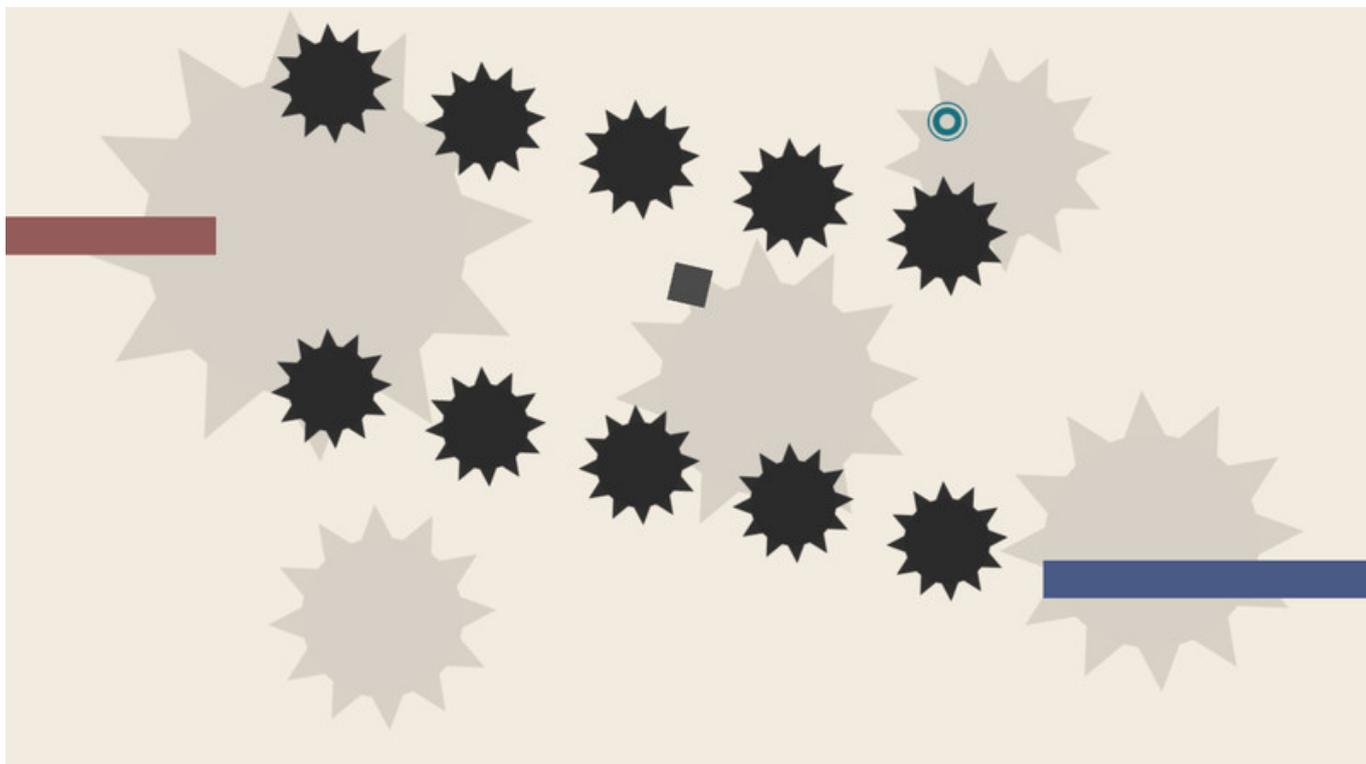

Swiftly Torrent Download [Xforce Keygen]



Download ->>> <http://bit.ly/2JoCgUj>

About This Game

Swiftly is a very challenging platformer game. It has simple graphics and easy to understand rules, but you are going to have a hard time completing the levels.

- Blue platforms are just your average platform with no special traits.
- Green platforms has a bounciness of 120%
- Red platforms have zero friction.

Throughout the level, there are gears which come in all sizes, looking to kill the cube. The player's objective is to lead the cube to the winning point. There are also checkpoints scattered throughout the levels.

