
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







good game and beautiful retro art style! easy and fun to play.. OMG a very fun game :). Neat little old-school platformer but the maps are a bit confusing and the motivation to loot lessens.. I can enjoy the adventure in this game which accompanied with good soundtrack. Unfortunately, I dislike some elements in this game:

- level design is linear. It has branches, but still linear. This linearity force you to have a good setup (potion / enhancement) before last room (boos fight) because you can't backtrack and farming if you feel underpowered. Can be game breaking for me.
- big hitbox (maybe entire body) which basically make the mechanics feels wrong.
- controller support is kindly lack (maybe steam or unity problem).
- I get so many crashes (maybe steam problem)

Still the adventure is enjoyable in normal mode :D. 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.. Charming platformer. I would recommend to Kid Icarus fans.. 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 seperately, but \$7.99 isn't downright horrible.. This game is a nifty little gem for old 8-bit platformer fans. A nice way to unplug for some time.

An interesting but slightly confusing platformer game.

Adventure in the Tower of Flight is a game where your character has the ability to fly from the start. While the game shows a lot of potential at first, it becomes repetitive and confusing soon as you fight the same enemies over and over while traversing through rooms that look similar to each other. Sometimes you're given a choice of a path to choose, but you have no way of knowing if you're going to the right direction or towards an optional area and sometimes you end up re-visiting the same areas.

In game, you'll collect both gold and feathers which can be used to purchase items, but there is not much to buy. The only thing worth buying with feathers is an instant revive potion (the Magic Feather grants 15 seconds of invulnerability, but it's used immediately and is very rarely useful). There are no significant upgrades to be purchased with either gold or feathers and, because of this, very soon there will be little encouragement for the player to even bother trying to pick them up or even to look for secrets, as secrets usually just lead to more gold and feathers and are therefore often meaningless.

Cons aside, it's a fun game nonetheless. It's neither too short or too long, has some very interesting boss fights and there are (meaningful) upgrades to be obtained along the way.. 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.. It's like "Mario 3" meets "Kid Icarus." The pink hero -don't be fooled- flies with a permanent (timer/power-up based) Super Leaf. I have not really enjoyed much in this platforming genre since the 80s. "Tower of Flight" is like a secret time capsule of hope from our childhood. 8-bit fun instead of frustration.

I wrote this review once I hit the 1st save point.

I mean, I might be wrong, but everything just feels so right...

I think this is love at 1st sight. ♪(??)☹️ ♪(??)??♡. Not bad, not good, but still is worth a shot. I might have find some fun, or it's the nostalgia talking again... I'm not sure.

In fact, a little more of polishment would be very welcome (some items have no description, could use a better map, this kind of stuff...)

. 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.

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