Alien Spidy Download Android

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About This Game

After losing contact with his explorer friend Virgi, our fearless alien hero Spidy heads to Earth in his spacecraft to find her. While entering the Earth's atmosphere, his spacecraft suddenly fails and starts to break up, causing Spidy to crash-land on the strange planet, with his craft scattered across forests, throughout ponds and in dark caves. Spidy finds himself alone on an alien world and faces the epic challenge of tracking down Virgi, battling strange new enemies and finding the missing pieces from his spacecraft in order to repair the damage and make their escape home.

The stage is set for the adventure of a lifetime as Spidy embarks on a perilous journey through a visually stunning 2D/3D world, where quick reflexes and fast-paced platform action create a fun and rewarding gameplay experience, which is easy to pick up, but challenging to master.

Key features:

- A unique blend of fast paced physics based platform action and challenging puzzles

- A visually stunning, cartoon-styled animated world

- Use the analogue control to perform intuitive skill-based manouvres as Spidy swings from danger, shoots his web and avoids numerous pitfalls and enemies

- Explore three unique game environments with 69 diverse and challenging levels

- Overcome a huge range of enemies and fight epic boss battles

- Accessible for both casual and core gamers…it's easy to pick up, but challenging to master

- Unlock over 300 collectibles and achievements

- Replay levels to earn higher scores and improve your leader board rankings
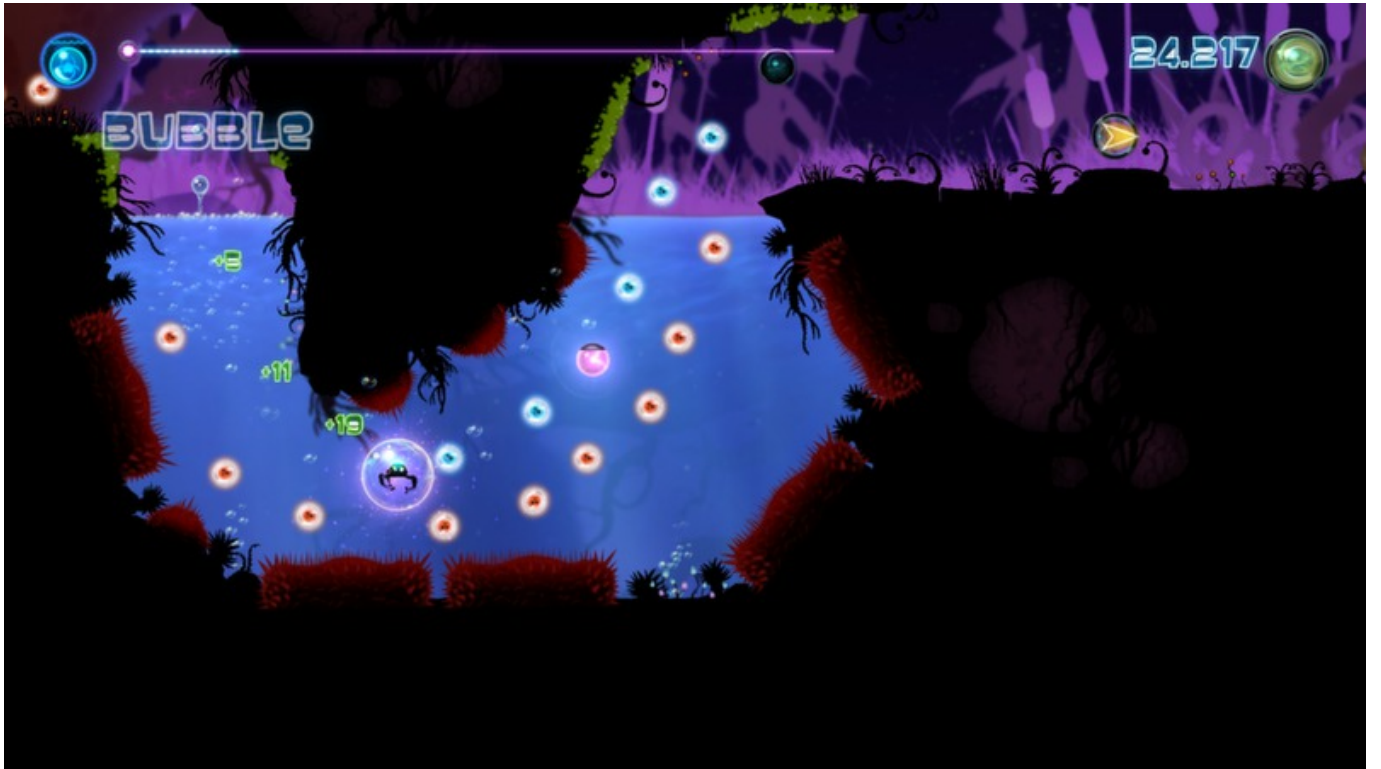
Title: Alien Spidy
Genre: Action, Adventure, Indie
Developer:
Enigma SP
Publisher:
Kalypso Media Digital
Release Date: 20 Mar, 2013

