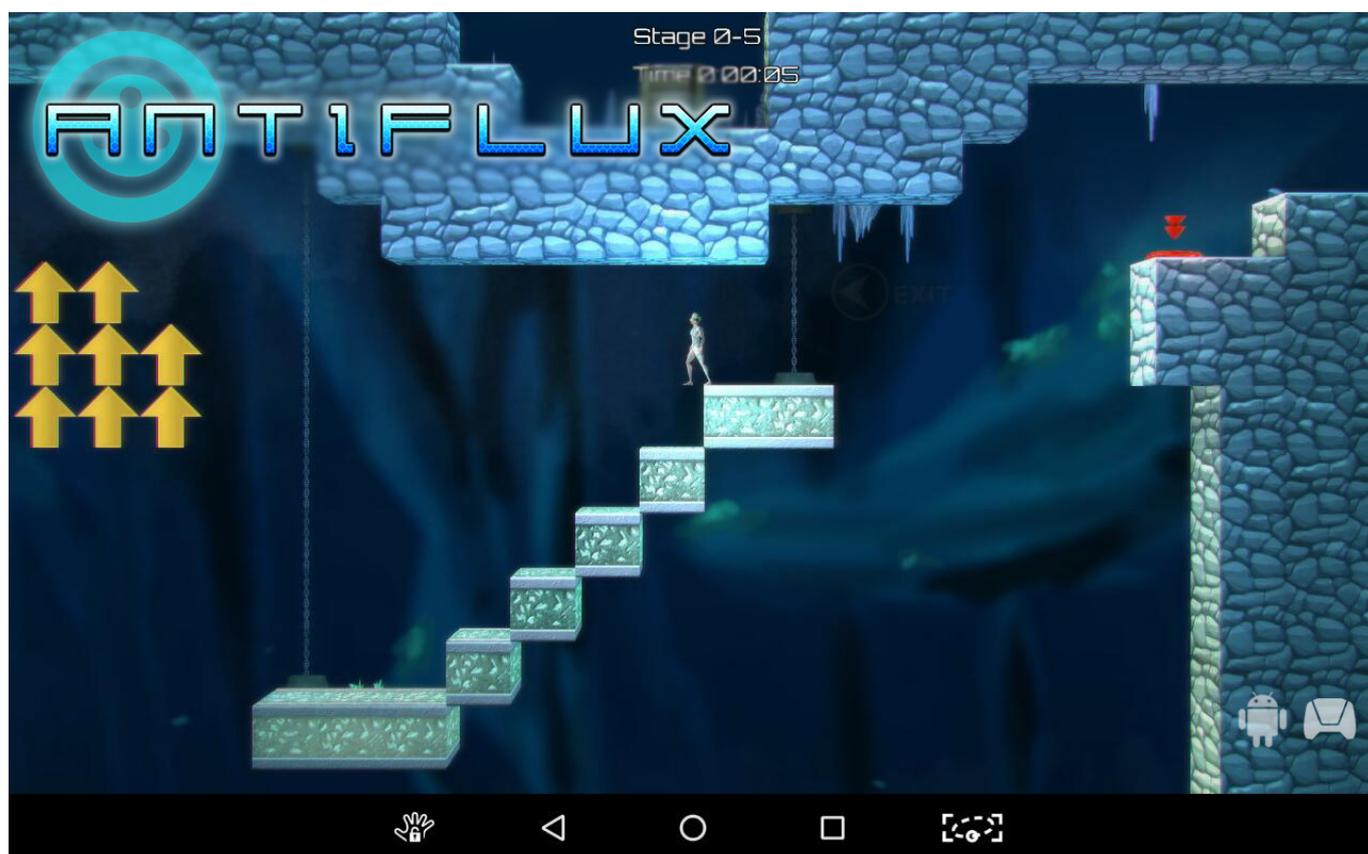

Antiflux Activation Code



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

About This Game

Robots, teleporters, jump pads, lasers! Be prepared for an action-filled challenging puzzle experience! Antiflux an oldschool-style puzzle platformer. Puzzles are complex but easy to understand. The platforming is simple but fun, controls comfortably with a touch screen or controller. Pick up upgrades along your journey recover lost research on an abandoned planet, and discover its dark secrets!

Features:

- Puzzle-platformer with oldschool game design.
- Interesting mechanics and puzzles.
- Over 60 well designed levels.
- Complexity building permanent upgrades.
- Runs on Vertex Engine 7 - Custom built OpenGL ES2 engine.

-
- Full controller support.
 - Atmospheric original soundtrack.

