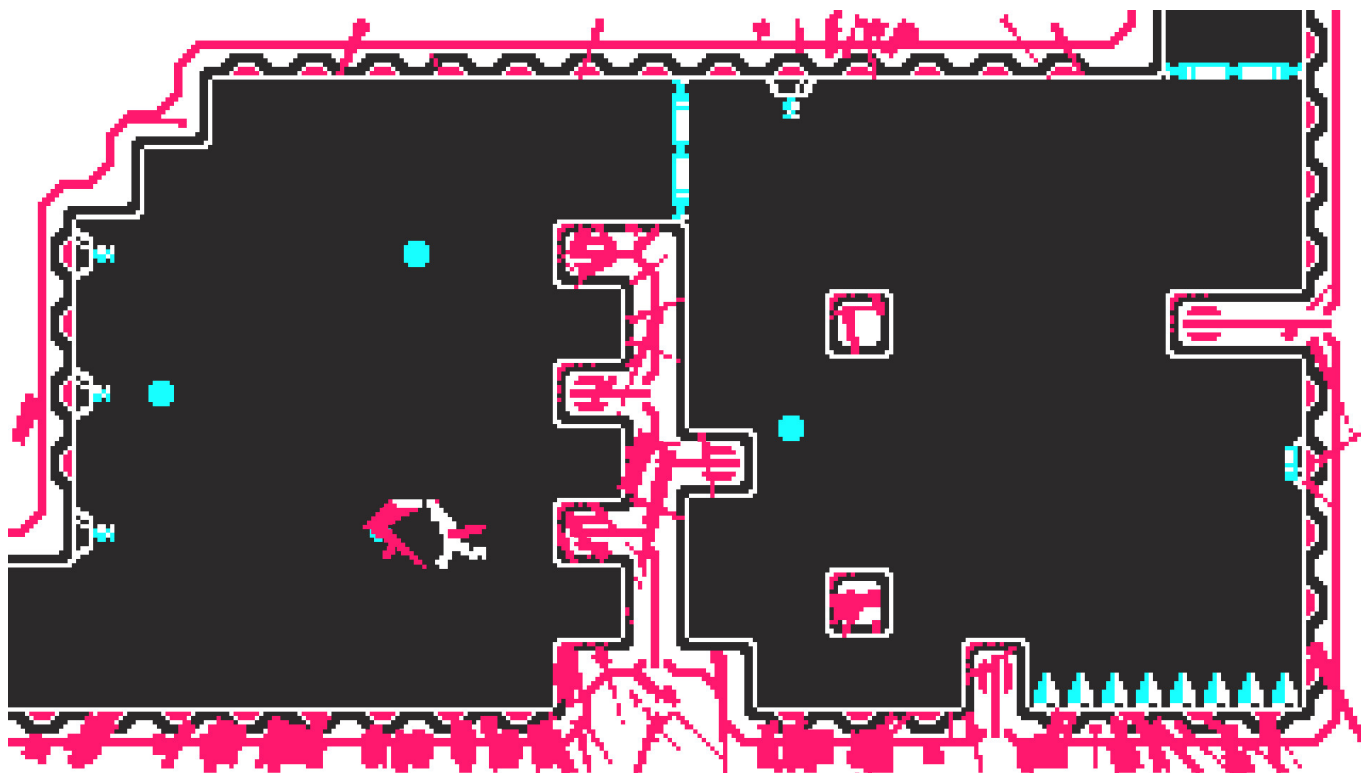

SwordBounce Download Kickass Rar

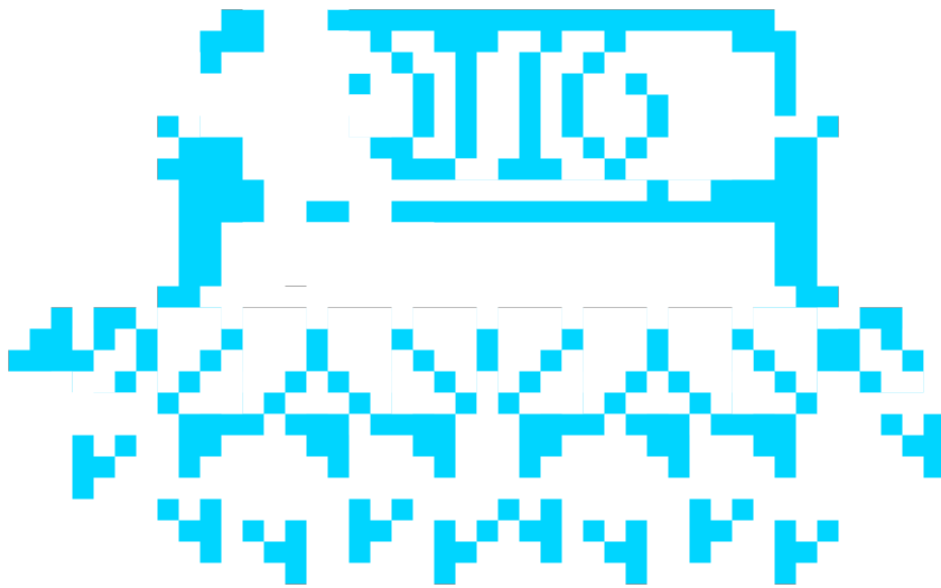


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About This Game

SwordBounce is a linear pixel art puzzle platformer (I know) in which you can use your sword to bounce on obstacles in your path, among other similar things. You will also find upgrades to your sword which increase mobility and your puzzle solving ability. Delve Deep and Don't Give Up!

After waking up in a strange place, you venture downward into the dreary depths to discover the mysteries of these seemingly forgotten passageways.



