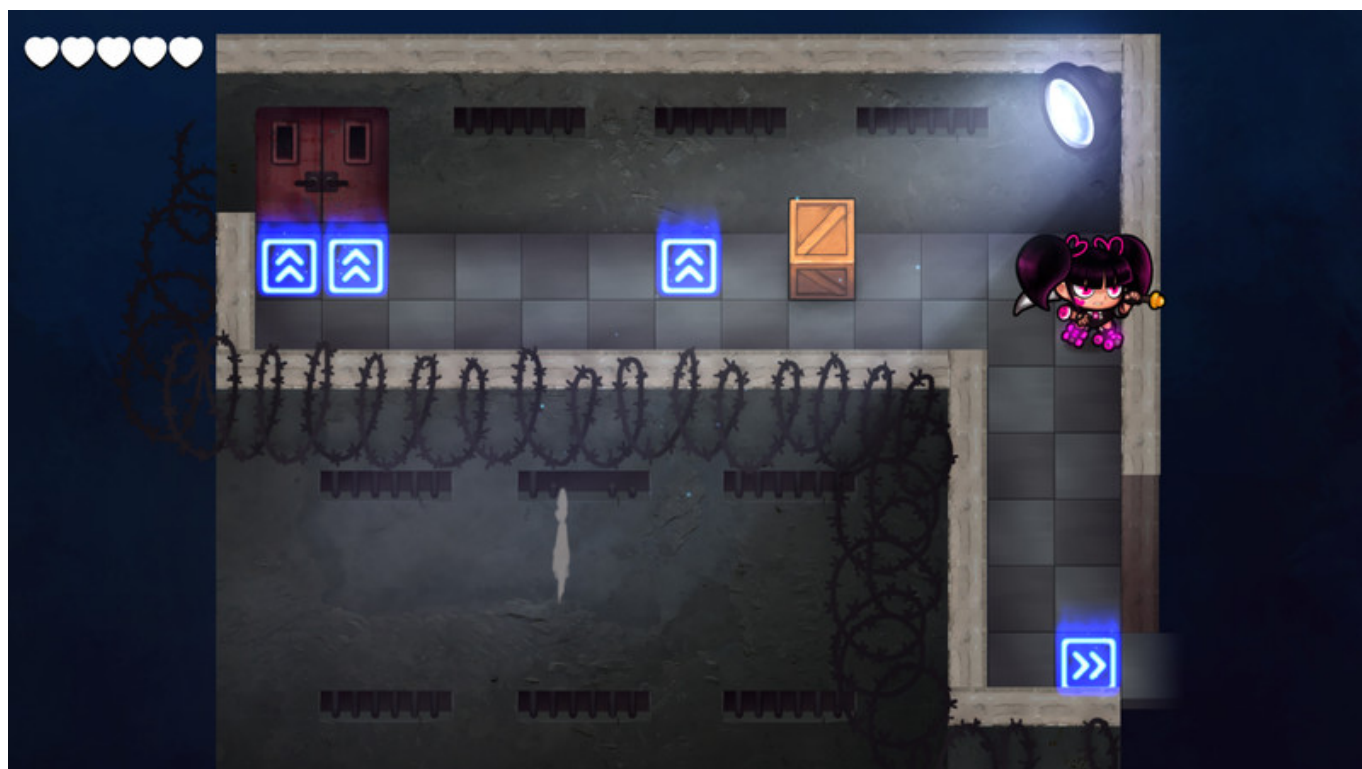

Hare Trainer Download



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About This Game

The year is 21XX and The Gang of The Paradox was exploring through another galaxy to find the pit of the paradox. After a battle, instead of finding it, it came to them.

Play as Ivan, aka *The Green Hare*, the navigator of the gang in a **Endless Runner!**

- **Features:**

- 6 Stages
- 4 Bosses
- 3 Different Modes
- Completely forgettable story

Title: Hare
Genre: Action, Casual, Indie, Racing
Developer:
Zelun, Tio_jolo
Publisher:
Zelun
Release Date: 27 Sep, 2017

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Minimum:

OS: Windows 7 or higher

Processor: Intel Core i3

Memory: 1 GB RAM

Graphics: Dedicated graphics card

DirectX: Version 8.0

Storage: 100 MB available space

English







I was not expecting too much from this game but its not even got an ending. You get to a point in the game where there is nothing else to do.. I'd really like to play a good big cat sim. This isn't it yet. Maybe one day it will be, but it currently feels way too poorly put together and just not at the quality I'd hoped for..

