
Necrosphere Download Under 1gb



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About This Game

A hardcore, bite-sized metroidvania game you control **WITH ONLY TWO BUTTONS!**

Necrosphere is where you go when you die, regardless of being good or bad. You don't get to see other people around there, nor you have anything to do besides playing the waiting game -- alone, forever.

As soon as Agent Terry Cooper -- fatally injured in an ambush -- hits the Necrosphere, he learns that a portal can take him back to the world of the living, and his quest to escape the afterlife is set.

Features

- Innovative, mind-bending controls: Only two buttons!
- At least 2.5 hours of tough, NO FILLER gameplay!
- One big, maze-like limbo!
- Deliciously frustrating!
- Terry's Dream: A short, ultra-hard side story in which agent Terry lucidly dreams that he's completely naked!
- The game's original soundtrack by Juliane Andrezzo! (8 tracks in FLAC, MP3 and OGG formats)

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- Spandex ballet suit!

Title: Necrosphere
Genre: Action, Indie
Developer:
Cat Nigiri
Publisher:
Cat Nigiri
Release Date: 31 Aug, 2017

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Minimum:

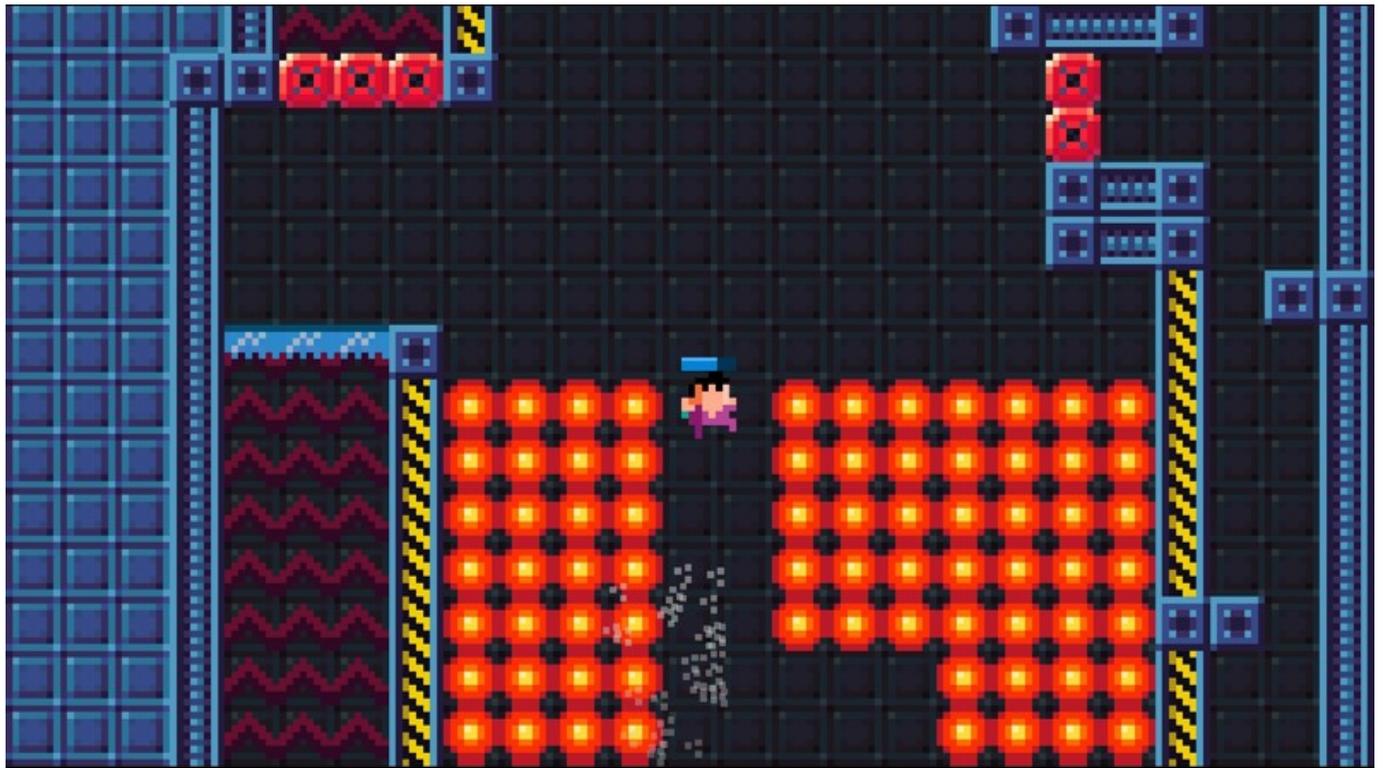
OS: Windows 7

Memory: 2 GB RAM

Storage: 700 MB available space

English,French,Italian,German,Simplified Chinese,Korean,Japanese,Russian







␣ I love to hate this f & *% game! ␣

I've shouted at it so much that I don't even wanna shout at traffic jams anymore. Better than meditation.

This game is easy to learn but hard to master.

It's about an agent trying to scape a limbo-ish place... He is kinda dead already btw, but he keeps on dying so many times!

Surprisingly it's not frustrating at all, because you have so many checkpoints. It only gives you even more will to try it again.

The genius level design clearly shows to your face where you're screwing it up, but it's just so hard to make it right, so you keep on trying again and again and again.

Till you finally get the timing right and run around the house in celebration scaring the hell outta your dogs... and neighbours if it's 4am.

What the heck am I doing with my life? I hate the devs xD ␣. Necrosphere is a great old school platformer with a gimmick. The game is laid out like a metroidvania-lite. What I mean by that is that there is one big level and as you gain new abilities as you progress, these abilities let you access new areas, and these areas are designed to use these abilities to their fullest. The reason I say "lite" is because there is very little backtracking(a good thing IMO), once you finish an area you get warped back to the start of the game and then you can use the acquired ability to reach a new area.

