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ABYSS CRAWLERS Plus Download Code



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## About This Game

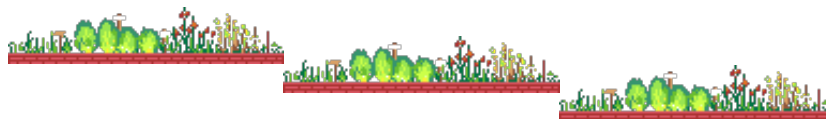


**\* Game \***

Roguelike platformer game.

A little girl Lily explores around the dungeon with beating monsters.

Let's beat the monsters with robot, sword, gun and trained body.



**\* Synopsis \***

Due to the Great War, human being had to shift their living place to the underground towns they have created. However, the underground society is now about to self-destruct. The protagonist heads to the above-ground world, through the dungeon filled with monsters.



> skill tree

> item: shield, bomb



Pixel-based animations contained.



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Title: ABYSS CRAWLERS plus  
Genre: Action, Indie  
Developer:  
YANEURAGAMES  
Publisher:  
YANEURAGAMES  
Release Date: 9 Mar, 2018

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English,Japanese







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The game is a pretty standard autorunner that consists of 27 levels (81 when combining the Bussy, Virgil and Woolie stages), 27 special stages (where you play as Arnold) and 3 bosses.

The story is short and to the point, the character one liners are pretty decent (and isn't trying to be too annoying) and the stages aren't too long. The music is alright and each character have it's own styled tracks.

The game difficulty curve is pretty smooth and by the time they toss more difficult levels at you, you basically mastered the game and you should be able to pass them fairly quickly. The checkpoints are pretty well placed after the more challenging sections of the levels, so helps reduce the frustration if you are trying to do a 100% clear (150 collectibles and 3 token pieces). You aren't required to collect every collectible but is strongly encouraged to gather the 3 pieces of the Arnold token for an easy extra clear at his special stage. You only need 75 stages cleared to fight the final boss (Oinker), so you can skip some levels you find getting on your nerves.

The collectibles you gather (yarn balls, atoms, golden yarn balls and gems/crystals) are used to purchase skins in the shop. They don't affect the gameplay and just changes up the characters looks a bit.

Bussy can pounce/dash and glide, Virgil can double jump and slide, Woolie is shmup (with with a lot of emphasis on mainly dodging stuff and gather the collectibles rather than shooting) and Arnold has 360 tube runner gameplay.

Each character feels fun to play and is best played in order (Bussy\u2192Virgil\u2192Woolie\u2192Arnold) to prevent the gameplay getting too repetitive. Arnold and Woolie have the shortest stages, so make good breathers after some reasonably intense platforming with Bussy and Virgil.

The controls are good but the Arnold gameplay takes some time getting used to as you have to rotate the d-pad/stick in the direction you want him to move (as just pressing left or right may make him take the upper path when you tried to make him take the lower path to gather collectibles or vice versa).

The game isn't especially optimized however, so you may experience frame-rate drops on the more cluttered stages.

The price is pretty standard for an indie game, but may be a bit steep in some regions (haven't checked if the price is localized). Overall it's an okay autorunner with Bussy theme that should keep you occupied for 4-6 hours.

So if you are a Bussy fan it hopefully satisfies you, and if you received this as some sort of gag gift during a holiday sale or birthday you may as well give it a spin and see if it entertains you.. i played it on ps1 when i was like 2 lol guys i'm a boomer also really cool subscribe. This game, while cheap isn't worth your money. There are many games like this for free on various flash game sites. The gameplay isn't only simplistic, but also unoriginal. The gravity flip element can be seen in games like VVVVV. The graphics and music are pretty, but not a selling point. Overall, this game isn't worth your time.. Poor game with horrible physics. Tried it for 5 minutes and asking for a refund. Cloudlands is far superior.. Good classic Rainbow six game. Your health doesn't regenerate on this one, so play smart.. This is the best Sonic game, and possibly the best 2D platformer, ever!. Also a guilty pleasure thingy of mine

Aslo the character design of this makes me think I'm high. It's cute, but it's really just a very bland puzzle platformer. It's very, well, pretentious, but it doesn't play on that theme in any meaningful way. It's more an example than a commentary.

