
Junglex Download] [Ativador]



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About This Game

JUNGLEX



Rex got lost in this hostile jungle! Help him finish the levels and leave this place!

Junglex is a platform game with a high level of difficulty that will put your nerves to the test!

Can you get out of this jungle?



Features:

- 100 different levels!
- 2 different biomes!
- Many enemies and boss!
 - Difficult!
 - Addictive!

Title: Junglex
Genre: Action, Adventure, Casual, Indie
Developer:
RewindApp
Publisher:
RewindApp
Release Date: 5 Apr, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7/8/10 - 64bits

Processor: 2 GHz Intel Pentium 4 or AMD Athlon or equivalent

Memory: 2 GB RAM

Graphics: Intel HD Graphique

Storage: 100 MB available space

Sound Card: All

English

Engineering Quarters 2-1
Score: 55







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I played the demo and the first level of the game so far, and it is fast paced, intense action. There isn't a real story campaign, just a back story.

The graphics are good on high, and the soundtrack is perfect for the game. There is some repetition to the enemies, and combat, but that is common in most action VR games.

The biggest flaw is the lack of saving checkpoints, so you have to beat the entire level or you start back at the beginning. This is not player friendly. I also had one bug where I fell through the map, but overall it's been pretty smooth, and the locomotion options are good.

I bought it on sale, and recommend it at sale price.. This game is not bad for a combat game based on the Unity engine. These combat attacks remind me of Condemned: Criminal Origins in a somewhat decent way (The combat on that game is better than this game). Nevertheless this game is great especially for the fact that it's an Early Access game! This game's length is not too short but not too long. All in all this game is great especially if you get this game when it's on sale. I highly recommend this game.. One of the most underrated best games of all time.. I'd like to start by saying that while this game is still in its infancy, I support it because it has the potential to be something great if the developers don't give up on it. I know I won't. I've had the pleasure of some early access games and found few to my liking. Then there were some that really shouldn't have been made at all. This title as stated, can be something good if not great. Just needs a lot of work. To the developers I say again, don't give up on this. Dead Sea can become a great game if you guys along with the community put your heads together and make this work.. This might be decent if played for free, but this 20 minute story isn't worth the cents I paid for it. Could be better if it had way more depth.. \udb40\udc21. This game definitely has promise, but there are still a number of frustrating quirks to it

The galaxy slowly evolves around you as you're playing which is nice, but each stage is ultimately a single stage and is not connected to the others.

Frustratingly, everytime you load the game, you need to 'save' the template of your design as if you forget, after your next mission, you will need to do all your repairs manually by replacing each component one by one

On the plus side, designing your own ships is interesting, but the game does need to explain certain components a little better

Its not a bad game, but one that I got bored of rather quickly

In my opinion I preferred "Reassembly"

This is a story driven space combat "simulator". A basic one, in fact. More like Freespace than Elite. You click on the next mission(escort, destroy, defend, deliver, etc.), equip your ship, hire of fire wingmen, and launch to kill some bad guys in space. That's it. There are shield/energy management mechanics, that many other games of this type have.

The story will branch at some point and after choosing a faction to fight for, you'll have access to ships and weapons specific to that faction. Different ships have very different cockpit interface, requiring some time to adapt, which is a nice touch.

Graphics are ok, for 2000, but nothing spectacular. Sound design is decent, voice acting is good, synth music somewhat repetitive. It only supports 4:3 aspect ratio with max resolution of 1024x768, which is expected.

If you are easily irritated by occasional sexist jokes you may want to play a different game.

Anyway, this game is not a masterpiece, but if you can't get enough of space dogfighting, try it.. A fascinating puzzle game, with a unique strategy behind it. Impressive graphics, but it grinds all of the platforms I have (android, laptop, and even my dedicated gaming tower) to a halt. I enjoyed the challenge of the game, and have beaten it on a phone, but the replay value is practically nil. If it were still a thing, I'd say rent it. As it stands, pass this one over if there's something else you're interested in.. As an initial disclaimer, I did not play this game until after they amended some of the major complaints I've seen others mention (namely, the lack of checkpoints in long levels).

Short story: This game is playable, and does have some decent moments. But overall, it's another entry in the list of "mediocre horror games that I picked up despite the reviews."

Long story: In Obscuritas, you play as Sarah, who one day inherits her estranged Great-Uncle's country estate. As the "inherited old mansion" trope dictates, Sarah heads over to the estate alone. Little does she know that her Great-Uncle is kind of a♥♥♥♥♥♥♥♥ and leaves her with a bunch of puzzles to solve and deadly traps to avoid.