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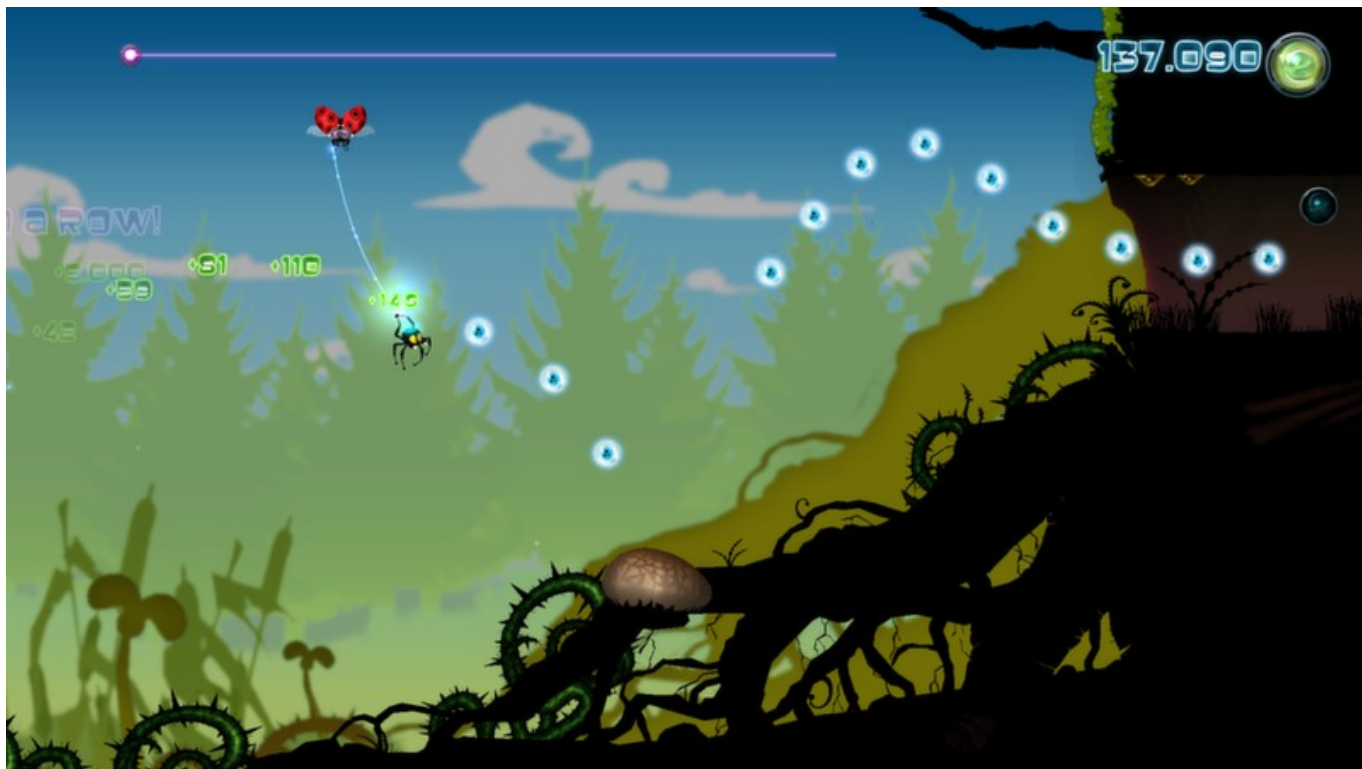
Controls are wonky, which makes the game so unsatisfying. Ugh. I wish Steam refunds were around when I bought this one!. I purchased this game thinking it would be fun.