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.....\u2580\u258c\u2592\u2580\u2592\u2590\u2580. This game is a search and find mainly. When you complete each set of levels you face a different type of challenge. Completing that gives you an "Escape Item". It is fairly fun and the different puzzles at the end of each set is a nice change of pace for the game. I ran into an issue with resolution but did find out that if you go into the properties of the application and check the box "Disable display scaling on high DPI settings" under the "Compatibility" tab. I played this on windows.. Absolutely ♥♥♥♥ing♥♥♥♥♥4/10. Sorry to be rude but...
It's a terrible game, crappy story, absolutely infuriating and stupid controls, and the art style is so terrible i dont want to look at it for more than 5 minutes. Within the first two seconds of playing this game i was just not having it, I knew i was never gonna play it again. It was an interesting concept, could've been carried out way better but just missed the mark. (In my opinion.). Sort of a tower defense game which I would rather find on a site filled with flash games. The upgrade possibility in this game seemed like an ok thing, but with supposedly infinite upgrade levels it just calls out for one word - golddigger. Therefore, after playing it a while I found the game quite repetitive.

One of the biggest flaws of this game design would be the sound part, as it was clipping at the point when a generous amount of friendly and enemy units spawned in the game. This sort of drawback lessened the wish to continue the game.

However, for a person who likes tower-defense games, this could be worth to check out. It is pretty short, though.

I think it should rather be found on flash sites, as it is a pretty good make, but on Steam? Hardly.

This tower defense is not for the faint of heart. It gets really tough, really quickly and does eventually require a certain amount of grinding to progress. This doesn't have to be a bad thing, however. I found it rather fun to go back and try different strategies to see what would work in beating a level, beating it more quickly, using the least amount of gold, and so on. I also didn't think the amount of grinding was that bad, but I've played a lot of JRPGs with some crazy amounts of grinding, so you might want to take that opinion with a grain of salt.

PROS

- Fun/addicting
- Lots of gameplay
- Quite the challenge
- Humorous
- Pleasant graphics

CONS

- Not much of a story

To sum it up, Ancient Planet is a well-polished game that is fun to spend some hours on, especially if you're looking for a challenge.. Worth the 5 bucks for the added content. Most important pros and cons:

Pros:

- Great damage output (Hawk stance is good for ogres :D)
- Overall fun to play when with friends
- No thinky building stuff

Cons:

- Completely unviable when playing by yourself (As long as you have one tower builder, he's fine- but having to defeat everything solo is not what the game is designed for)
- No thinky building stuff

So basically, if you never play with friends, don't get him (you can always plug a controller in and have another hero with some walls to keep enemies from the crystals, and switch to the barbarian during battle phase). If you like to play this game as a strict tower defense, don't get him.

Tl;dr - completely unviable for solo play, can go either way depending on how important the tower defense aspect of the game is to you. Nice concept, but right now too little content to justify buying. If more content is added, I'll change this review.. A fun and light-hearted addition to Collateral Hazard that introduces a much needed shorter experience compared to the original's 12 stages (w/ 2 loops). The story (if you care about that at all in shmups) is just as crazy as the original minus the grimdark, and likewise just as gratuitously english.. Bought it for the memes, feckin useless but knowing the money I donated could help the dev so why the hell not. So you like games that doesn't hold your hand? Well, this may not be for you. But don't get me wrong: this game will not hold your hand, it will break finger by finger.

Even if it doesn't require much dexterity, it requires a lot of attention and thought. There's a great thing about this game, and it's the one thing that makes it hard, which is the freedom it gives on going very wrong. It will not hint you where to go, and there are things that lock the game in a state where you can't win anymore, and you won't even know that.

I admit. I had to get some outside hints. I locked myself too many times. But I regret nothing, and would play another game like this. In general it is a good game where you don't just go running and pressing buttons. You think every action.

The graphics are very old, so don't expect much, and the sound effects are also what was doable at that time. It's a retro that has its own charm.

8/10. Be sure to give Rorona headpats.

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