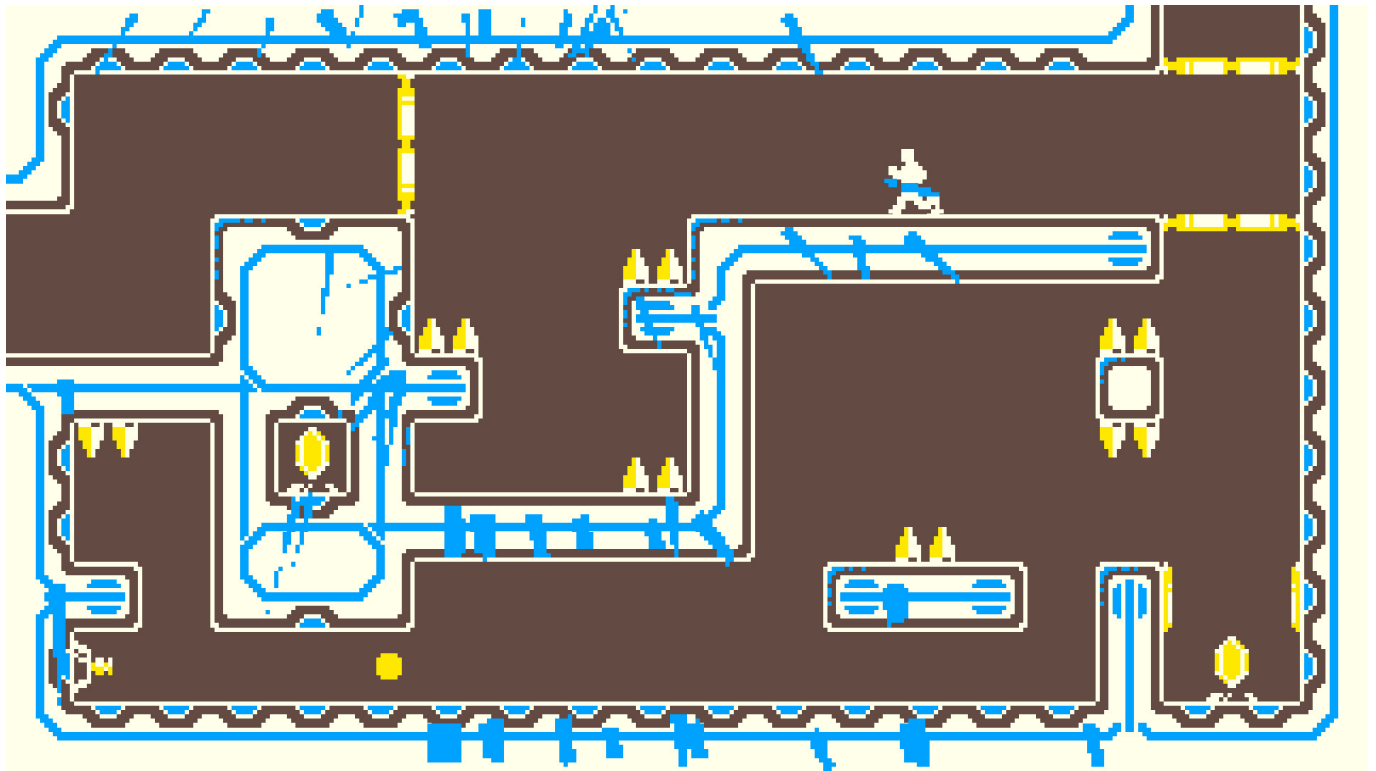
FEATURES

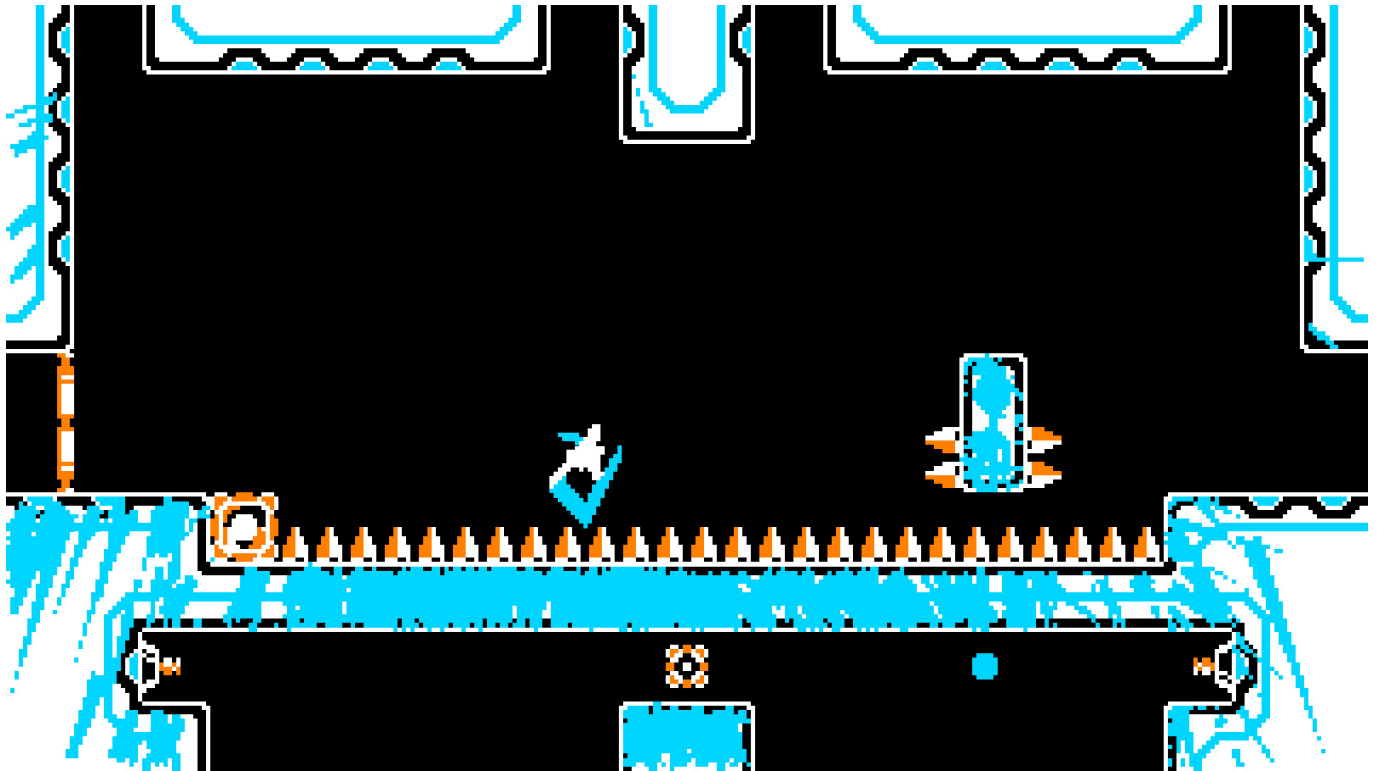
- Over 150 Challenging Levels to Complete
- 10 Secrets to Discover
- 10 Color Palettes to Unlock
- 4 Upgrades to Collect
- 4 Color Minimalist Styled Pixel Art