Although the atmosphere of the game is decent, and there were some genuinely eerie moments, most of the scares in the game (especially the first chapter) are cheap jump-scares. Something strange will happen (the phone will suddenly ring, something will suddenly fall, etc.), the screen will flash, and dramatic music will play. While I don't mind jump scares from time to time, the way these were constructed made it feel more like it was a desperate attempt to make the game scary. It didn't help that you could often retrigger some of the jump scares just by passing by the same area, which greatly diminishes the effect. It also didn't help that I didn't often see WHAT the jump scare was, although I was painfully aware that they attempted it by the flashing screen and dramatic music.

The puzzles tend to range from "overly simplistic, as long as you find all of the right items scattered around" to "satisfyingly challenging" to "trial and error, or you have to die at least once to figure out how to progress, because there isn't really a good way to have known beforehand that you were bound to die (namely, the roller coaster track)." They supposedly tried to help out the player with some of the more challenging puzzles by giving hints in Normal and Easy mode, but I occasionally found this to be more grating than helpful. This was more apparent in later levels, where Sarah would helpfully explain the situation before I had a chance to look at it myself (but oddly enough, not in the places where it may have ACTUALLY been beneficial to hear her chime in, like with the "you'd have to die at least once" puzzles). To add insult to injury, if you had the audacity to die multiple times in a certain section, Sarah will chime in with "Would've been better in Easy mode!" I suspect much of the commentary was added in with some of the other updates, and I'm convinced that they added Sarah's "better in Easy mode" comment out of spite.

The enemies that show up later in the game attempt to add a stealth component to the game, which I found interesting considering that the controls don't lend to much of a stealth-style game. Not only are they transparent, which makes them very difficult to see from a distance, but they are also extremely fast, which makes them impossible to outrun. I found myself caught off-guard in later sections by their presence, as I was often on top of them before I realized that they patrolled the area I needed to go. Your only defense against them (once you know they're in the area) is to listen for them, and find somewhere to hide out of their line of sight. There isn't much room for error though, because they are right on top of you the second they spot you. They also occasionally phase through walls, as I found when one of them spotted me from inside a greenhouse. I thought I maybe had some time to react, but I then found myself dead a second after being spotted.

As for the story, there isn't really much to say: Save for a smattering of letters from Sarah's ♥♥♥♥♥♥♥♥♥♥ Great-Uncle, the story is practically non-existent.

To summarize, I don't feel like the developers hit the right balance in difficulty. I also feel like they were trying too hard to make it scary by adding cheap scares and common tropes. I would only recommend this game if you get it severely discounted,

as I don't think it's worth the \$14.99 it currently costs.. Worth the \$3 or So I paid for it, saw this on the yogscast and thought it would be a good game to play, and it turns out it was! Consider this to purchase, Some of the levels caused rage but others were cool and fun defently need some out of the game tools to play this but other than that I loved every minute of it including the rage because its so satisfying when you complete a difficult level!. Kind of a cool game but it soon becomes boring. The mechanic is nice but you never get to see the world. Three or four hours of gameplay at the most.. Okay, it's all here.. my play of this including the bug thread the developer has already deleted:

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

[NEW! Got the game working \(New PC with fresh install of Windows 7\)](#)

[Watch my new video and Review of this game here: https://www.youtube.com/watch?v=J1r4LRleeYI](#)

[Hours after this project, not game.. "project" came available on Steam, many people were experiencing the exact same crash that I did in the video above, but the developer simply told them that the problem ON THEIR END, "likely an illegal operating system" he even said! SMH. That thread was deleted when I made my own thread because he first locked the error thread up to avoid any more posts on it](#)

[The game plays for about 5 minutes before crashing hard with an FPSC error \(FPSC = A shooter FPS game making software published by 'The Games Creators'\).](#)

[With a developer claiming this obviously common hard crash of his game is "rare" and "unheard of" and likely caused by "you having pirated, illegal software" and that "he doesn't know how to fix it", do you REALLY want to pay ANY amount of money for this?](#)

[Terrible game, and even worse developer support.](#)

[Avoid at all costs! ...Just sayin'. I haven't 'panicked in a bank' like this, since the '80's. Classic implementation. A must for any video gaming fan.. An interesting little metroidvania, inspired by a literary quote, that delivers a unique experience.](#)

[While this game is certainly not for everyone, I enjoyed it quite and bit, and at 5 bucks, it is certainly worth the price of admission.](#)

[Be warned, however, the combat is simplistic, there is not a great deal of enemy variety, there are sound effects but not music, and the experience itself is a short one \(I completed the game in about 2 hours.\) The ending is also not what you will be expecting, although I found it interesting. For less than the cost of lunch, I'd recommend giving it a try.](#)

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