
Silver Grapple Download 5kapks



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About This Game



Silver Grapple is a fast paced 2D platformer that lets you swing through the air at the speed of sound! Explore an expansive underground laboratory, buried and abandoned years after the mysterious accident that shut it down. Save whoever you can in your quest to escape, rocketing through the ruins with your Silver Grappling Hook.

FEATURES

- The smoothest grappling hook you'll ever swing on!
- Fast paced challenges that'll leave you leaning into the controls.
- An expansive world with 11 environments to explore, from abandoned offices and excavation sites to the quarantined depths of the strange laboratory.
- An original soundtrack straight from the heart of retro consoles, featuring the work of Tom Campbell!
- A rich story hidden amongst secret journals and old computers.
- Skate on water and run like the wind as you scavenge new powers from the facilities ruins!
- Throw your weight around as you master the physics of the Silver Grappling Hook!

Title: Silver Grapple
Genre: Action, Adventure
Developer:
Jamie Rollo, Tom Campbell
Publisher:
Jamie Rollo
Release Date: 25 Aug, 2017

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Minimum:

OS: Windows Vista

Processor: Intel Core 2 Duo Processor

Memory: 2 GB RAM

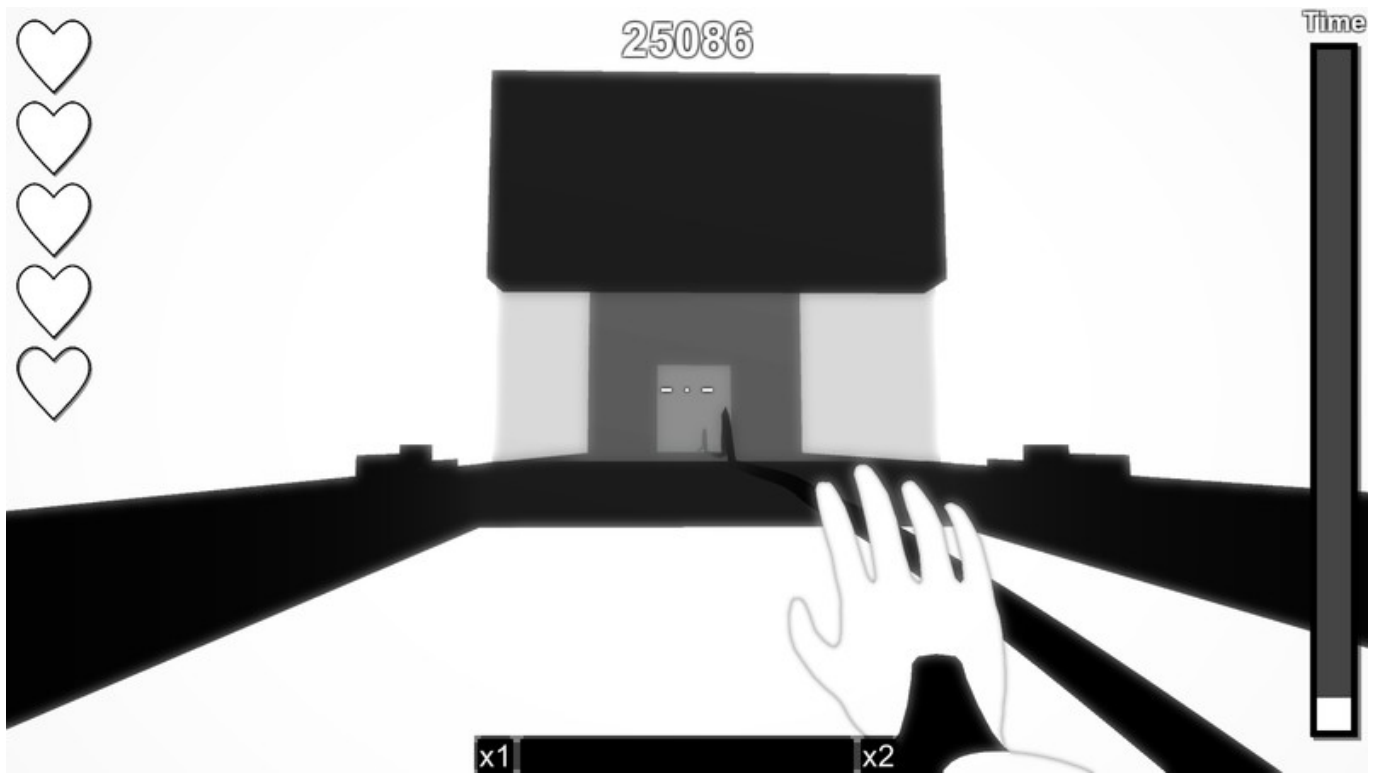
Graphics: NVIDIA GeForce 9200M

DirectX: Version 11

Storage: 1 GB available space

Sound Card: Integrated

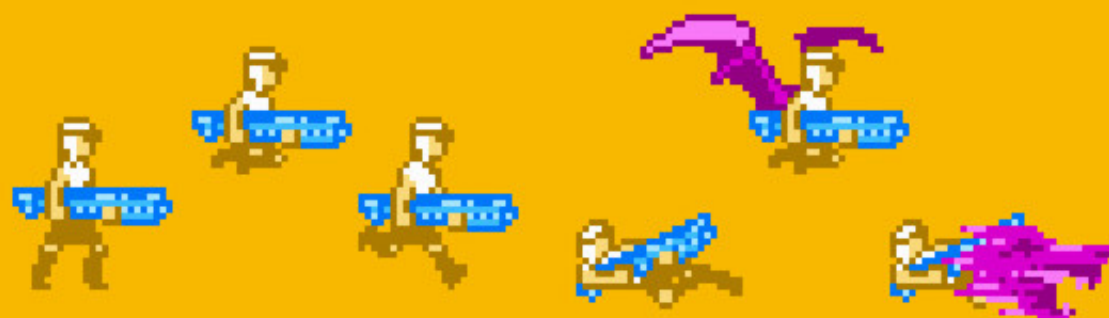
English





PARADOX

LOST



ORIGINAL SOUND VERSION



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Critical Mass was a rather intuitive and cute game. The gameplay could get rather repetitive, but every once in the while when I boot up the game, I'm immersed in a rubik's cube elimination like world. Overall 7/10.

