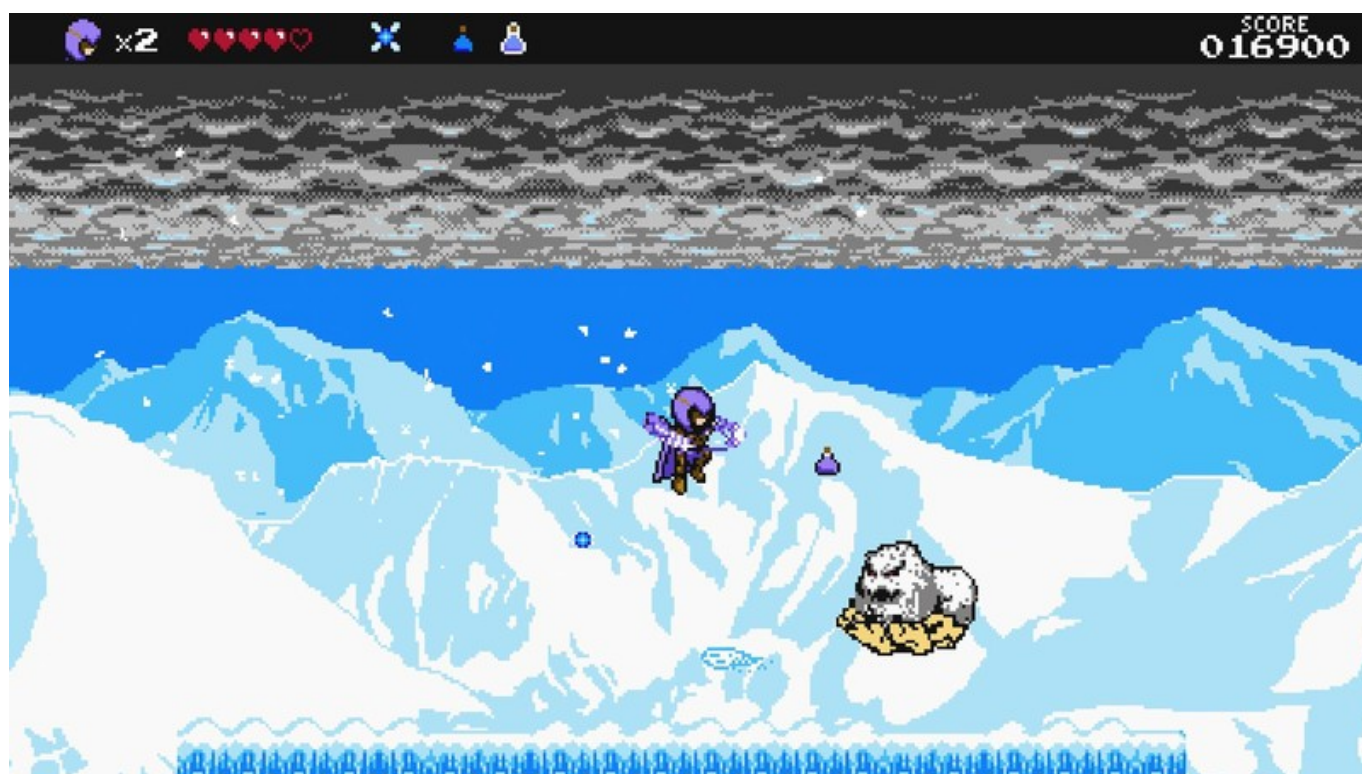


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A Hole New World Download For Pc [Xforce Keygen]



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## About This Game

The city is being invaded by monsters from the Upside Down World! You, the **Potion Master**, must defeat evil all alone, with no tutorials or "Easy Mode" to assist you. You'll have to rely on the help of **Fäy**, your companion fairy, and your potions!



Jump and shoot like they did in the good ol' arcade days. Fight enemies in your world and in the Upside Down World! Defeat

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gigantic bosses and acquire their powers!

- You already know how to play! The challenge is in the game, not in complicated controls!
- Story Mode with five different worlds, Game+, Boss Rush Mode, Challenge Mode and multiple endings!
- More than 30 different enemies, 7 boss battles and lots of secret characters to discover!