Title: Swiftly
Genre: Action, Indie
Developer:
Cleverweek
Publisher:
Cleverweek
Release Date: 26 Jan, 2016

b4d347fde0

Minimum:

OS: Windows XP

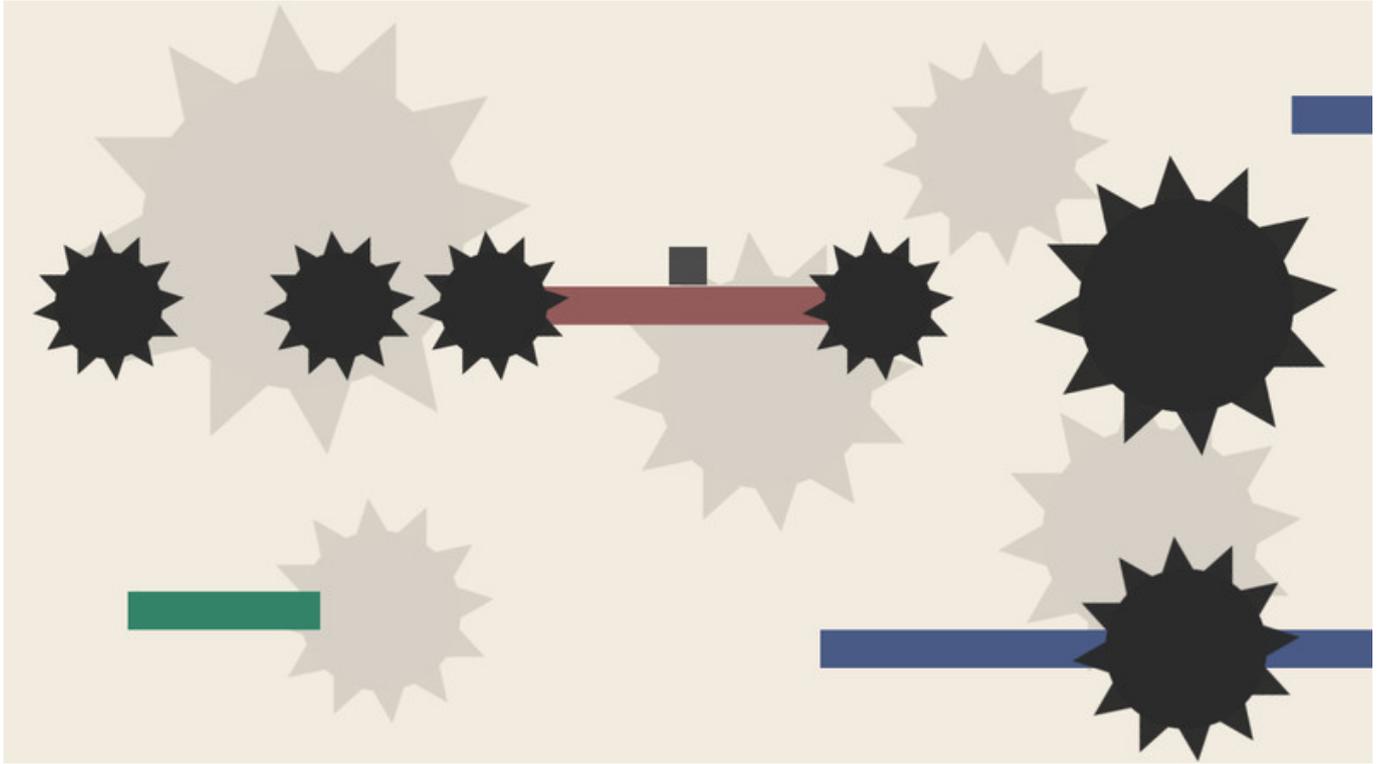
Processor: SSE2 instruction set support

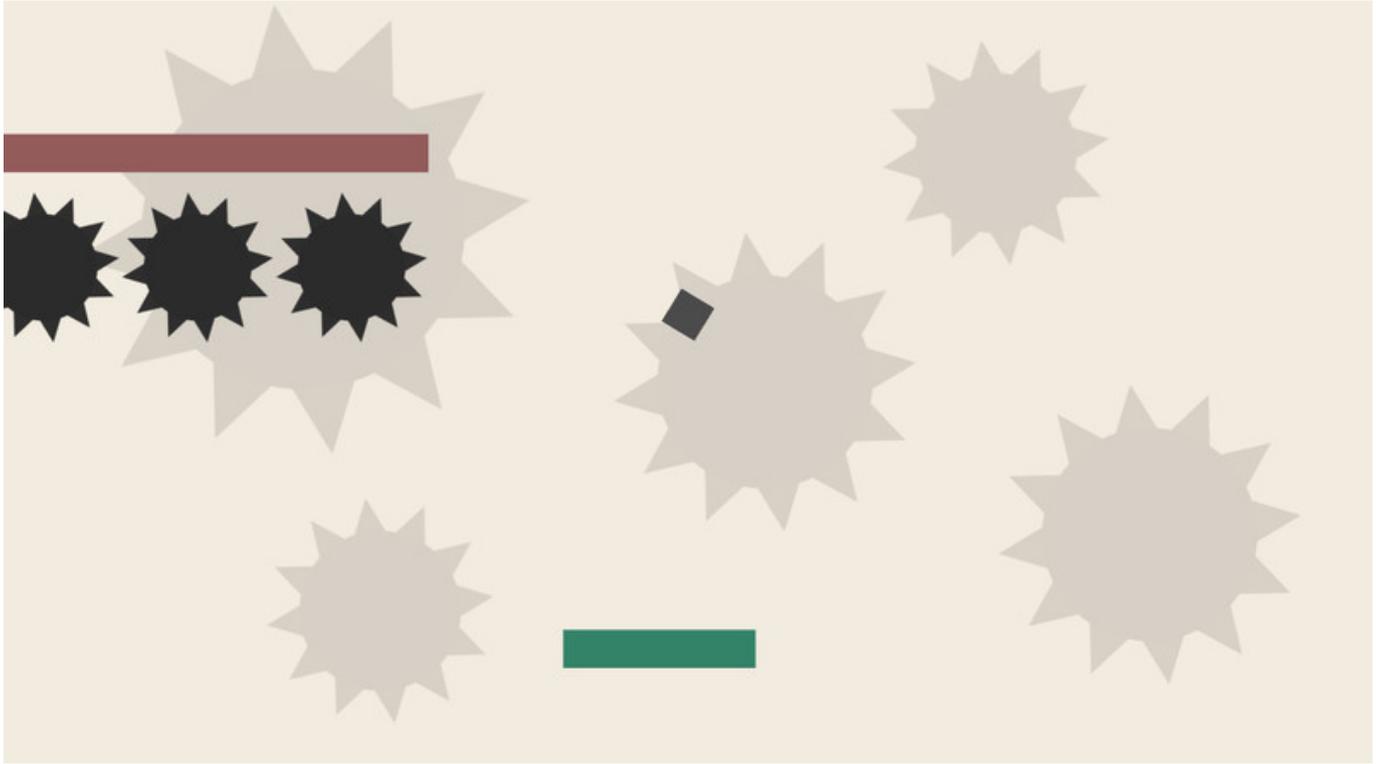
Memory: 128 MB RAM

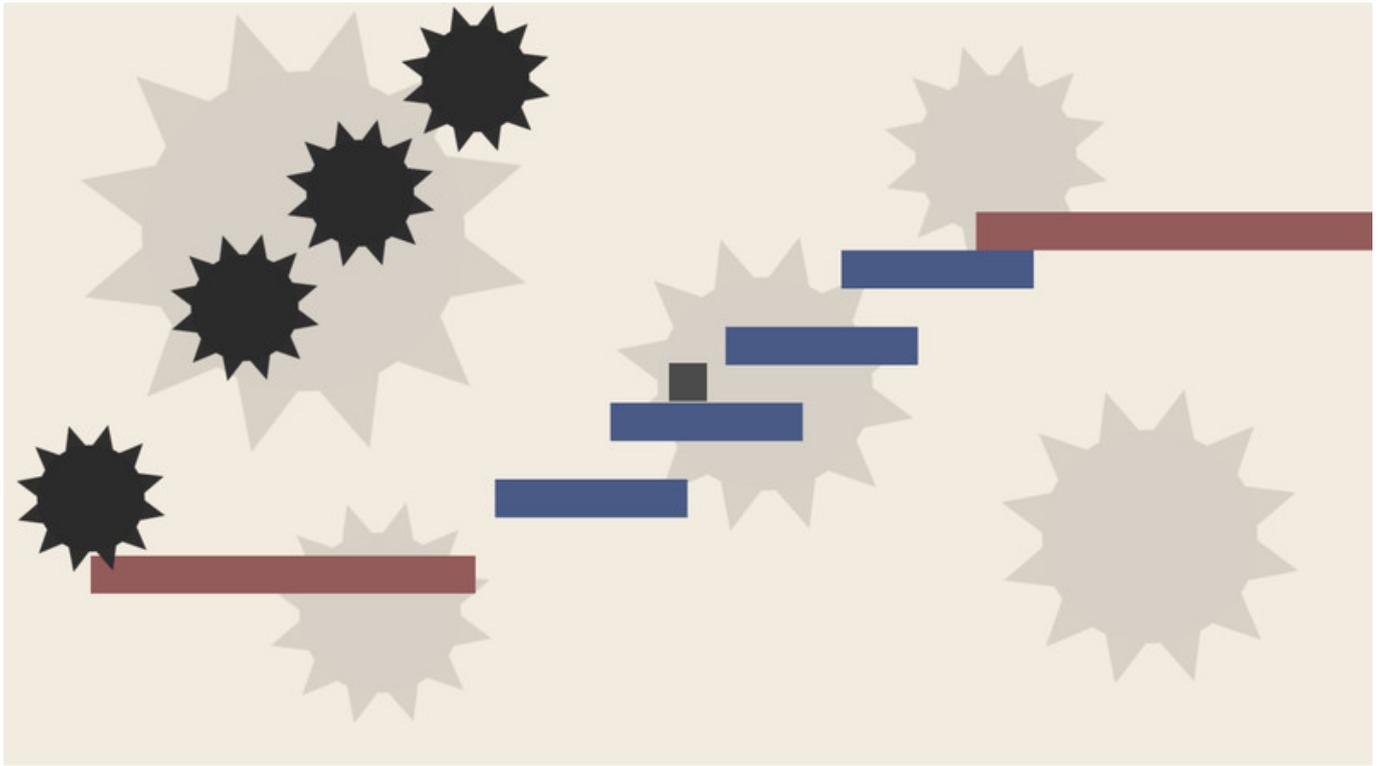
DirectX: Version 9.0

Storage: 500 MB available space

English







Floatiest platformer ever made. <https://steamcommunity.com/sharedfiles/filedetails/?id=710537064>

Going fast is not an option because it takes ages to speed up and slow down. It has these locations where the height of your jump is slightly too much but you don't expect that, so first you mess up, go back to a checkpoint, and next time you have to remember to jump in a weird way so you go right when you start falling. And that has to be well timed, too. Almost everything is based on perfect positioning but the way the "character" controls really sucks. Oh and sometimes you get stuck in the ground.

This all happened to me on the first level. I gave up.

\u2605\u2606\u2606\u2606\u2606\u2606\u2606\u2606\u2606\u2606. A very hard game, but it is fun to play^^

