Platform Golf Free Download [pack]

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About This Game

Platform Golf is a 2D physics based arcady golf game.
It features a variety of levels with unique designs.

Life is like Platform Golf...

Sometimes you have to try a few times to reach your goal
Sometimes you take a breath to make a long shot
Sometimes time is of the essence and you have to make haste!
And sometimes you take a big leap of faith
Often the use of tactics can be helpful to get out of a tricky situation
Letting yourself fall can also be of use
And at some point you may take a step back for this one perfect shot
So you will break through in the end
How all these come together you can find out through the gameplay
So don't hesitate and start playing one of many challenging Levels!

CURRENT FEATURES

- It is a relaxing golf game
- Hit the ball, reach the goal
- 50 levels to solve.
- 20 achievements to earn

WHAT WE HAVE HEARD

"Delightful gameplay, simple but pleasant graphics. Great for a 40 minute coffee break ;)"
"i played the demo and it really is a fun simple game for relaxing. it is perfect on the train or with multitasking parallel to movies or TV series"

Title: Platform Golf
Genre: Action, Casual, Indie, Sports
Developer:
Patrick Hofmann
Publisher:
Bytecrunch
Release Date: 2 Jan, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 64Bit
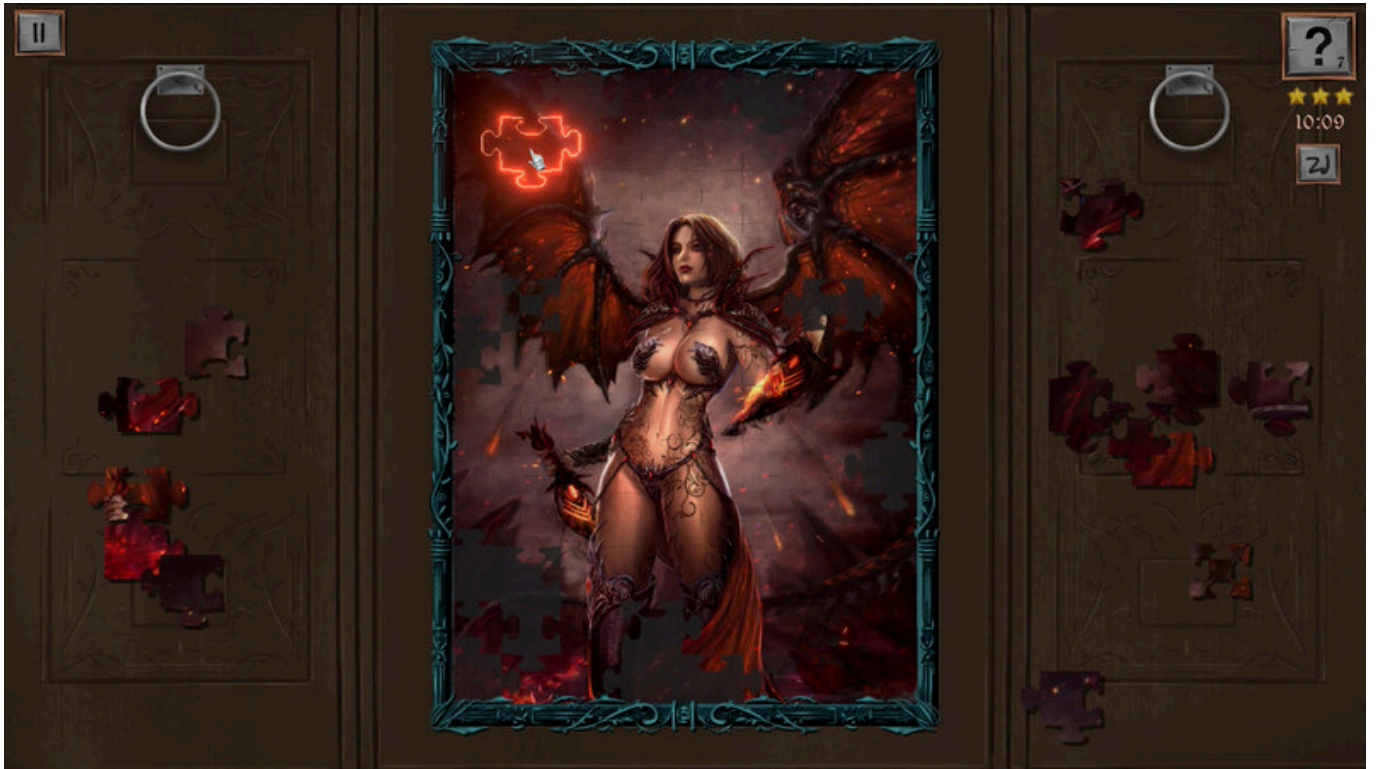
Processor: Intel® Pentium® N3520 2.17 GHz

