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Upside Down Download 1gb



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## About This Game

Upside Down will immerse you in an incredible adventure. Sharpen your reflexes for this fast-paced, precise puzzle-platformer.

As a scarecrow armed only with your sharp wit, you will have to face deadly traps and dangerous wildlife to reach your goal.

Each level is distinctive and exotic.

Figure out genuine puzzles and take the right path toward your salvation.

Features:

- Unique levels
- Challenging puzzles
- Interesting obstacles and game mechanics
- Beautiful graphics and animations

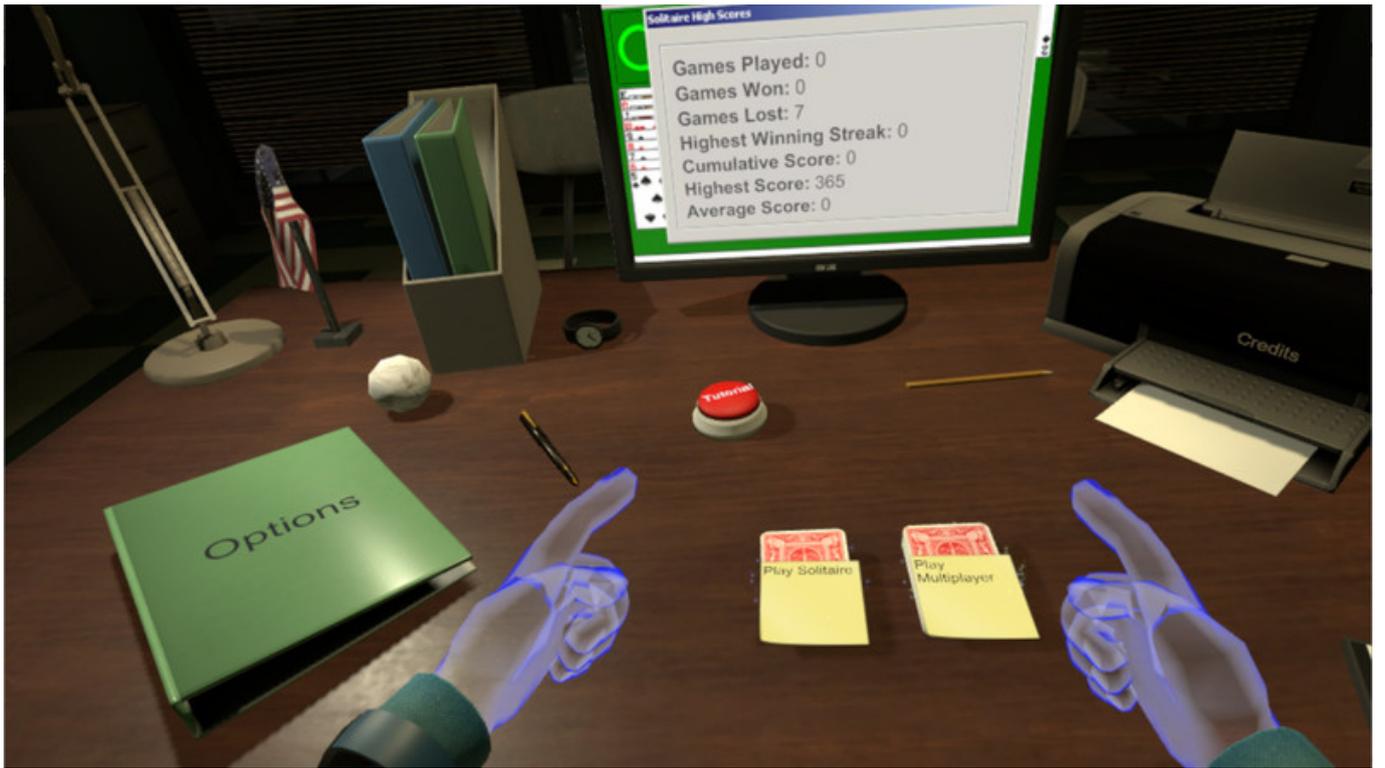
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Title: Upside Down  
Genre: Action, Adventure, Casual, Indie  
Developer:  
Just1337 Studio  
Publisher:  
Just1337 Publisher  
Release Date: 14 Feb, 2017

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English







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The loading screen greets you with

"Better with an Xbox Controller"

Which is lucky, because I use an xbox controller and can't complete the tutorial at entirely random points due to the controller not working.

