
Zissi's Island Download Tn Hindi



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About This Game

Zissi's Island is an open-world 3D platformer with emphasis on exploration set on a tropical island.

Zissi has traveled from far away to visit her grandmother but forgot it was soon going to be her grandma's birthday and didn't get her a present. She must now search the island for pearls to make her a pearl necklace as soon as possible before it's too late... after all, it might be her last birthday *ever*.

The game can be played with the keyboard and mouse, but a controller is recommended.

Features:

- A pretty-big open world. Go almost anywhere at the very start of the game.
- Find items to help you on your quest for the pearls.
- Dynamic day-night cycle.
- Talk to the inhabitants of the island to get tips or just find out what their favorite thing in the whole world is.
- Multiple endings depending on how many pearls you collect and how long it takes you.
- Relaxed Tropical Island setting.

Title: Zissi's Island
Genre: Action, Indie
Developer:
Ramon Mujica
Publisher:
Ramon Mujica
Release Date: 28 Aug, 2016

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Minimum:

OS: Windows XP +

Processor: Dual-Core 2.4 GHz

Memory: 2 GB RAM

Graphics: NVIDIA GeForce 7600 / AMD Radeon HD 2400

DirectX: Version 9.0

Storage: 500 MB available space

English







TL;DR CAUTIOUSLY RECOMMENDED. This game has some serious problems but overall is still a great game.

Full Review (so far)

I'm recommending this game, but very cautiously. It has some decent humor and platforming and it looks like it will take a couple of hours to beat so if you're starving for a 3D platformer you might want to grab this game but there are some very serious problems as well. The game's controls could use some tweaking. When moving the camera they seem overly responsive, but when trying to face an object that you need to shoot they don't seem responsive enough.

When an enemy is attacking you, you have two choices, you can jump on their heads, or shoot tomatoes at them. If they are running toward you quickly then you can wait until just before they hit you and MOST of the time you will land on their hit box, but sometimes you will just land on their heads and not damage them, and then they move you fall in front of them and they start hitting you. Try as I might, this has been a death sentence for me every time. There is no delay between when they hit you and when they can hit you again. There should be a short period of invincibility for the player or else a moment where the enemy stops attacking after each hit. This would severely reduce the frustration that comes from playing this game.

The other option is to throw a tomato at the enemies. The problem here is if you are running away from the enemy you have to turn around to throw a tomato at them, but when you try to do that, instead of just facing the enemy, the character model spins on it's axis until facing the enemy. When not being chased you don't really think about this, but when trying to line up a shot that has to be perfectly accurate you become all too aware of the fact that your character doesn't instantly change direction. It takes one or two steps toward the enemy or whatever you're trying to shoot, before you're actually facing the right direction, and even then, if you weren't exactly pushing the right direction, you're still going to miss and have to try to line up the shot again. But the enemies are fast and you rarely have time to do this once, never mind several times.

The final problem I want to talk about now is the worst one, the one that made me quit the game and come write this review. I had just spent an hour or so playing the game with my son and we had collected more than five hundred gold and three pearls. We had completed the King's Trial to allow us to go up the mountain which due to the problems listed above was so frustrating I almost stopped playing then, but I pressed through it. I collected a few pearls and then I was in the castle and saw that there were doors you could enter above the entrance to the King. I looked around to see how to get up to them and saw some crates on the one side of the castle. I tried to jump on them to see if I could then jump up to the other doors but instead of landing on the crates I landed behind them and I was stuck. My feet weren't on the ground so I couldn't jump, but I was behind the crate's colliders so I couldn't move either. I tried everything to get unstuck but it there was nothing I could do. I didn't think it would be that big of a deal because I was thinking that each time I went through a door it saved my game. This is because when you die you start at the last door you entered. But when I reloaded the game I was back in the gazebo, the actual save point, with 100 gold and 1 pearl. Back to where I was when I started playing the game today. Everything I had done was erased.

There are other annoyances as well, such as when trying to get a good view of a moving platform so that you can accurately jump onto it and you can't because there is a tree in the way every time. This is most frustrating when trying to climb the huge tree because that moving platform is on a very long looping animation. It would be far better to have the animation only play when you are on the platform but instead there is a sign telling you to wait and be patient. Seems like a really weird choice to make as you are the only one using the thing.