Memory: 4 GB RAM

Graphics: Intel® HD Graphics 4000

DirectX: Version 10

Storage: 300 MB available space

English
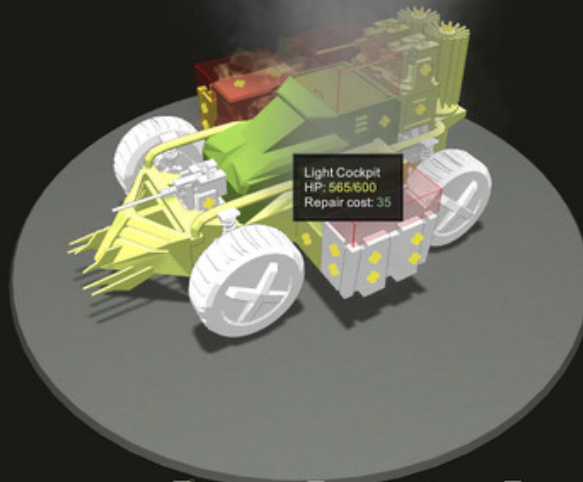
golf practice platform. platform vw golf. platform golf cart. platform golf shoes. golf iv platform. platform golf game. platform golf. golf 3 platform. golf clubs platform. golf mk7 platform. golf r platform. golf 6 platform. vw golf platform wiki. mqb platform vw golf. golf mat platform. cross platform golf game. platform golf steam. golf mk4 platform. gold platform heels. platform golf scirra. tiguan platform golf. platform golf tees. golf mk5 platform. platform to perfection golf system. platform golf green. platform golf 7

A very quaint puzzle game, with a cute story and pleasing aesthetics.

The Puzzles are varied, with almost every stage changing up the rules for a fun and varied experience.
It's a short game however, so I suggest you buy it on sale, rather than paying the full price.. Very slow though I am using the GTX-1070.. This is a good, solid 2D game. I first played as a free flash version, and just bought this to support the developer. Lo and behold, it sucked me in and I just had to complete it. It's neatly done and the dificulty is just about right. Also, my 11 year old kids enjoy this game.. Great minimalistic strategy. Little hard to me...
& no much fun.. Well looking at this so far the initial view is great idea shame about the manic and stupid "mission" greedy noble demands events. These things are just insane - in scope, scale, frequency and more. They make the game worthless and unplayable. Have never got more than,9 turns before the combined demands for estates by "nobles" exceeds the total number in the kingdom and more.
The next great fail is the Tech Tree being both locked and then effectively "mission" or "building" dependent. Nice theory but so far in 8 starts tech Tree has "unlocked" just once. Paths are dependent on things that are virtually unobtainable - Monasteries being the classic example (only 7 (5 in Ireland & 2 in Scotland) exist and they can't be built despite having buildings called Monastery in ones building chains) but there are others.
The rate and nature of trait gain is insane and generally stupid - detracting from the game not adding. When you get half your generals and half you Govenors getting the same stupid trait in the same turn! Then there are the weather events - get an overall boutiful weather factor that lasts 6 to 10 turns then get♥♥♥♥♥♥adverse weather events in 75% of your provinces every turn for the entire period of the "beneficial" weather pattern!
Basically a botched game that currently isn't worth paying any thing for at all
Before some bright spark comments I do most of my play offline so ignore the hours as it only records online play.. A great visual novel for who likes this kind of game.. Game could be intereseting, but it crashes on 4\/20 missions.. FYI: I am friends with one of the devs; I did not recieve this game for free and will be doing my best to review it unbaisedly. There may be spoilers.

LightWalk is a pretty cool game. Using various lasers, each with different properties, and a few other world-altering devices, you navigate from a start point to an end point. Lasers form corners when they intersect, stopping them from going onward, and sometimes interact with one another to do things like steal the properties of the laser they're interacting with or making them serve as a live-wire to your mouse cursor.

The main draw from LightWalk is that you're solving puzzles that can change completely depending on what you do with the tools at hand. Sometimes, you're switching lasers from different emittors to make new paths. Sometimes, you're blocking certain lasers to keep them from being a blockade. Other times, you're using a slider to manipulate the entire level via a single laser and a few different switches. It's very simple in theory, but the puzzles can get complicated when enough objects and different colored pathways are involved - especially when you start flying backwards, warping to the other side of levels, and trying to keep your mouse cursor from exploding while navigating the mazes that form.

The music is great. It's very unobtrusive, although it can get a little grating if you're having trouble beating a level. Each level has one song attached, so you might listen to the one song on loop for six or eight levels before hearing a new one. Regardless, I purchased the soundtrack on top of the game, as it is a very nice soundtrack.