The gimmick of this game is that it only uses 2 buttons, left and right on the keyboard, or L and R on the controller. The control is super responsive but the odd control scheme may cause some to shy away from it. When I first started playing the game I loved it, as more abilities became unlocked my enjoyment of the game faltered a bit as I was dying more to the control than the obstacles. I gave up on the game and posted a negative review.

The developer saw my review and we began talking about it, he then messed around with the code of the game a bit and emailed me a version of the game that addressed my concern, and the game played like a dream. The fact that a developer would take the time to listen to the complaints of a single customer and implement a fix tailored for that customer is pretty mindboggling. Developers who care this much about their customers are a rare breed and this fact alone is enough for me to want to support him.

Having said that, once the fix was implemented the game played like a dream. The controls are super tight and the game offers a very nice challenge. This game is tough, everything kills you in one hit and there are tons of obstacles everywhere. There are very liberal checkpoints in the levels and instant respawns which means the game is rarely frustrating, it is simply addicting and each death makes you want to try one more time.

Level design in this game is perfect, each level looks unique, and is loaded with unique challenges tailored to that level and that particular ability used to access it. The variety of obstacles in this game keep things fresh and it never gets boring in the 2-3 hours or so it will take you to beat this game.

If you want a great retro themed platformer with an interesting gimmick, give this game a try.. This game is awesome, it can be frustrating some times, but I do love the feeling after passing something I had tried like 30 times....

Maybe I have a problem.. Necrosphere is a pixelated metroidvania.

There are only two keys, left and right. The levels are progressively harder, but every time you die, you begin right before your challenge. That may sound easy, but it must be said, the challenges are not forgiving at all.

With the game progression, there are abilities unlocked, such as double tap for a sprint\jump, two key pressing for a limited jatpack or destroying blocks wich you didn't know they could be a new passage.

The levels are well designed, with enough complexity to make even the more experienced sweat.

