
JumpJet Rex Activation Code



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About This Game

Retro Platformer Flare

JumpJet Rex features beautiful hand-drawn 16-bit graphics and classic chiptune music that transfers dino lovers back to the 2-D glory days of the early 90's.

Secrets and Collectibles

With dozens of items stashed across the Galaxy, and many secret areas to discover, JumpJet Rex offers plenty to do for the treasure hunters in the house!

Replayability

With a time challenge twist, players can replay every level multiple times to prove their platforming prowess. Download ghosts to race against the best players in the world, or compete directly with your friends to see who can post the best times!

Killer Old School Gameplay

Remember when platformers were so tough that people would hurt their hands playing, but feel amazing after getting past a level? Relive those moments with JumpJet Rex's strenuous platforming challenges and retro boss battles.

Co-op Mode

Saving all of dinokind from a giant asteroid barreling down on Earth is a pretty tall task for a T-Rex with tiny arms, so players can team up with a friend to take on challenges. Teammates must coordinate efforts in order to avoid mass obliteration.

Customization and Upgrades

No two T-Rex's are alike and fans will be able to customize their character and upgrade their appearance with the loot they collect on their travels.

Title: JumpJet Rex
Genre: Action, Adventure, Indie, Racing
Developer:
TreeFortress Games
Publisher:
TreeFortress Games
Release Date: 21 Apr, 2015

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English,French,Italian,German,Russian







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In Vanila mode game is meh, eh, em,... it's okey i guess, little bit boring, but ok.

Defenitly advice you play in LongWar mod. On easy difficult.. A very well rounded action game that gets better as you learn your way around.

Your first playthrough will be confusing. You will die quickly. But you will pick up the game again and again and after numerous tries master the house and feel the joy of surviving the 7 minute mode...only to find out you have to beat 12 minutes now.

This is an "old school" game in the sense that it is unforgiving, difficult, but very fun to master. You will die because of one slip up, you will die because of unlucky timing, you will die because you lost focus. But you will also feel great after executing an awesome combo, you will feel great after setting fire to dozen zombies at once, you will feel great when you get an S-rank on all levels.

If the video sound remotely fun to you, then this is definitely worth checking out!

. A game barely worthy of its own review.

Play Geneforge 1. If you didn't like it, move along. This is the same exact engine and style, just with a different setting and further along in the overall world timeline. Gives you a good excuse to play one of the 3 other character types that you didn't play in the first game.. Posting this review at 7h in, but definitely feel like this game is already worth the full price.

Feels like a very different take on game dev - a mix of Software Inc and Game Dev Tycoon. I have to say it works pretty well, and the lack of a super guide right now makes it rather challenging.

If you loved Game Dev Tycoon, Software Inc, or Mad Games Tycoon, I'd say give this one a try.. In brief: a nicely self-contained puzzle game framed by a short story, based on combining objects in very specific ways. Lots of trial-and-error, logical thinking is (sometimes) helpful. Balances frustration with a nice sense of reward - buy it if you like figuring out how to build things.

Gameplay: At its core, TSMWM is a game about building things up. You start with a few fundamental pieces ("stars", which unlock as the game progresses), and a playing field (the "Star-Seeing Basin") in which those pieces can evolve in different ways, depending on where you put them and what other stars they're near. Throughout the game, you're given a number of tasks to complete, each of which involves making a particular type of star or a constellation of stars. It's up to you to figure out how to actually do that - you get some guidance from your in-game "teacher" and his book, but often it's all just trial and error, especially late in the game. Of my ~48 hours in this game, about 1/2 were spent trying to figure the combinations for the last 10 (of ~140) star types. This is often a frustrating process - I'd recommend taking frequent breaks. Despite that, it is a fun and sometimes calming game to play, especially if you're into puzzles.

Story: The game's storyline is fairly brief - you meet the two leads, then the 4 characters for whom you complete tasks. Each of them has 10 or so scenes, and then there are several "endgame" scenes when you're getting close to those last few stars. It's an interesting story set in 1910s Japan with some mystical elements, and HAMOMORU IS ADORABLE. *ahem*

Visual and Sound: Like the story, fairly limited but done well. The characters are designed cleanly and are partially animated - in that sense, TSMWM actually goes beyond most visual novels. There are also a few interesting visual quirks, like animations on the characters' clothes. This game has a fairly unique art style overall, which I think adds to the "ethereal" mood. Same goes for the soundtrack - the music usually doesn't stand out, but does a good job of conveying tone.

The game is good, get the DLC when they are dirt cheap!. felix the cat is a pretty cool dude, but unfortunately the game includes people who are not cats which does tend to drag it down somewhat. 8 meowzers out of 10. Lovely little game :)

Amusing dialogue and hair pulling puzzles.. Severely underrated. A twitchy puzzle-platformer, where speed and precise analog stick control is key.

The game is intense, loud and exciting. However, it also has lots of potential to be frustrating. The necessity to time and aim correctly with the constant pressure of time can get extremely annoying when you can nail the first 4 levels of a run yet the 5th and final one defeats you because you hesitated or you didn't flick the stick correctly and now you have to do the first 4 again with the same precision.

Nail-biting moments under pressure are great, but when the game thrives off throwing them at you constantly, you get overwhelmed - I found even with near perfect execution of the shortest path I was cutting it close on time, combining that with the oddity of the controls, you have a frustrating experience - you have to send the stick fully in one direction and then release it to neutral to fire, rather than aiming with stick and firing with a button, and if you think you've flicked and your character doesn't move it can be confusing.

There's also a small contradiction in that the game has moving platforms and other elements on cycles, like any other game, but much too often your timing is off by a fraction of a second and the twitchy action grinds to a halt while you wait for your opening to go. This is mostly a problem when you go as fast as you can through a level only to find that timing leaves you launching yourself into enemies rhythmically, forcing you to learn to add a quarter or half of a second to your time when necessary. That in itself can be kind of fun, but I personally find it jarring - especially when combined with the other elements of the game's design.

The game's visuals are colourful, vibrant, and fit the game to near-perfection. The use of a single dominating colour per world and the way the world gets progressively darker as you reach the later levels is classic good design and I love it.

The soundtrack is wonderful, too. It is top quality chiptune goodness, mostly pounding right in your ears helping you focus on your perfect timing and aiming. Possibly my favourite part of the game, if I'm honest.

So really, it might be mostly for the action junkies who want that constant twitch pressure, the VERY rapid iteration on your own skills and overall the intense challenge it provides. I enjoy the game, but not significantly. Given the price tag, I am happy to recommend it to people who think they're the sort who would enjoy it.

. Standard fantasy stuff, but it gets the job done, despite the lack of variety and quantity. I got it for free by owning it before the soundtrack was released, so I can't complain too much about it.. Cousin Okri thought Bardin's sweaty grey shirt was a bit umgak so he sent him some fashionable and practical armour

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