. The experience is very impressive. Once you're in it, it feels real and intense. The story and dialogs are pretty good too!. I love this train Its A lot of fun to drive and it comes in six liveries.. I despise this game. Truly and utterly.

I remember when this first came out, I was expected updated graphics, voice acting, puzzles, and story. What I got, was a lazy re-release of the original with the added bonus of not having to switch disks. Woo.

Hal's voice acting is exactly the same from the original. All of the lines of dialogue, save for the obvious villain, is the same but with different voice actors, but why couldn't they get a new voice actor for Hal???

I liked that they kept some of the old music from the original, but interspersed was music from other games (specifically in Maxine's Diner with the Phantom of Venice club music that is totally out of place for a 50's style diner).

One would also think that if they're going to cut corners and reuse old assets (and seriously, the only changes to the environment where tiny things like books in the library being replaced with callbacks to older games, adding in vending machines, getting rid of the payphones, and a handful of other minor changes), you'd think they'd take more time to work on the character models, the dialogue, the story, SOMETHING!

Similar to the original, there's not many puzzles, just 18 coded messages from a dead guy who I'd honestly like to kill myself with how horribly his clues are written (just be sure to find ALL 18 with their code signatures, or you'll be stuck guessing randomly at the final puzzle)

I mentioned earlier that the villain is obvious, and they are if you're familiar with the story of the original. The final confrontation is... less than impressive. Just like the rest of the story~

The story is the exact same from the original with a small addition shoe-horned in to give it a different villain, but similar ending.

I wouldn't recommend this to anyone ever. I'd much sooner tell people to play the original, 2 disk struggles and all, than this garbage.