I wouldn't pay full price for it; there's maybe an hour of gameplay tops.

I hope you like that one Satie piece.



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Not what I expected at all.. This game would've been more enjoyable without the "mini games". This game is unforgiving and yes, hardcore. The hardcore part in this game is: NO WAYPOINTS which, in my opinion, is a pain in the district.

Everything else however, is awesome. Lighting, colors, atmosphere, depth, sounds and even the music, how subtle it is, it's just enough. Just enough salt in the soup.

Think outside of the box, look very, VERY carefully (look everywhere), you will be surprised what you might find, it's definately an EUREKA feeling when you do.

This game offers you the greatest challenge, don't complain if it is too hard, you have read the description, if your cockyness about your "skills" are lacking, don't blame the game. This game is most likely too hard for you.

The jumping happens in a semi-slowmotion fashion, which makes jumping parcouing another pain in the district. Very frustrating and your keyboard is about to die for every time you mis jumped. :D

I can't do jumping parcouing, so I got stuck at that place where you have to do that. For me, this game reached my personal category: RAGE GAME.

I recommend it, because it is a real challenge, it plays good, the controls are responsive accordingly and the developer didn't lie about what the game is representing. If you are searching for a game with an excellent experience of being challenged, get this game ASAP!

But if you ragequit in games where you fail after 10 times already, don't get this game, your "skills" mean nothing, you cannot handle this. This game is most likely too much for you.. This game is wonderfully calming. There are some very challenging puzzles, and it's good to pass time with.. General Review with Small Tweak Suggestions // Small Progression Spoilers

Genre: pixel-art, alchemy/crafting, rogue-like, god simulator, speedrun capability

Difficulty: 5/10, moderate difficulty, becomes easy once you learn all the recipes, can be frustrating discovering new recipes in the beginning

Graphics (Pixel): 8/10

Replayability: 8/10

Audio: 6/10

Value: 10/10

Every once in a while there comes a developer that makes a great game and puts it at a great price, Simmiland does all of that and more. The developer is active and listens while at the same time not giving every one what they want.

So a decade ago I played a mobile game that was identical to this, minus the people. It was a simple drag and drop alchemy game where you started with the "4 elements" and went one to eventually make things like wiring, lights, motors, all while unlocking a giant compendium of inventions. So this game is not original by any means, however it is a very good iteration of the "alchemy" style and I encourage you to keep adding more invetion branches and raising the price to \$10 eventually. I also wish this game enough success to make a Switch port because let me tell you, this would be perfect for the platform.

OK! Suggestions! After playing to the end and nearly completing the compendium I have some cool ideas. No pressure, just things that popped into my head. I encourage everyone to comment on these ideas as I love speculating this kinda stuff! :]

1. I found a lot of the RNG maps had 1 to 5 tiled islands plopped in the middle of the ocean somewhere. The unusable space was annoying, maybe consider having a minimum island size?

2. You have a religion 1000 faith path, a 120+ IQ tech path, what about a withcraft/satanist path? Item examples may include ectoplasm, cauldron, bat (from swamp/rainforest), witch hut (require mountain terrain to build), etc. Condition could be also triggered by having a consistently low IQ AND Faith amount to prevent players from playing too slowly? Other than a third branch to go for, I don't see how this game can be improved other than a slightly better AI (it's already been tweaked and seems very decent as you get better at managing the game).

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3. Now this is something I would love to incorporate into my stream: peed-running options. This game has almost everything to be considered a great SRL game. As such, I recommend a small addition of being able to link your Twitch and have the people born/spawn be randomly selected Followers/Subscribers. It would make repeated speed-running sessions fun for the player and viewers.

4. The card system is awesome. If you ever feel like adding new cards that would just further add value to this game. The only thing I would like to see is a Faith Down card, something to manipulate faith if it's getting too high for a 120+ IQ run.

So thank you for a cool little game, I enjoy niche rogue-likes and this is a good one.. What an absolute piece of crap, its so bad it would be hilarious if it werent for the 70 cents i wasted buying this abomination.

After seeing all the negative reviews i though, come on, it cant be THAT bad, well, i was wrong.

Seriously dont buy it, go and emulate advance wars instead.. I give it a 100. This game is so funny! I really hope they make another one in the future <3

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