One of the developers has made it a point to me that it's easy to overcomplicate the puzzles - instinctively, as a gamer, you want to multitask with the mouse and the character's movement. However, if you're doing the puzzles the 'correct' way, you don't often need to do this. Regardless, some of the levels I finished in a clearly unintended way by either doing both at the same time, going around obstacles I wasn't meant to go around, or manipulating the physics in an interesting way. This probably made the game harder for me, but sometimes it's hard to see the intended solution to a puzzle. I believe that's part of the fun, though - being able to take multiple paths to solve a puzzle lets you put your own spin on things.

The levels can get a bit annoying. Often times, it's easy to not understand one step for a solution to a puzzle you understand the

rest of easily. At one point, I had to put the game down for a week and ask for help afterward because I just couldn't figure out the puzzle. This is probably a good thing for people who like puzzle games, but for someone like me it can be a bit frustrating, especially when you find the correct answer and feel stupid.

On top of that, some levels are clear cheap-death machines. One of the levels near the end took me something like eighty tries, because you *had* to move the mouse and player in sync, and had very little chance to rest between sections. You'll know which one I mean.

Progression kind of feels off in some regards. The lasers and tools are introduced to you one by one in order to teach you the properties of each, but the final level only involves two laser types and a single mechanic, which is kind of sad, I guess? You'd expect near the end to have a multi-tool extravaganza where everything is thrown at you at once. However, that might have just been a bit too much for any player. I'm not a level design expert, I just felt a little gyped by the simplicity of the last levels in general - I expect those levels to be the hardest, but for me they were not, where some of the middle levels took me forever.

The level maker is a nice addition, but without Steam Workshop support, it falls flat. The only way to play other people's levels is to go out and find them, and there's no real place to go out and look. The developers put a thread on their Steam forum page, but there's nothing *there*. The only way to play other people's levels is for other people to make interesting levels and post them, but since there's no way to centeralize the files (and since the process of getting new levels is literally downloading and importing files), it's just not the kind of feature that makes the game shine. Since the levels are packaged one-by-one, you can't make a 'campaign' like the main campaign is packaged, which is also a bit frustrating; players will play your levels in their order, rather than yours, which means you can't tailor an experience like you can in the more in-depth level editors for games out there.

The last thing that I can really harp on with LightWalk is the replayability. I've beaten the game, I've put it away. It would have been nice for a time trial mode, or unlockable 'expert' levels, or a par mode like in Portal, where the number of deaths\\clicks\\time\\etc determine your ranking. LightWalk with an online scoreboard would be pretty interesting, but I can appreciate the level of effort it would take to run a server and host the scores. If the level editor was more integrated with Steam, you could get a little more life out of the game, but without something to strive for, it's 114 fun levels and you're finished.

LightWalk is a solid experience. I imagine if you like puzzle games, you'll get a kick out of it. If you're easily angered by not being able to figure things out, maybe less so, but it takes all types, right? For the $5 price tag, you get some decent gaming out of it, a mindbending experience with simple physics that build up and are explained in a great way, interesting levels that make you stand back and create attack plans before and during gameplay, nice music and sound effects, and a way to test your logic and mental epitiude. I don't regret the purchase, and could see having more fun with it with some other goals or new levels. If you want to blow a weekend on walking a guy around void black rooms with lazor beamz as floors (and ceilings, and sometimes floors but sideways), it's worth the cash.

I give LightWalk a 7\/10.. 13 MB of NOTHINGNESS
THE GAME HAS 13 MB OF NOTHINGNESS

The executable isn't present
but hey
thanks for the cards, man

Good game, more forgiving than SW. fun story. Really really Nice units so would recommend this dlc the GP35 is awesome bonus to same as the DD35 cabs but smaller in length that pack a powerful pull.Most likely to be 1 of my top 5 favorite dlcs so far,both DD35 and GP35 have 1 small problem the windshield wipers don't do anything in the rain or snow if you can look past that there a bomb to use. Capcom is a POS company which abondons its broken games after launch.. Here is my Past Cure video review: https://www.youtube.com/watch?v=e3ioOjhlxXY&t=113s

While I would post this and give it a recommend on the steam page, it comes with some serious caveats. The team here is small and they aimed for a big cinematic experience. You won't get the same caliber of quality even if that's what you're expecting.

If you like what you see on the media and on the reviews here on STEAM, be sure to know the game is rather short. My playtime was 8 hours and that was after having to start over almost half way when my save game was deleted for some reason. It's around 5 to 6 hours. The story is super intriguing but there really isn't much to it and no real good pay off. The combat is basic, stealth is basic, but servicable, but there is really no debth whatsoever. If you look at this game like narrative driven experience with some interactivity, it's easier to digest, but the narative just ends.

Let's hope with this first entry, the devs can really excell and learn from the experience and knock it out of the part with a sequel. I'd reccomend it if you know all this and are ok with what you get, otherwise, it's something most will probably want to avoid.. Really nicely modeled and flies well. There are a few bugs though and the service pack that addresses them is noy yet available for Steam.

But as far as flying and graphics are concerned, it's fine.. Even if you enjoyed Sparke 2, this one you will hate.

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