Title: Antiflux
Genre: Action, Indie
Developer:
UAA Software
Publisher:
UAA Software
Release Date: 9 May, 2016

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Minimum:

OS: Windows 7

Processor: 1.6Ghz AMD64 dual-core processor

Memory: 1024 MB RAM

Graphics: Intel HD 4000 integrated

DirectX: Version 10

Storage: 100 MB available space

English







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Cool little Game. Worth checking out. Jump timing is important.. This is an odd one since the gameplay is smooth, the graphics are nice, and the game gives off this nice eerie vibe that I like. The main problem is that this game will auto shut down after like 10-30 minutes of gameplay. NO MATTER WHAT YOU DO. This happened 3 times to me, and even though I really enjoyed what of the game i played, this glaring problem sort of ruined it for me.. now free

+good puzzles

-some hitboxes are off

-jumping has uncontrollable sliding effect

it's best if played w/ controller, can be fun but i find it uninteresting after 20mins.... So I noticed there weren't a lot of reviews so I figured I'd try to add my 2 cents. Saw this game was only \$2 and it was on sale for \$0.49 so I figured it was a low risk investment to try it out. I'm a big fan of the metroidvania genre and that's what convinced me to try it out. I will say it doesn't feel like a Metroid game at all. Yes you can replay levels but it doesn't have that backtracking or looking for completion incentive. It is a series of puzzle rooms and you have to get from one point to the exit. I'd say it's more comparable to like a Super Meat Boy. There are a plethora of tool tips along the way so you learn as you progress and you aren't left with that where the heck do I go now feeling, which is nice. The puzzles start off fairly straight forward where it's more about jumping and dashing at the right time and then it becomes more puzzle oriented.

-PROS

-Game explains itself along the way

-Soundtrack isn't too bad

-Lots of checkpoints so if you find a hard part you aren't forced to replay the same annoying part over and over like a lot of games similar to it

-CONS

-Using Xbox One controller, game says it has full controller support but I've noticed it constantly either the D-Pad doesn't work at all or it goes the opposite direction. This bug needs to be addressed.

-Game crashes when cycling through levels to select a level to replay. Alt Tabbing out of game can cause game black screen forcing a restart as well.

-Level 4-6 I believe had an area after a checkpoint you could easily get stuck in forcing you to restart the level and there's no way to revert to previous checkpoint so you have to restart the level.

-Controls in general feel a bit less precise than you'd like, making it easy to set off this laser or bump into a spike.

-Many levels of invisible spike ceilings

-When in map mode camera constantly drags and never is stationary

-Loud thud sound every time you drop down (which is often), for some reason the sound of you landing is made louder than anything else in the game.

-You eventually reach a dead end with no explanation of what you need to backtrack for or where to get it after having played dozens of levels. There's no sense of direction or knowledge of what you need or where to go.

It's not gonna give you a Metroid feel. It's just a 2D puzzle platformer.. This is an odd one since the gameplay is smooth, the graphics are nice, and the game gives off this nice eerie vibe that I like. The main problem is that this game will auto shut down after like 10-30 minutes of gameplay. NO MATTER WHAT YOU DO. This happened 3 times to me, and even though I really enjoyed what of the game i played, this glaring problem sort of ruined it for me.. As far as mobile ports go, this isn't that bad. The puzzles are challenging and force you to think, but are still fun. The game is a little buggy, the visuals aren't the best, and I had trouble understanding the story. Still though, its a fun game that's worth checking out, especially when its on sale.. Not bad! A bit short perhaps, but I felt it was good after the first levels. So yes, it starts off a bit clunky, but as you obtain more skills (game mechanics) it improves greatly.

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Antiflux is a very fun and complex puzzle game. It's not a Metroidvania, but it's a very well designed puzzle platformer. The aesthetics may seem a bit odd, but it's very well done.. Pretty fun puzzle platformer, but as others have said no real metroidvania element here.. As far as mobile ports go, this isn't that bad. The puzzles are challenging and force you to think, but are still fun. The game is a little buggy, the visuals aren't the best, and I had trouble understanding the story. Still though, its a fun game that's worth checking out, especially when its on sale.. So I noticed there weren't a lot of reviews so I figured I'd try to add my 2 cents. Saw this game was only \$2 and it was on sale for \$0.49 so I figured it was a low risk investment to try it out. I'm a big fan of the metroidvania genre and that's what convinced me to try it out. I will say it doesn't feel like a Metroid game at all. Yes you can replay levels but it doesn't have that backtracking or looking for completion incentive. It is a series of puzzle rooms and you have to get from one point to the exit. I'd say it's more comparable to like a Super Meat Boy. There are a plethora of tool tips along the way so you learn as you progress and you aren't left with that where the heck do I go now feeling, which is nice. The puzzles start off fairly straight forward where it's more about jumping and dashing at the right time and then it becomes more puzzle oriented.

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