The Soundtrack is nice!

Buy this game it\u00b4s just amazing! ; D. took me 93 minutes to complete (spent some time on trying to eat my keyboard).

Some levels felt more like a torment than a game.

Would recommend for hardcore platformer fans. Definitely DON'T buy this game if you dont have the patience of a saint.

Also: The collision in this game hates you.. Very fun and incredibly challenging. Its well priced too, so you really should get it. Its got a cutesy art style, though I don't find that it locks fps at 60 very cool. I prefer a free fps, but still, great game.. If anyone see this, I need help. In level 5 of this game, The first check poin brings you to a place where we have to jump on the green floor twice and go foward in the stage but right there, there is a big spike ball that is spinning which i cannot go through. I cannot jump over it but i cant go under it either. Please help me. Idk what to do. I saw this game on 15% off and thought i could spend around a dollar on a "simple" game like this and have some fun

i feel like i got way to little for my buck, no offense to the creator but just by playing the first level i can say that this was a project made in less then a days time or even hours, you start of with a block wich you can barly move since the game had no work put into it so you try to jump you can barly control your block in the air.

hitbox from the objects are not finished or polished,if you manage to fix any of this ill give you props and maybe just maybe play your game some time later 4v10

EDIT: The developer is responsive, but the controlls still feel stiff and buggy i would love to see some tweaks here and there in the future if the dev hasn't given up on the game completely.. *Swiftly tells an exciting story with a deep message and a surprising twist at the end: you buy a game for 0.49\u20ac, and it turns out to not be good.*

It's not as obvious as it might seem, though, I got Super Meat Boy for 0.69\u20ac and it has since become a proof to me that "cheap" doesn't have to mean "bad". Even if SMB's case remains an exception more than a rule, I refuse to treat uncostly games any differently from all the other ones. I expect, at worst, a fun distraction that lasts way too short, or something of this sort.