Don't waste your money.. A platformer that you can't rely on the jump button for.

This is the game I have been waiting for. None of that triple A trash, but this game. Well worth the wait.. This is grade-A 100% pure adventure gaming, ladies and gentlemen. Discoshit.. I'll give this games a thumbs up. It's a decent arcade racer, but don't expect anything comparable to a high budget title. The visuals are a bit lacking (but good enough), the challenge seems a little sporadic, and the quality of the tracks is, at times, questionable. However, I still enjoyed the time I spent playing, and I don't regret it. I'll likely try some other games by this company.. Pretty fun little puzzle game. If you buy the Humble Indie Bundle it comes with a steam code for this game and a stand-alone version as well, :-). Cute game and a fun concept but it's not really quite there.

Controls are irritating to use, could really benefit from some better/more shortcut keys.

Doesn't seem to have much to it in terms of actual content either.. Pleasantly surprised by this game considering the reviews that I was reading.

As far as the actual game was concerned, its not the worst simulator I've played, but definatly not the best.

For first, the thing that I didn't like and slightly annoyed me was the fade to black, mission title, fade to game whenever I reached an area where it had to load something, once or twice sure, but it was getting really repetative.

Besides that I can't really fault this game

7V10. If you're buying this game, please don't go into it looking for a survival game. It's not. It's a short text-based adventure embedded with exploration/survival/resource management elements. You have to gather resources to fix your ship ASAP, so there's a sense of desperation as you're running out of time to do so. Seemed confusing at first, but on the second playthrough I managed to survive as I was paying a lot more attention to what resources I was gathering and how much energy it would cost me to do things. But like I've said before, if you're not into reading, this game is not for you. As for me, it was a very rewarding experience with great art style and plausible futuristic views. Definitely recommend it.. Super fun game guys, awesome puzzles.. I completed the first level 100%

So, what did you do in your musical 3D platformer to complete it?

I just ran into objects, till they got colorized.

What, you were expecting something else?

I sure was. If this evolves into some incredibly deep gameplay loop, don't think I'm going to see it.

Here's the straight and narrow - the UI looks like a free to make engine was used, and only the most basic templates applied. You have no d-pad movement, every single option (yes literally every option) is just hard mapped to a face button on your controller.

except to quit the game, you ned to hit ESC, there's literally no escaping the game. You have to pause, quit to hub, quit to main menu , and THEN you can hit ESC.

The game is colorful, sure - and there's no textures anywhere? Weird stylistic choice.

Your " levels " are just floating geometric blobs spattered throughout a cylindrical skybox.

You (without any animation whatsoever) float along the world in a weird, accelration sorta movement. There's literally no animation, so I hav trouble seeing where this sudden speed sprouts from.

You also have the deft agility of a 32 wheeled truck.

you do not : turn on a point : you turn on a wide, slow angle, perfect for platforming. (this is sarcasm)

you literally just bump into objects, they turn into color - you get a % of evel complete. you don't even need to color everything, but that's the primary goal. You also collect notes.

Idky this is labeled as anythign for music, I was expecting some sort of Wandersong-esque game. What I got was a very amateurish, probably college-student level first attempt at a game.

There's a skeleton of a game here, and to be quite honest - this bored me to tears.

Let me know if level 2 ramps up beyond the " grabbing wings so you literally float " mechanic (which is where I just quit)

It's also one of those games where if you keep the JUMP button held down, your char just keeps jumping (a pet peeve of mine, reeks of Game maker lite stuff)

anywho - sure looks early access, possibly this game improves - idk.

I'll come back when it fully releases.

I'd also liek to mention the game was sold as an empty folder for two days, and peopel did try to contact the devs about it. I was just extra b**chy, so I think I got through to them a bit faster. Apologies for being a b**ch.

In summation - this is not so much a musical game, as it is a -point character in a direction, and touch things - game.

if the premise interested you, please - go buy Wandersong, You will not regret it in the slightest.
early access - not recommended
and like I said, i'll come back after they fully release the game.
cheers

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