I was right... for roughly ten minutes. While the tutorial is excellent in helping you understand the basics of the game, the programmers obviously decided to make this thing WAY too difficult WAY too soon out of the starting gate. Granted, I'm playing on a keyboard, and i'm not used to playing platformer games like this on a keyboard. So OBVIOUSLY, i'm a bit out of my depth here. However, My big hang-up on this game is, without a dout, THE DIFFICULTY.

The core design of a good game, say for instance, Super Mario or Sonic the Hedgehog, is the start the gamme off blaringly easy so players have a decent time getting the hang of the controls and getting used to the gameplay mechanics. Graphics, sound and the little moves the spider character put on for the end-of-level theatrics is acceptable, and I could get by with those alone in a normal game. But here, the difficulty comes NOT from a decent, well-paced challenge, but from the game forcing you to essentially crab-scuttle with your head bowed to the ground at ALL times to make sure you

A: Don't miss anything
B: hit all the right jumps and web shots PERFECTLY
C: DON'T. FRIGGING. DIE.

which is AGAIN, where this gae fails: THE DIFFICULTY AND HOW EASY IT IS TO GET KILLED. Once again, looking at Mario & Sonic again. Both main characters have at LEAST a health counter: Mario has one hit in small form before death, 2 if he's powered up, while Sonic MUST have rings in his possession at ALL TIMES in order to stay alive. Not having a life bar is fine if the character is made to die in one hit, but they LEAST the developers\/designers\/WHOEVER could have done for this game is to PACE the difficulty apprpropriately by the world and current stage. Stage 1-3 SHOULD NOT, AND I REPEAT, SHOULD NOT BE the stage that kills any desire to continue.

I played that one stage for nearly a half-hour, retrying over and over to make SURE I hit everything perfect and NEVER died, and STILL ended up dying close to fifty times, ending up with 0 points before i gave up and shut the game off.

The mark of a GOOD game, folks, is that it is enjoyable, entertaining and makes you WANT to not only finish it, but replay it again and again while NEVER losing its playability over time. This game Is, as I've said, enjoyable ONLY for the first ten to fifteen minutes, is only entertaining while watching that litle spider prance around like he's got something to prove, AND makes me want to NEITHER finish NOR replay this game EVER.

Hints to the developers: Take some time to go back and recode the game. Judging from the reviews and comments you've gotten, this could be a VERY GOOD title, if not for the flaws that have been pointed out. Some hints would definitely be:

1: Adjust the difficulty scaling and retool the earlier stages accordingly. World 1 should start off easy and get to low\/mid-grade diffulty by the boss. World 2 should pick up from World 1's ending, bumping up the difficulty JUST enough to keep players on their toes and getting up to mid\/high-grade difficulty by the boss. World 3, again, should pick up from World 2's end, bumping up JUST enough to keep attetion strong and finish with a boss that's challenging to beat and will leave a sense of accomplishment.

2: Addition of a display\/graphics menu option would be a VERY handy feature. I'm not big on full-screen gaming, as I tend to have multiple things going on over two screens; taking up one SPECIFICALLY for the game and nothing else is annoying, but with no option to fix it, there's nothing I can do save for "alt+tab" every time something happens.

3: ADDITION OF A LIFE METER. Touching a MUSHROOM kills you in one hit? Are tips being taken from the NES title "Action 52" here? Because there was a HELL of a lot of that going on in THAT title; I know because I've played it. Being able to take multiple hits willl DEFINITELY see an increase in playability; would you EVER want to play a game where you have to play the entire game PERFECTLY without dying once? the infinite continues from save points feature is nice and works, but having to start BACK from where I JUST was every time I die AND having to collect ALL the same items again and AGAIN is NOT fun, it's tedious and frustrating.