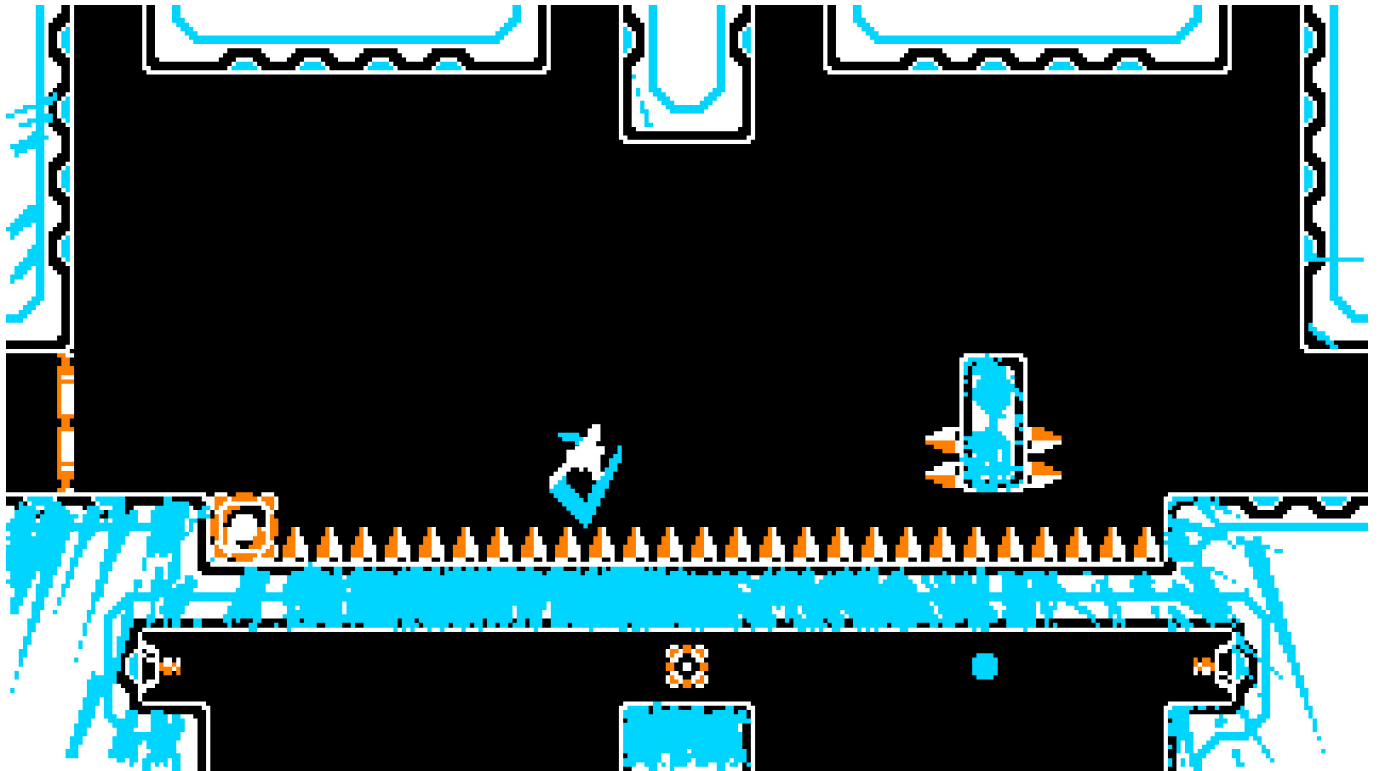
Title: SwordBounce
Genre: Action, Indie
Developer:
GogglesKitty
Publisher:
GogglesKitty
Release Date: 19 May, 2018

7ad7b8b382

English







sword bounce

It took me a long time, but this game was good enough to make me 100% it.

The platforming is super tight. Like N++, this game excels in how it uses its mechanics rather than by having too many. It's very tricky, but levels are short enough to where you never get stuck too long. If you're bored and looking for a new challenge, SwordBounce is probably the game for you.. Holy crap this game was amazing. This needs to be a staple in the challenging-platformer community. The level design is so good. Sometimes I have to question what makes some platformers good and others not, but this is like the purest essence of whatever that good stuff is. The controls never feel deceptive and I never felt like a death wasn't my fault. Even if I did, the levels are the perfect length. I was skeptical of one-screen levels at first, but they actual vary greatly in size. No screen is ever arbitrarily sized either. The developer knows exactly what he's doing and how much space to give the player.

The mechanics are by far the best part. The best platformers are the ones that explore movement mechanics. If you loved the seemingly insignificant but revolutionary fall-jump or flutter in Wings of Vi, or appreciate games like I Wanna Be The Boshy teaching the importance of reserved double jumps, then you'll definitely love the sword bounce mechanic. It is NOT just a gimmick. It forces the player to always be moving, always reacting. Bouncing off a spike seems cute until you realize there's no longer a reason to have a floor. Also, you can bounce off things to the side of you, even if not directly beneath you. Now you're pretty much precision flying, and it's great. I can't stress enough how much this brings to the table.

