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About This Game

Adventure in the Tower of Flight is a retro-styled platformer in which you fly instead of jump! You are Wing, a young adventurer. Wing must climb a seeming endless the tower and collect all five known relics held within to become the ruler of the known world. Each relic, however, is protected by a series of battles, puzzles, and precision-platforming rooms. Do you have the skill it takes guide wing while he ascends the tower?

A Retro-Stylized experience!

- Over 160 hand-crafted levels with fine-tuned difficulty progression
- Over a dozen beautifully drawn retro-inspired environments
- Over 20 chip-tune music tracks
- 4 difficulty modes that allow new and veteran gamers to be challenged
- Dozens of secret rooms filled with treasure
- Hundreds of small secrets for true adventures to find
- Achievements for gamers to unlock
- Community Trading cards, emoticons, and backgrounds
- And more!

Story

In ages past, five kingdoms ruled the known world. Each kingdom possessed a sacred relic given to the kings of old by the god themselves. The relics guided and protected their armies in battles. As time passed, younger kings desired to gain absolute power of the land and waged countless wars with each other. The gods were displeased with the reckless actions and greed each kingdom took part in, so they took back the relics, hid them in a large tower, and proclaimed: "Whoever is able to pass the challenges of this tower will become the ruler of all known land." Years passed. generations passed. No one, man woman, or child has been able to complete the challenges within the tower. This is the story of one such adventurer, Wing, and his

Adventure in the Tower of Flight.

Title: Adventure in the Tower of Flight
Genre: Action, Adventure, Indie
Developer:
Pixel Barrage Entertainment, Inc.
Publisher:
Pixel Barrage Entertainment, Inc.
Release Date: 23 Dec, 2015

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Minimum:

OS: Windows XP

Processor: Dual Core 2.0ghz

Memory: 512 MB RAM

Graphics: gForce 8800

DirectX: Version 9.0c

Storage: 350 MB available space

English







Got this in a Bundlestars bundle and have to say I've really enjoyed it. Brings back the 80's/90's nostalgia of solid platformers without the bugs/glitchiness that many of them had or the inherent issues of running games on those machines with such low memory. I think many people think that platformers or games, in general, have to rewrite history or remake the wheel to be great; no, they just have to be solid and fun. My only real complaint would be (and it's minor) that I wish certain enemies made sound. Like, if something is flapping its wings to fly around you, it should make little 8-bit "beep boops" lol. Is it worth \$7.99 if you don't catch it on sale or in a bundle? Ehhhh... maybe... probably not. Sorry, it's probably a few dollars high. \$4.99-5.99 would have been the sweet spot if I had bought it separately, but \$7.99 isn't downright horrible.. Ever wondered what would happen if Castlevania, Kid Icarus, and The Legend of Zelda had a three-way? This is their beautiful three-way love child. This game is as Will Ferrell's James Lipton puts it: Scrumtrulescent.. Neat little old-school platformer but the maps are a bit confusing and the motivation to loot lessens.. This isn't a bad game at all but it's hard to recommend something like this when it's basically just a knock off of other, better games that were created with pixel graphics because of hardware limitations, not out of laziness. If you're looking for a game that looks like this and has solid controls you'll definitely like this but otherwise it's a pretty average "retro inspired" platformer.. Pretty wierd game, I got this game in a bundle, but I wonder who literally just buy this game! XD. Surprisingly fun to play.

Came with the Hidden Gems Bundle

on BundleStars.. This is a pretty good game. My only complaint is that it's doesn't support xbox wireless using the wireless dongle. I had to use joy2key. The dev should revisit the game and allow xbox wireless compatability.

Nice retro platformer. I usually gravitate towards really tough platformer. I'm thankful the dev included several difficulty levels as normal seems a bit relaxed.. It's a pretty platformer but it feels like the pickups should be worth more than just some health. There is some playgame progression though so it's not _just_ the same platformer you start with throughout the game.

Subjective: ★★☆☆☆

Objective: ★★★★★ — Graphics: ★★★ — Content: ★★☆☆ — Handling: ★★★

http://played.today/adventure_in_the_tower_of_flight.html

<https://www.youtube.com/watch?v=8beKbtqfNgc>

. Kid icarus plus castlevania NES classics... BOOM!

It's a generic retro platformer. Generic music, generic graphics, and VERY generic level design. It's really the level design that kills it for me.. Unlike all those games that try to be LOST NES GAMES with all the ♥♥♥♥♥♥ palette and design choices that implies, this game is more of a LOST GBC GAME. It genuinely feels old, but in a way that is a lot of fun and super charming. If you miss old metroidvanias, the ones that didn't hold your hand because the developers hadn't learned how to do that yet, then buy this game. Cause it's neat.. WARNING: If you just get a black screen on startup, you might be tempted to put "-screen-fullscreen 0" in the launch options to force it into windowed mode. DON'T DO THIS! It will delete your save files for some incomprehensible reason! Instead, you need to press enter, wait for the sound to finish, press down twice, then enter to go to options, wait for the sound, then press down and enter to switch to windowed mode. After that, you can switch back to fullscreen mode and it will work normally. If you remember to switch it back to windowed mode before you exit. I could poke around in the game settings file to try and switch it to windowed mode, but I'm afraid of what it might do if it detects that...

Once you get past that bug, it's a fun, simple platformer with nice pixel graphics and above average music.. WARNING: If you just get a black screen on startup, you might be tempted to put "-screen-fullscreen 0" in the launch options to force it into windowed mode. DON'T DO THIS! It will delete your save files for some incomprehensible reason! Instead, you need to press enter, wait for the sound to finish, press down twice, then enter to go to options, wait for the sound, then press down and enter to switch to windowed mode. After that, you can switch back to fullscreen mode and it will work normally. If you remember to switch it back to windowed mode before you exit. I could poke around in the game settings file to try and switch it to windowed mode, but I'm afraid of what it might do if it detects that...

Once you get past that bug, it's a fun, simple platformer with nice pixel graphics and above average music.. This game is a nifty little gem for old 8-bit platformer fans.

A nice way to unplug for some time.. This is a fun little game that, so far, is like a side-scrolling Zelda. I just started playing and would rate this game a 5/5 so far!. Very enjoyable 2D platformer with RPG elements in retro graphics.

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