he keeping her father and this undead army hidden? Also the story in general made me feel like someone took a bad fan-fic of the prologue to Hellsing the anime.

As for the puzzles, yes they were challenging at first, but when you reuse the same puzzle with some different tiles, or make them a little longer, that is bad design. Also, many of the puzzles feel random and have little to do with their surroundings. There were some unique puzzles to this game and I feel like they could have done more with them to make them stand out.

Finally, there is minimal amount of interacting with the environment. i think the most i had to do was use a key to unlock some doors and a screwdriver to unscrew a vent to find a key. some items you find in this game simply disappear, like the one that tells you how to navigate the catacombs (kinda important)

All in all this game made me feel lacking. There was so much more the devs could have done. it was if i asked for a ham sandwich and all i got was two pieces of bread. all filler and no flavor. I wish this company good luck in their future (relative since this game has existid since 2011) endeavors but this game was just lack luster 4/10. One of the best modern point-and-click adventures I've played. Smart and fair puzzles that make sense, excellent voice acting and a top-notch story for adults. 10/10. A cute, casual Match 3 puzzle game with a puzzle mode and you get a survival mode after you complete the first map. It's very enjoyable, but it needs a window mode with resolution options. Alt+enter isn't enough.

And for those who've played it, it's similar to Triple Town tactically.. A fan of the piccross series on the ds and this game reminds me of that.

Would recommend it to people who also like the piccross series as well.. First up, I gotta say: SCARIEST "MENU" EVER. Find yourself the radio, immerse yourself in what it says, and...yup. Spooked the f*ck outta ME, anyway.

So what of the game itself? Well, make that FOUR games...four short, conceptually simple, yet highly effective and extremely freaking TENSE and SCARY games, which are gradually unlocked as you beat each one. And pretty darned challenging, too: they're all more-or-less based on the premise of keeping your cool, and being ready to evade an encounter with a monster at short notice.

My only real criticism is that I've never been the world's biggest fan of scenarios - even ten-minute ones - with no saves or checkpoints. Yes, we're in trial-and-error/f*ck-up-once-and-start-all-over-again territory. The good news, however, is that you gradually get the hang of them, even with the randomly-generated elements that render all the bar the first scenario somewhat unpredictable no matter how many times you play them. I also admire the fact that the final scenario emphasises patience over the generally frantic pace of the first three; though perhaps a tad TOO much, given that this is the one episode that definitely overstays its welcome, length and repetition-wise.

This Charlie Behan guy is good. I was impressed by the short tech demo Hotel Remorse, and, well...okay, not quite as impressed by the even SHORTER tech demo Greetings. But talent is talent, and he's definitely got it, whether working alone or with others. He's taking full dev credit on this one, and deserves nothing but praise for it. Though man, I really am getting a bit old for games THIS terrifying and THIS hard, hahaha...

Cheers for making a bona fide p*ssy out of me again, Mr Behan.

Verdict: 9/10.

(PS If you enjoyed this review, feel free to check out my two Curator pages:

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