A sign that a platformer is using its mechanics wisely is when you have to digest every level before jumping in, pondering your moveset to find a path in the madness. The developer introduces a few other mechanics, but takes time fleshing out all the possibilities that can result. As such, the difficulty curve is beautiful, besides the secrets that give you a hint of what you're in for. Every object, projectile, and switch can also be bounced off, and the developer uses that to fit so many unique challenges into a small space, of which are then chained together to make mess that, when perfected, can be completed in only 5 seconds. Every level feels different, in the same way that two paintings somehow feel different despite just being paint on a canvas.

Seriously, just watch a let's play or something if you're on the fence; you'll know what kind of game this is. I was scared before buying when I saw how little reception this game had. Turns out the only reason it's not popular yet is because people haven't bought it. Now I just want everyone to experience this soon-to-be classic. Like the other reviewers, you probably will too.. It took me a long time, but this game was good enough to make me 100% it.

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EDIT: After playing longer, I have to mention the later levels become more difficult, and require a sequence of precision jumping to complete. The later stages of the game definitely cater to the hardcore platformer crowd. I can't finish some secret levels for example. I know what I'm supposed to do but my reflexes just aren't good enough. I still recommend this game to everyone, because even with a hundred repeats of the same section, for me it doesn't get frustrating.. \u0130t's awesome and it's super cheap just play it. SwordBounce is a fun, challenging precise platformer that has beautiful artwork. I would recommend it to anyone who is a fan of the genre but a small warning for those that suffer from carpal tunnel or similar hand issues; it does not have controller support so it can quickly get hard on your hands. You can read my full thoughts here: <https://whatevo.com/post/237/steam-summer-sale-retrospective>. Fantastic game with an original concept, a great level design, and lot of challenges. It is a 2D platform game in which you use your sword to bounce over all kind of hazards. This may sound simple, but first of all, it's really original (i only saw this kind of gameplay on Hollow Knight, and it wasn't the main concept), and second, it's way more complex than might you think initially. The levels are very challenging and the sword-bounce is used in many different ways. You unlock some powerups that makes this gameplay even more complex, and also there are secret levels, whose level design is unique and very different from the main game.

[Definetely 100% recommended \(and btw the price is ridiculous considering the amount of effort behind this title \).](#)

Swordbounce is a unique, difficult, polished, and rage inducing precision platformer.

Pros:

New and interesting mechanics added every world
10 Secret stages to complete (each with their own unique gimmick)
Polished level design
Tight controls
Cheap price

Cons? nothing stood out as bad to me. this game is seriously rad, and for \$5 an absolute steal!. \u0130t s awesome and it s super cheap just play it. Swordbounce is a unique, difficult, polished, and rage inducing precision platformer.

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3.2.7 Stability:

2/26/2019

v3.2.7 Stability

New Features:

New quest added East of Katis.

Balancing:

+1 duration to Ice walls.

+1 duration to Earth walls.

+2 duration to Metal walls.

+1 duration to Carbon walls.

Weakened Carbon walls. (first tier now 10% instead of 20%)

Carbon walls now also grant additional healing received.

Misc:

Compressed all enemy graphics for improved stability and file size.

Relocated a script for improved battle stability. (this may have been the culprit for the random crashing)

Fixed Poetry of Blood exp bonus. (was giving less than intended). **3.2.6 Stability and Balancing:**

2/23/2019

v3.2.6 Stability and Balancing

New Features:

New save system is now in. (this gets rid of the save crashing.

Slot is chosen at start of game. Old saves will automatically save onto the first slot. System is still being worked on, so it can be strange on loading in. Just leave an area and come back to fix things.

If stuck, use the Early Access key item to teleport back to the start of the game)

Battle Camera is back. (This script was not the source of the random crashing before battles. Still investigating what is. Might have something to do with player movement. 3d dungeons still randomly crash before and after battle. If not resolved soon, 3d dungeons will lose their 3d)

Balancing:

Lowered enemy attack and magic on tech levels below 60. (Change is 1% to 25%. The lower the level, the more the reduction)

All party members, except Golem and Ghost Ship, got +10% evasion.

Significantly weakened Spider and Cursed Plant.

Slightly weakened other chapter 1 enemies.

Slightly increased exp gained in later levels.

Slightly increased odds of running from battle.

Family Ring now gives +1 to multiple stats.

