

Intro

As an avid gamer, I was happy to discover that Debian was supporting a series of metapackages of their finest games. Becoming a dependency to Debian's games-finest package is like a Nintendo Seal of Approval for Debian, except for the fact that it allows homebrews. Such a thing is nice to have.

Here's the problem – like Nintendo's seal, some games that are in the metapackage aren't as good as other. Nexuiz(which became Xonotic) was good, Epiphany was great, and Super Tux Kart was a good enough reason alone to switch to libre games. And then there's the oddball games: TuxPuck, Tux Football, and in this case, Abe's Amazing Adventure. Here we go...

Graphics

As usual, we start with the graphics. Abe's Amazing Adventure was released in 2003 and it looks okay for back then. I don't like how everything is bordered in dark gray rather than black – it would look much better in black. Also when you jump or fly, it looks like your character, Abe, is sitting in an air recliner. Another thing: the “great pyramid” this takes place in looks like a great cave. The game looks like a kid's toy, because it is. The music is simple and appealing. That makes a good 7 out of 10; but good graphics don't mean good gameplay...

Gameplay

I have a lot of problems with the gameplay. The game works like a platformer but there are no attacks. I felt like I was missing something. Where is the action?

The lack of action is even worse when you consider that the enemies are insane. Like in tons of other games, the vampire bats are the most annoying. They always appear in places where they will destroy you. They fly extremely fast, but pause when they hit a wall. Wait until that happens or you are screwed.

There are also the arctic cave bears. Yes, that's what they named it. Why not just “Polar Bear” or “White Cave Bear” instead of something easy to make fun of? But these bears are not to be messed with, oh no. They kill you in less than a second, and are too large to reliably jump over. You either have to make a very precise jump over them, or fly with the balloons you find throughout the world.

When you get to the save points, it wastes about five seconds of your gameplay showing the words “Game Saved!” Why can't I move during the text? I don't know. When you run out of lives, you lose your save, but the game doesn't save your life count, so who cares? This makes the game extremely hard, so I haven't beaten it yet., although I've gotten close. This gameplay is a 5/10: Platformer physics, with lots of problems.

Conclusion

I'd give this game a 6/10. It has lots of problems, but in the end it's really just a mediocre, retro-inspired platformer.. Not quite as worth playing as something like Xonotic or Epiphany, but if you need something to play, go ahead and get it.