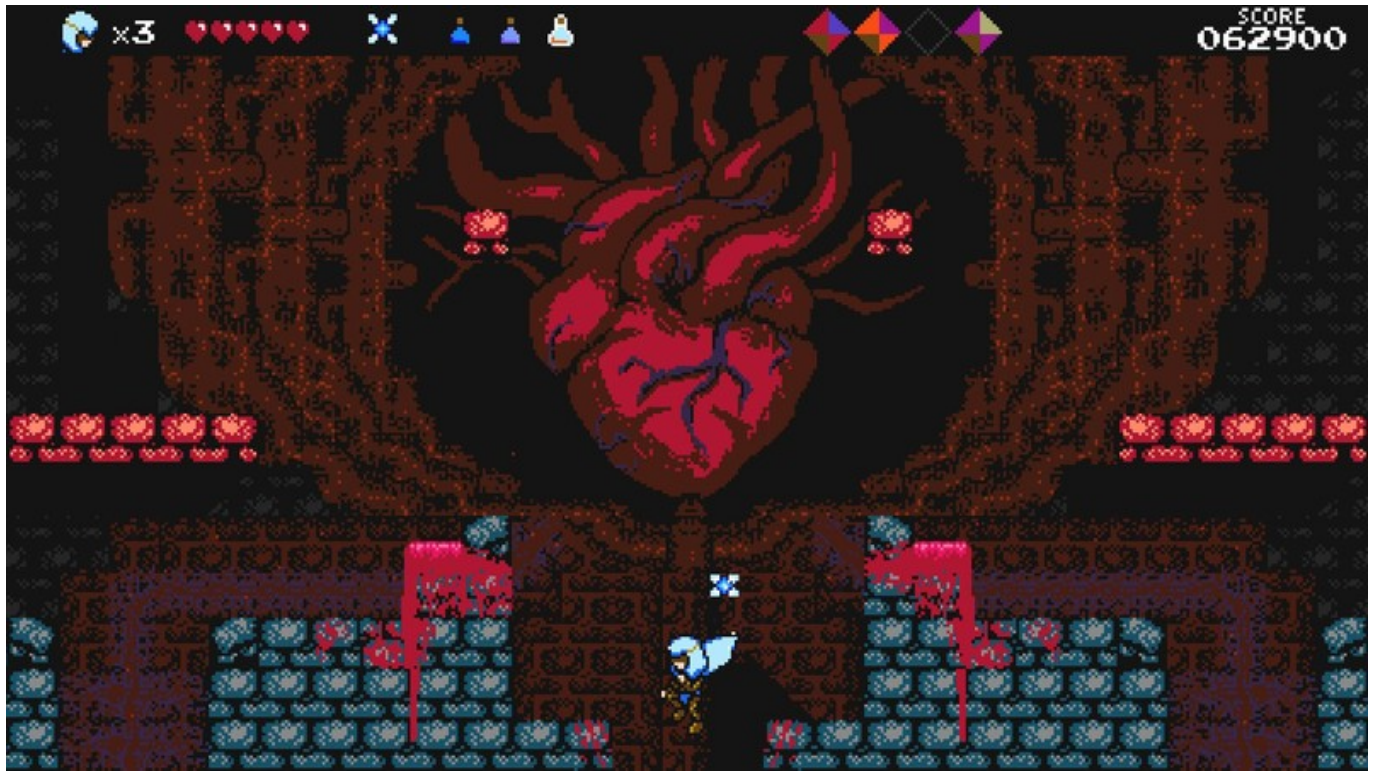
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Title: A Hole New World  
Genre: Action, Indie  
Developer:  
MadGearGames  
Publisher:  
MadGearGames  
Release Date: 19 May, 2017

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English,French,Italian,German,Polish,Russian







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Good game. Beautiful, fun to play, challenge. Although, the soundtracks remind me of many pop songs. Lol. Giving this a thumbs down makes me sad, but I can't recommend this game.

The short of it is that the creative direction, art, and innovation were amazing, and honestly what caught my eye to buy the game; this was consistently great throughout.

Gameplay execution, enemy, fight, and level design had major flaws that made it boring, unfair and frustrating in ways that it shouldn't, such as the necessity for frame perfect execution of the slide kick if you want to use it as intended (and as is necessary for blocking the charge of the final boss), or random instances where your invulnerability suddenly doesn't matter.

I am excited to see the next game, but beating this game just did not feel good.. I'm not sure how I originally found out about this game, but I liked what I saw and have been following the developers on Facebook. I generally liked the aesthetic, the upside-down-world aspect (which kind of reminded me of Battle of Olympus) and the gameplay that looked like an interesting take on Mega Man.

Overall, I've been happy with the game. It controls quite well, even in the upside-down-segments (which I tend to have a lot of trouble with it games). The level design is interesting -- it is obviously planned out, but also has kind of a random-feeling quality to it. Some levels are fairly straightforward left-to-right affairs, while others require some backtracking. I've enjoyed the weapon system too -- you get new abilities by beating bosses and can switch on the fly, ala Mega Man. Unlike Mega Man, there's no weapon charge meter, so you can use them to your heart's content. I've actually found the 4 I've found to be different enough to be worth switching between fairly consistently, it's not just a matter of picking the right thing for a boss.

On that point, the bosses have all been pretty cool. They have patterns, but there is a lot of variety in those patterns. So I've found them to be challenging and largely fair. I am stuck on one boss now, but I know with some time I'll overcome it. This is made a lot less frustrating because while the game is difficult, it does have checkpoints -- I can keep retrying a boss easily, the main loss is that my score resets to zero (my impression is that this also affects the ending?).

There are some things I don't love about it. The early stages, in particular, have some fairly busy backgrounds that are of a similar tone to the foreground -- so I've had a hard time differentiating between things. This was especially hard for me in a forest area where I was dealing with spiders jumping in and out of the underground world because I could barely tell where they were. I was glad to find this to be less of an issue later in the game.