Better than what, exactly?. This is a Game Maker implementation of the Knight's Tour, but on a 10x10 grid.

Yes, that's literally all it is.

When I load it up, there's a floating point division by zero error which doesn't seem to affect the game.. I appreciate and enjoy how much detail is put into the individual quests in this game. I felt like I was living out an old school fantasy novel. The art style paired with the music captivated me fully. I was so engrossed in this beautiful fantasy world and really enjoyed my stay. Tons of fun to be had on this adventure and I really sunk my teeth into it! Excellent game.. This is a must-play series for anyone who enjoys point-and-click adventure games.

If you're only somewhat interested in the series, I would skip to V and VI. V sets up the story for VI, and VI is still the best point-and-click adventure game to come out of the genre, even today.. This final DLC of Defense Grid is a very nice set of 8 maps, taking you INTO the alien world for a couple of missions. As always, this set is a very nice variety of maps , and some that are large and complex giving the user a wide variety of strategies that could be used on them. A couple maps proved rather challenging (for me anyway), requiring me to completely restart them several times before I found a working strategy.

To complete the campaign of 8 maps took me roughly 3hrs 20mins, but the number of challenges for each level would give quite a bit of additional replay value.

Definitely a nice addition to the game. 8.5 out of 10. If you want to know what this game is all about think... Star Wars Episode one... not not the original Star Wars from the 1970's, but the new Episodes... the one with Jar Jar Binks and the underwater world of amazement.. Think Young Anakin and his flying pods... This game tries to emulate that feeling.. and it manages to at the very least be as good as the First Episode of the new Star Wars trilogy.. provided you think Episode one was garbage like 99% of the free world...

You get behind the wheel... err the joystick of a flying military experiement.. Your goal is simple... come in first place, and blow up any other pod that gets in your way... Rockets, a gatling gun and some mines.... your competition is in for a rude awakening! Although your gun is massively underpowered, the AI cheats, and the controls are hyper responsive...

So should you buy this game, hailing at a price of 4.99, I'd say you would be better off avoiding this game, the AI totally cheats,, more so than most other racing games, and the controls are super responsive, an option may have existed to tone down the sensitivity but I really didn't care to bother looking..

Avoid this like herpes... both of them are stuck with you for life, but atleast with Herpes you don't need to be ashamed to tell your friends you have it.... 10 simple gameplays V 10

That feeling when you relax playing a pleasant game.

And especially want to note very nice music in game.. If it were free, I would recommend it, but it is not. I bought it for 30 while it was on sale, so I found that to be money well spent. However, when the price is 80 US dollars, making it only 10 dollars away from something as powerful as 3D Coat, which does modeling like magic and mixes in sculpting and among other things. It is very very hard to recommend this relic to anyone when for 10, 20 or 30 dollars more you get much much more useful software like Modo Indie or Substance Painter. This was an astounding and flexible piece of software 5 years ago, that\u2019s for sure. Now? It's old, it's buggy and overpriced.. Pretty boring stories and nearly no choices.. It's a convertible Lego car. I'm sorry, I had to have it.