After reading this you could be forgiven for thinking I hate the game, but I don't. If you don't mind dealing with these issues (though if you're reading this dev, please make sure you fix the getting stuck problem. A simple suicide button would work) what you have is a fun collectathon platformer with a decent sense of humour. It's quite a good looking game as well and when you're not dealing with these problems it's fun. There is a pretty sizable world to explore that just keeps getting bigger (not really, but I keep finding new areas that I didn't know about.) It costs less than buying lunch at McDonald's (at least here in Canada) and it's worth what you pay. Just be prepared for these problems.. a really cute game.. AWESOME LITTLE GAME REALLY ENJOYED WHAT IVE PLAYED OF IT SO FAR.

MY VIDEO REVIEW WILL BE UP SHORTLY ON:

https://www.youtube.com/channel/UC1p5gdK25vOJYbDXs4_IaRA

[CHECK IT OUT!!](#). Quite a fun, well-made game for the price. If you're into collect-a-thon platformers with charm, a nice soundtrack, some funny dialogue, all in a pretty big world, this one's for you. I did feel initially the jumping was a little suspect at times, but unlocking the double jump makes the game more fun. Having different endings depending on what you've completed is also a great touch!. Very nice little game reminiscent of the N64 adventure era. If you liked games like Donkey Kong 64, Banjo Kazooie, etc. where you wander around a fantastic and vibrant digital world, you are likely to enjoy this game. Playing through it once took about 5 hours for me, though there were a few things I know I didn't do, and probably a few more things I don't know about.

[There are a few minor glitches and it's not perfectly polished, but with that being said, it's still pretty darn good, especially for being made by one person \(Kudos for the excellent game Ramon, can't wait to see more of your work\).](#)

This is a very fun little platformer, which reminds me of the good old days, as it doesn't exactly hold your hand through the whole thing. I managed to beat the game while getting a bad ending in 4 hours, and it is fun enough that I will probably try to find everything and get the best ending.. After beating it, I have to say that I really enjoyed this! The characters are cute, the gameplay is great, there are some funny moments, etc. I unfortunately got the bad ending, which is a sad ending. :(

As of right now, this game is a hidden gem. For only \$5, it's definitely worth it!. Kind of boring game ... not much to do and the controls are pretty clunky. An adorable little game that reminds me of Dizzy!

https://en.wikipedia.org/wiki/Crystal_Kingdom_Dizzy but in 3D!! :D. [This game won't be winning a nobel peace prize anytime soon. but if you read the description and like what you read I promise that you will have a good time. This game sucked me in and I rushed to completion in one playthrough and had a lot of fun sharing its quirky moments with my friends. The one "downside" to the game is that the game has multiple endings and seems very hard to avoid bad ending on first playthrough which was frustrating at first but looking back at it I think just added to the funny experience. Since finishing my first run I've taken a lil break but am excited to spend my next day off getting lost in the world all over again and hopefully not off grandma.. Zissi's Island looked decent, but the controls ruined the experience for me. If you can get past the controls, I think there's a good game here.](#)

[The game is an open environment with lots of areas to explore. Unlike other games, there isn't much of a tutorial and you are left to learn on your own by playing around and talking to NPCs. There's various collectables to find, but I didn't get very far because of the control issues.](#)

[I didn't realize the control issues until I came across some leafs to jump on. While a small push on the control stick would only move Zissi a little on the ground, the same small push would send her quite far in the air. This makes precise jumps extremely difficult and causes frustration when they're required. From what little I saw of the world, this doesn't seem like a big component of the game.](#)

[Besides the control issues, I found the world to be a little boring. There's a lot of empty space between areas and towns are sparse.. Fun game overall. Have invested a few hours into gameplay and haven't noticed any gameplay problems, aside from the clunky controls and aiming system. The only issue I've ran across is the loss of in game sound. Played fine with sound yesterday but upon launch today I have no sound.](#)

[Any tips or suggestions?. A funny, fun game.](#)

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