Misc:

Added more town info to billboard in Ghost Town.. **3.3.3 Dungeon Improvement:**

3/27/2019

v3.3.3 Dungeon Improvement

New Features:

Completely remade the 18 3d dungeons. (while they're no longer 3d, they have been completely redesigned)

Enemies killed out in the world now slowly reduce enemy tech rate. (reduces more if they run at you, or are bosses/specific events)

Improved town attack formula. (every enemy level up now weakens overall town defense, making all playthroughs, regardless of skill level, able to experience this feature)

7 Security Doors are now in. (these doors each require x tech level and a divine tower signal in order to be opened)

AP Souls are now in. (these items, currently found in security rooms, Bronze Temple, and Red Temple, give +1ap to a selected party member)

Added 5 more accessories to the game.

Balancing:

Increased starting town defense.

Halved enemy tech factor into enemy determinatonn. (this only applies to the arena and some areas)

Halved starting art gallery rate.

Lowered starting happiness rate by 33%.

Halved rising happiness rate needed for growth.

Family Ring now also grants +10% mana.

Buffed static MP bonus on most robes by 10-150%.

Lowered Health and Mana penalties from Coral Veins.

Increased base stats for Crest of the Prophet.

Misc:

Fixed Judgement battle.

Fixed Poetry of Blood debuffs.

Fixed questlogs for new hunting contracts.. **3.2.9 Balancing:**

3/3/2019

2.3.9 Balancing

New Features:

Evasion now affects chance to be targetted. (the higher the evasion, the lower the chance)

Balancing:

Drastically weakened enemy stats on tech levels 1-19. (normal mode should now be as easy as a normal rpg)

Slightly weakened enemy stats on tech levels 20-35.

Verticle enemy melee is now +75% attack instead of +100%.

Horizontal enemy melee is now +35% attack instead of +50%.

All normal sized party members got +30% evasion. (now 50)

All normal sized party members got +8% magic evasion. (now 10)

Guarding now grants +25% spirit.

Guarding now completely removes evasion and magic evasion.

All prepare spells now cost 50 stamina.. **3.3.1 Town Improvement:**

3/22/2019

v3.3.1 Town Improvement

Features:

Added a Motel to the Ghost Town. (shows up at town level 3, and provides economy based on average happiness and art level)

Added an Art Gallery to the Ghost Town. (shows up at town level 4, and is used to permanently increase your town's art level and happiness)

Musician now gives +1 art level.

Balancing:

Increased happiness from town level by 66%.

Increased happiness from tech level by 50%.

Increased happiness from store level by 50%.

Misc:

Fixed loading in bug for lights and ceilings. (to protect from a new bug, the game currently doesn't fade out while loading or saving)

Fixed Eastern Psuedo Hell savepoint.

Fixed some rakenzie cards.

Fixed some text.. BROKE PROTOCOL: Online City RPG Hold The Fort Eggys Games Flash Collection The Unholy Society Wooden Ocean **3.3.4 Hotfix:**

New Features:

Side Step added to most party members.

Roll added to most party members.

Balancing:

Guard now grants 25% gravity resistance.

Defend now grants 30% gravity resistance.

Misc:

Fixed Temple of Hate.. **3.2.8 Stability and Balancing:**

2/28/2019

v3.2.8 Stability and Balancing

New Features:

Black backgrounds for all battles. (this fixes the random crashing at the start of random battles. Future updates will slowly bring backgrounds for each area)

Brought back the options menu.

Balancing:

Lowered most enemy stats by 1-4% on tech levels 1-50.

Lowered most enemy stats by 3-5% on tech level 1-20.

+150% exp to pentagram fights.

Weakened East Katis pentagram fight.

Lowered spirit of Treants and Dire Treants by 10%.

Lowered attack and dexterity of Assassins by 20%.

Lowered attack of Royal Assassins by 10%.

Halved health regen of Holy Ghosts and Electric Souls.

Lowered exp and gold for Librarian by 25%.

Bloodlust now also costs 65 stamina.

Apathy now also reduces healing received.
Counter now also grants +20% evasion.
Remorse now also grants +30% spirit.
Weakened all zombie belts.
Jester ring no longer provides a dexterity percentage.
Jester ring now grants +10% taunt.

Misc:

Fixed multiple save points.
The Edge is slightly less laggy. (this place will be split into a North and South soon)
Fixed stability after leaving waypoints.
Fixed a potential bug in newest quest.
Pentagram fights now have boss music.

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