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Selling unlocks is silly. I didn't even need to unlock them with this as I automatically would have unlocked them just by playing. Not worth the cost and people should be against this type of "DLC" as it is just silly.. Best hour of my life.. Not a bad game, wouldn't pay 4 euro's for it, but for 39 cents i would recommend it. I like to play it when i'm waiting for my game of cs:go or league of legends to start. Wouldn't play it for a few hours straight.. This game just feels a bit off to me. The devs took a classic game, Diablo 1, and messed with the formula a bit to try and be innovative. I can't knock them for the attempt, and it seems a number of people do enjoy it, but I just found most of it very contrived and messy.

The heart of the issue I think is it feels like a tablet game, movement is simplified to the point where your character is literally on rails and you can only go forward\backward or stop. If an enemy or projectile is coming at you along those rails, there's nothing you can do but take the hit or hope you have some sort of ability equipped to dodge\block it. You can't side step, you can't outrun it, it doesn't feel like an action game. Combat is all about "tapping" the screen in the correct areas or at the correct times, more or less regardless of the position of your character. Even the melee character can tap on enemies on the other side of the screen, and they would have to of course since again you can't leave the rails. Some enemies have a shield, you have to tap them in the correct location a number of times to cancel the shield. Some enemies charge up spells, you have to tap and hold on a spell icon to interrupt that spell. Again, this doesn't feel like an action RPG, it feels like a minigame.

To compound the mobility issue of being stuck to rails, a lot of the later enemies tend to try to remove what little mobility you have by slowing, stunning and freezing you. If you get stunned you get to play another minigame to tap stars as they swirl around the screen before you can move again.

The feeling of leveling and advancing your character is mostly missing. Instead of getting stronger and doing more damage as you level, enemies instead get weaker. Why? Who knows. Since you don't fight the same enemies for very long this basically has very little effect, one enemy has their 4 health reduced to 3, but you start fighting a new enemy with basically the same mechanics that has 5 health. Your character always does 1 damage with their basic attack. There are some skill attacks which do a little more, or apply a DoT, but they don't appear to progress much either. Skills have 3 levels, a damaging skill might go from 1 to 2 to 3 damage. Skills also come in three rarities, but the higher rarities just seem to have small often unrelated percent boosts on them, like a passive ability that prevents spider webs from affecting you that has a rare bonus causing poison damage on enemies to progress 10% faster. Hmm. Leveling up does present you with a choice of +1 health point or +1 mana point, this choice is meaningless because you get the other as soon as you go back to town.

The game has gender locked characters, because of course it does. You are forced to start the game and play through the tutorial as the male warrior, for no obvious reason, there isn't really any character dialog in relation to the story let alone the tutorial. Most of my time was spent playing the ranger\rogue character, her skill set seemed very limited. For the most part all she has are enchanted arrows and some passives, you can pick one type of enchanted arrow and then charge your next 20-30 arrows to use that element which adds an effect. Ice arrows slow and rarely freeze enemies, but many enemies are immune to the effects. Poison arrows poison enemies, but poison heals undead. Flame arrows do a bit more damage per shot but set the ground on fire, and this fire damages you, and you either have to stand around and wait for it to go away or just take the hits, because it's not like you can walk around it. So you spend the game swapping between arrow elements as required to finish stages based on the enemies. I also found like an arrow rain skill, but due to the mana mechanics it didn't seem like that was feasible to use regularly, it's something you could save for boss fights but not spam around to deal with normal enemies. Some of the passive skill drops I found as I progressed were slightly interesting though, and some of them had meaningful upgrades.

I struggled to force myself to play it for the ~4 hours I did. I got past the first major boss and did a few more levels. I might force myself to play a bit more in the future just to try and get my money's worth and see if there is a better skill variety at endgame (apparently the game locks you to a smaller set of random skills during the campaign to add replayability). I seem to be about half way through the campaign at the 4 hour mark though, with a bit more than half the skills unlocked. I got the game for 40% off I believe, like \$15, I wouldn't recommend paying more than around \$10 for what the game offers though, and only if the idea of a tapping minigame with loot excites you.. wasted money control is very bad  
. Cute & Fun Game!

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