Swiftly, in any case, is a non-descript, generic game in the hardcore-platformer-with-minimalist-aesthetics genre. It has no story, worldbuilding or joke to it. What you see on the screenshots \u2014 black square, spiky wheels etc. \u2014 is all you get. It's super basic, and nothing changes during the game either: no new mechanic appears, even the background and the music remain the same throughout. (In fact, the single music track is looped, and there are no other sounds.)

If there's one distinctive element to Swiftly \u2014 and maybe the one thing that could have saved it somehow \u2014 it's the focus on physics. I should, however, put "focus" in quotes here because it really only is lip service. While the game makes the notions of having some very physics-y stuff in it (e.g. you "add force" by pressing move buttons, according to the help text), there isn't any actually to be found. What's more, you shouldn't even expect the most basic physics to behave correctly. Some of the things that happened to me when playing Swiftly:

I strafed in the air.

I jumped in the air. But I think it only works when you're falling.

I jumped in the air when hitting a bouncy platform and got rocketed into the sky.

I also got sent into the sky because I moved between two different-colored segments on a platform.

I got stuck to the ground.

I got locked in between two blocks with no way to restart from a checkpoint. (In fact, there is no pause menu; you just exit to the main one.)

And many, many more surprising situations. Or, as one might call them, bugs.

To make things better, the game explicitly includes wall jumping which I guess was added just 'cause it's cool \u2014 so much for the "scientific approach".

For what it's worth, Swiftly is relatively challenging, so at least one of its claims is true. (Although maybe I should say, relatively unchallenging, since while it was somewhat hard at certain points, the game doesn't come close to the difficulty of VVVVVV or SMB, or many other titles.) At least it is short, so you won't suffer too much if you do buy it (took me 2.8 hours to beat). I can't recommend getting it, though.

so simple. so cheap. so addicting. i have no idea why someone would rate this poorly. its so simple, yet enjoyably difficult and its A \u2665\u2665\u2665\u2665ING DOLLAR. I dont see what's not to like. I saw this the same evening i was waiting for dark souls 3 to unlock so i got it to pass the time. ive come back several times since.. The levels are really hard to finish. I got it for the cheap trading cards, if you need to level up then this game will help you.. This game is damned near impossible on the first level. I'm terrified of what the difficulty curve will be for later levels. DX. Lazier physics/engineering than the Challenger.. Do not buy this game... it is a horrible platformer and it would not let my have my refund back after 14 mins of playing... a waste of your time and money... DONT BUY. This game is pretty fun but it still requires some work, took me about 20 minutes to get past level 1 but after that the levels were relatively easy. i didnt stop playing till i got to level 10, the beginning of the level you have to make not one but two pixal perfect jumps through spike wheels which is then followed with a frictionless wall jump. im 99% sure that frictionless wall jumping is bugged because it doesnt let you jump off the walls, i gave up after about 5 minutes of literally going nowhere. the physics seem really off but this is due to no air friction to slow your acceleration and to help you slow down, the only friction is on the ground. the green floor feels really off because it kills all forward motion with which im use to having to kill myself, had to get use to that to get past the first level. Personally all this game really needs is better indicators around the spikes because it doesnt look the spkies are killing you, its more of the air around the spikes. for the dallor i spent on it, it was totally worth.. This game is very fun and challenging! This game is great for anyone who likes any sort of video game. The two hours I played to beat this video game have been the best two hours of my life 11/10 would play again.

[Witly - language tutoring in VR .exe Free Download](#)
[Rocksmith - David Bowie - Space Oddity download for pc \[Xforce keygen\]](#)
[Induction - Soundtrack Free Download crack with full game](#)
[FSX Steam Edition: FS Academy: In Command Add-On Download Install](#)
[Download Portal Stories: VR](#)
[Attack of the Giant Mutant Lizard \[portable edition\]](#)
[\(Blade\) download 10 mb](#)
[Download Eventide Night - OST .exe](#)
[Epic Battle Fantasy Bundle download low pc](#)
[Rocksmith 2014 Edition Remastered Roxette - Listen to Your Heart crack graphics fix](#)