There are also situations where you just feel overwhelmed with enemies. It's certainly possible to overcome them, but having 10 clouds shooting icicles at you while dodging two other things is a bit much. That said, the fact that enemies don't instantly respawn offscreen makes this a LOT more manageable than it would have been in the NES days. In fact, they don't respawn at all: there are a couple of achievements revolving around killing every monster in the stages.

In the end though, I've enjoyed what I've played of the game and think it's a good example of its genre. The main game looks to be about 90 to 120 minutes if you blast through it, but there are items to collect and other modes that round out the package. So I feel like it's worth the \$10. Looking forward to finishing it and checking out the New Game+ option..

Gameplay : 4V5

Sound and Music : 3V5

Visuals : 3V5

Replayability : 2V5

Story : 2V5

Overall : 2.8

I mean, it's a pretty solid game, there's just not much to it. The gameplay is good but suffers from AI exploits. It gets pretty hard near the end of the game and instead of relying on skill to pass it I had to exploit the range in which an enemy even notices you or I just ran right past them. Every level is unique though albeit it probably wasn't hard to do that considering there's like 5 levels. The sound and music is good but nothing memorable. The visuals are good but nothing memorable. The story could be good but nothing feels like it has reason or depth, everything is just there cause it looks cool. The major villain's reason for being there is described as 'he found a way to our world somehow'. I don't have any desire to replay it but there is a newgame plus mode and I saw there is extra bosses or something you could

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fight so at least there is something there for people who do want to replay it. It's certainly not a bad game, and the gimmick of flipping upside down is neat and all, it's just there's not much to it.

. OK let's see here I paid for this game and as soon as I saw it I wanted to make a video/skit/review on this for my channel. this game isn't popular at all but I'm sure it will be soon. It gives a very old nostalgic vibe to it the first level goes by a breeze and as you progress everything just turns around and smack you in your stupid face each level gets more intense and back is a total d bag this game was frustrating to play but it was fun I would recommend it that's why I am making a video on it buy this game play it this has the same vibes as the old super Nintendo games but since this is 2017 it offers you more than just once you beat it you get to enjoy it over and over you unlock things and what you do and how you play seems to matter ! enjoy for huge nut punch when you play this game.. Remember playing nes games when you got a weapon that sucks to hit the enemies? This whole game is like that, all weapons are horrible. Also the game overuse a simplistic annoying flip screen mechanic.



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The game is very nice, I like this kind of graphics, I would like to have multiplayer feature in the next version. I like the idea of up and down worlds very much, waiting for the next version.. A great little retro platformer that feels like a cross between Megaman and Castlevania with a sprinkle of Zelda.

If you like Shovel knight, nice pixel art and tight controls then this game is definitely for you!. I played a while now and have to say, it is really challenging, at least for my skill level. The boss fights are the big thing in that game and you can really feel that there are a lot of side-tasks to do (NPC all over, things to find or unlock and so on). I have not finished yet (stage 5) but am looking forward to continue tomorrow.

To make it short: fun but hard game, they caught the old-school style pretty well.. Fantastic and Charming little game! More inspired by Shovel Knight and Ghosts n' Goblins.. Terrible game, not worth its price at all. Save your \$15 for something that doesn't frustrate you every time you open it.. Great game, NES retro-inspired. Highly recommended.. Yay, this game is so exciting! I love just about everything about it ^^ My favourite part is the music and the upside down world, which sometimes make it like 2 games in one! The bosses are quite hard to beat, but with some practice it works. Recommend it to everyone :)

### **One week till the Release of Crashbots!:**



### **. Crashbots Patch 1.0.2 released:**

Crashbots has been updated with a few improvements and bugfixes.

- Default volume of the music & audio has been slightly lowered.
- Changed the audio settings into volume sliders.
- Fixed some bugs with the audio mixing in the Wild West world.
- Increased the collision sizes of the coins, energy & star pickups.
- Made the animations to show that your abilities are ready more prominent.

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- Fixed a few typos in the menu's.
  - Fixed a few bugs in the missions system.
  - Fixed a bunch of other minor bugs.

If you find any bugs or have other feedback, please contact me at [info@neonchimp.com](mailto:info@neonchimp.com). **Crashbots is now available!**  
Are you up for a challenge? Crashbots is now available!



. Crashbots **Crashbots v1.1 Update:**



Crashbots v1.1 comes with a lot of quality of life improvements and bug fixes that will reduce the difficulty and a lot of frustration!

- Added a small period of invincibility after taking a hit.

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- Fixed some issues with the menu not responding after exiting from the pause screen.
  - Increased the colliders of the blue target objects.
  - Tweaked the distance goals for the endless mode completion and mission objectives.
  - Fixed an issue where the left and right controls were locked.
  - Added an effect that reveals if there is a trap hidden in a crate after you've destroyed it.
  - Fixed a bug where the enemies would keep shooting after being destroyed.
  - Added an indicator to the game over screen that shows you if there are upgrades available to your robot.
  - Fixed a crash in the beginning of level 5-20.
  - Lots of small bug fixes.

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