If you like the genre, you will most likely like this game.. Metroidvania meets Twin Peaks meets VVVVVV meets Super Meat Boy. The game is tough. You will die... plenty and thousands of times. Having said that, the level design is really well planned and every puzzle will challenge you more than the previous one. You will die dozens of times per challenge trying to figure it out. But when you finish and complete a challenge\puzzle... it is so satisfying. And all of that with only 2 buttons. Really recommended. And the soundtrack is amazing. Thumbs Up!. This game is great, and it's outrageous value for money. There are only two buttons, left and right (initially just to move in the corresponding direction, but you can eventually double tap them,

and hold them both at the same time, for new abilities as you unlock them).

The game thus has one of the easiest control schemes in PC gaming, but the perfectly tuned difficulty curve quickly makes sure that you will be tapping those buttons like they're going out of fashion. By the end of it you will be pulling off manoeuvres that you will look back on in awe, occasionally while being chased by an angry fireball that makes sure you're not getting too comfortable.

It took me around 4 hours to complete the main story (I'm now working my way through the DLC) and according to the credits I died 1200+ times trying. But that's not a problem, because the checkpoint placement is great, so even though you will occasionally scream at your screen with rage, you never have to repeat more than necessary for a given section as you try to master it.

Only downside would be that because there's no map, I did occasionally struggle to work out where I was meant to go next, especially when going back to earlier areas to find some previous obstacle after I received a new ability that would let me get past it. But that's nitpicking, the game is fantastic.

Buy the bundle with the DLC as after you complete the main game you will be wanting more, and the DLC ups the difficulty curve even more, but in line with where you finished the main game.. Best hidden gem I found in Steam recently.

Takes the best of a metroid-like game and boldly presents it as a two-buttons only game.
It is also specially made with speed runs in mind.

As of now, I can't recommend any game more than this one.

The level design is so perfect and unforgiving that it hurts, literally. The soundtrack is amazing and the gameplay is so well rounded, it's the kind of game made for videos and rage reactions, but it's so cool to try it another time, just like in Super Meat Boy.

One of the best Brazilian games to date! Very well done sirs!. Necrosphere is truly something unique and quite the fun ride. From bubble jumping to fireball dodging, this game is a well rounded experience with lots of fun surprises and challenges. The mysterious story and the fantastic presentation really rounded this game into a full and special experience like no other. Though the Metroidvania mechanics themselves are pretty bare, the selling points of this game like two button difficult gameplay are plenty of reason to give this game a shot.

In the madness of all of the big releases this year, this game definitely holds its own and was a fresh little experience to play in between. If you enjoy platformers or Metroidvanias, I'd say this is totally worth a playthrough.

Pros

- + Unique control scheme
- + Clever mechanics
- + Visuals and sound create an immersive atmosphere
- + Unexpectedly good but minimal story

Cons

- Can get minimally repetitive
- Some mechanics and detection can feel sloppy and improper at times
- Basic Metroidvania

You can find the full review at https://www.keengamer.com/article/17016_necrosphere-review. Really original game! The levels are well designed, and the two buttons concept is WAY more challenging than it appears on first sight. Finding this game was really a pleasure. Kudos to the developer. I just wish there was a mobile version.. Like VVVVVV adds a new twist to 2D platforming by restricting the mechanics in an interesting way, in this case limiting control to just two buttons. Manages to be manageable despite the high difficulty because of extremely generous checkpoints. A very good game that earned it's way to being one of my favorite indie games in recent memory.. A short and sweet platforming metroidvania, similar to VVVVVV.

The game's gimmick is there's only two buttons -- left and right. The level design is created in such a way that this isn't a problem, as there's bubbles that make you jump and various upgrades that improve your mobility. The game is difficult and requires using the games mechanics to get through.

I beat it in about 3 and a half hours, but I enjoyed just about every bit of it. Challenging and kept introducing new concepts to keep me entertained. I think a game like this would be amazing with a level editor, adding hours and hours of content, and it's honestly a shame that it doesn't have one.

If you enjoy well made platformers that are actually challenging, Necrosphere has pretty much everything you want. If you are truly hardcore, there's achievements for speedrunning, and not dying. For only \$5, I felt like I easily got my money's worth.

Oh, and the music is also amazing.

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