4: The controls need work in general. I find the character does a lot of gliding after directions to move have halted, and the jumps are awkward and hard to aim. half the time, I end up BARELY making my mark, while the other half ses me plummeting into a death trap. The web shooting mechanics need some tweaking also; as long as I shoot from the ground, i should be able to hit and connect to my target; why would i EVER need to jump to hit a target the size of pea with webbing? I've never seen Spiderman having these problems, and he does everything either from a stand-still or while STILL IN MOTION.

overalll, I'd rate this 3.5\/10 due to the numerous game-breaking flaws. And if the save-deleting bug i've read about is real, then the score will be going even further down. You can't make a game, find out it's bugged and in need of work and just decide to leave it as is; people WANT to play this, so come back and fix these problems, for the love of all things GAMES!

Thank you in advance, regardless of whether you read this and\/or take action or not. I've said my piece, and that's all that matters.. I came into Alien Spidy expecting a sort a Metroid type game. I was slightly disappointed by the singular level format, but i could deal with it. I had trouble with the web mechanic because every time I decide to let go, i seem to lose my momentum. The biggest sin this game commits is having to go back to get a certain amount of stars to move on to later levels. To get a decent amount of stars, you need to be almost perfect. If you wanted a game like this, than you would do much better to get Super Meat Boy.. another 5min get bored game. A very nice and fairly difficult platformer. I love platformers with grappling line\/swinging gimmicks and that is basically what this is all about. The jumping is a little bit floaty but you will be thankful for that because it will give you time to aim your landing better. You have to be incredibly precise with both your jumpinng and swinging to succeed.

The game is score-attack based. It is totally possible to clear stages but take so many times and miss so many point icons that you are left with an absolutely embarrassing mediocre score. That's prettymuch where I am with it right now. If you are the type of player that enjoys games like Dustforce or Super Meat Boy where you practice and get better and better until you can clear levels in one fluid motion I would recommend it. It is a game for perfectionists and I'm not sure I will have the patience to clear all of it.

What I have played is fun.. This is beautiful game with nice graphics, a great art style and very catchy music. Unfortunately it suffers from bad input lag which kind of zaps the fun out of platforming. The controls feel kind of laggy.. The input lag on this game is a joke.
It sometimes takes up to a whole second to shoot a web which makes it unplayable

i have nothing to say. I only recommend this game to those looking for a challenge and A LOT of patience. Anyone else should look elsewhere.. This game is a nice concept marred by awful execution and unrealistic expectations of the player. The way to score points requires you to be absolutely perfect most of the time if you want to get more than even 1 star, much less 5. The web-physics are also a little buggy, every time the web connect the spidy jitters around weirdly and loses momentum for no reason. This is a game simply not worth trying to finish, and that such a small percentage of players has even cleared the first world (which I did manage) should be a red flag that it's not just difficult, but flat-out broken.. I enjoyed my time - but I am not the target audience. I wasn't going for all the points - just making it through a level was enough for me (pretty sure that I played more than the 2 hours posted).

It was an enjoyable romp for a few hours - but spidy does see to have mercury for blood - as he's got a lot of inertia. Also it seems that it takes him more time to change direction depending on the surface.

If you are gaming eclectic - then get it on special - if you are into platformers - read other reviews than mine.. The score system is awful. Instead of just grading you for how fast you're going or if you did a cool thing or not, it expects you to utterly follow the score bubbles 100% of the time. In a physics-based platformer.

I'd let this slide, had the game not required a certain amount of score to leave the first world. It didn't really feel like the level design was getting exceedingly fun yet either.

On top of that, there's a bunch of imperfections that contribute to the frustration. The visuals are nice, but the soundtrack and SFX are kinda grating. Most importantly though, while the physics are *alright* for a Unity game, occasionally the ground won't be beneath you when you try to jump, or you'll have trouble with the swinging physics. When you die, sometimes the obstacles will desynch, or the camera will fail to catch back up to you, and also generally make it hard to consistently aim with the mouse (unless you use a controller, in which case good luck doing this with no crosshairs).

I wanted to try this game because when you're doing well your movement looks really cool, but it's not as deterministic as it should be. I'm sorry.. I keep forgetting I even have this game.

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