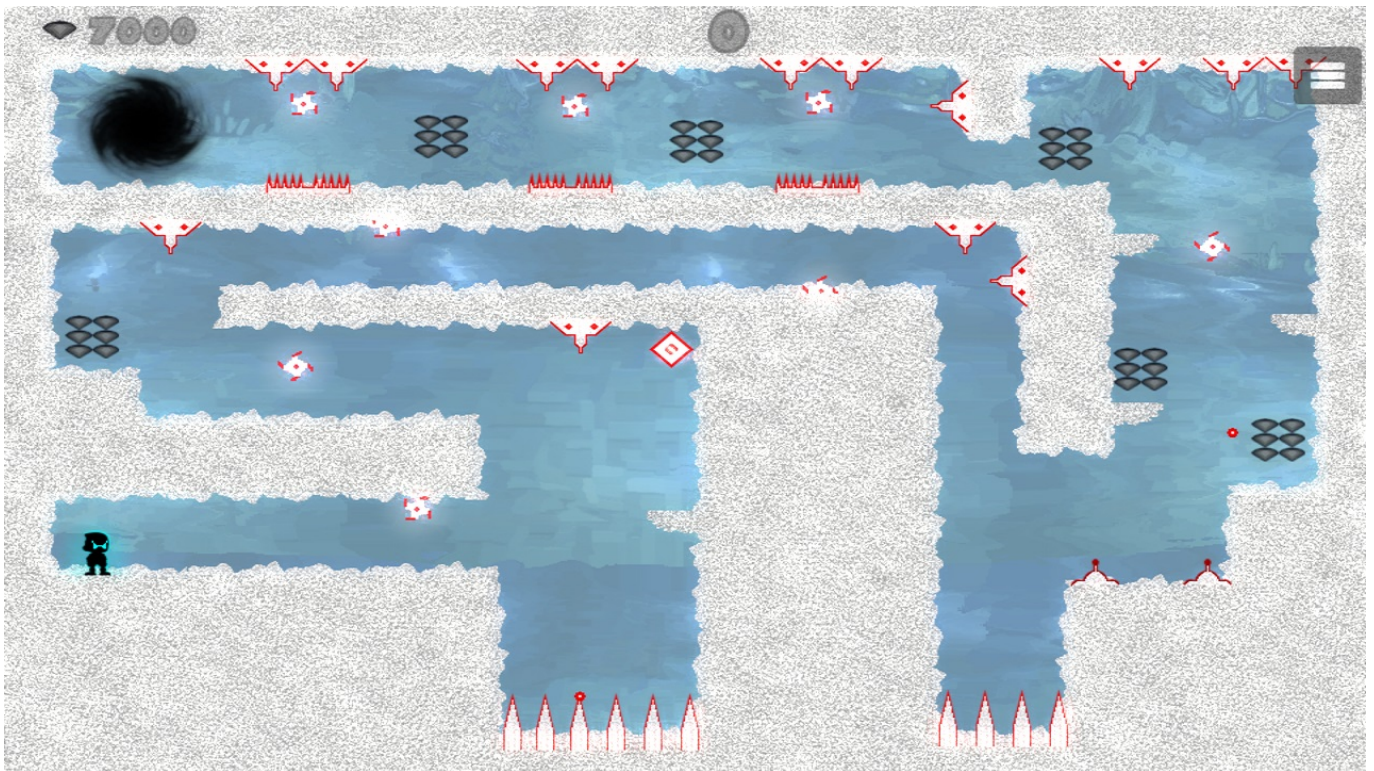

Deadly Traps Crack Download Skidrow



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About This Game

Deadly Traps is a fast-paced platformer where the levels are filled with many dangerous traps and tricky jumps that stand in your way. Your goal is to reach the portal to complete the level. The game is full of Traps and very much challenging

FEATURES

- > Steam Achievements
- > Controller Support
- > Many Dangerous Traps

Title: Deadly Traps
Genre: Action, Indie
Developer:
BT Studios
Publisher:
BT Studios
Release Date: 30 Aug, 2017

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Minimum:

OS: Win 7 or later

Processor: Dual core processor with 2.8 GHz

Memory: 2 GB RAM

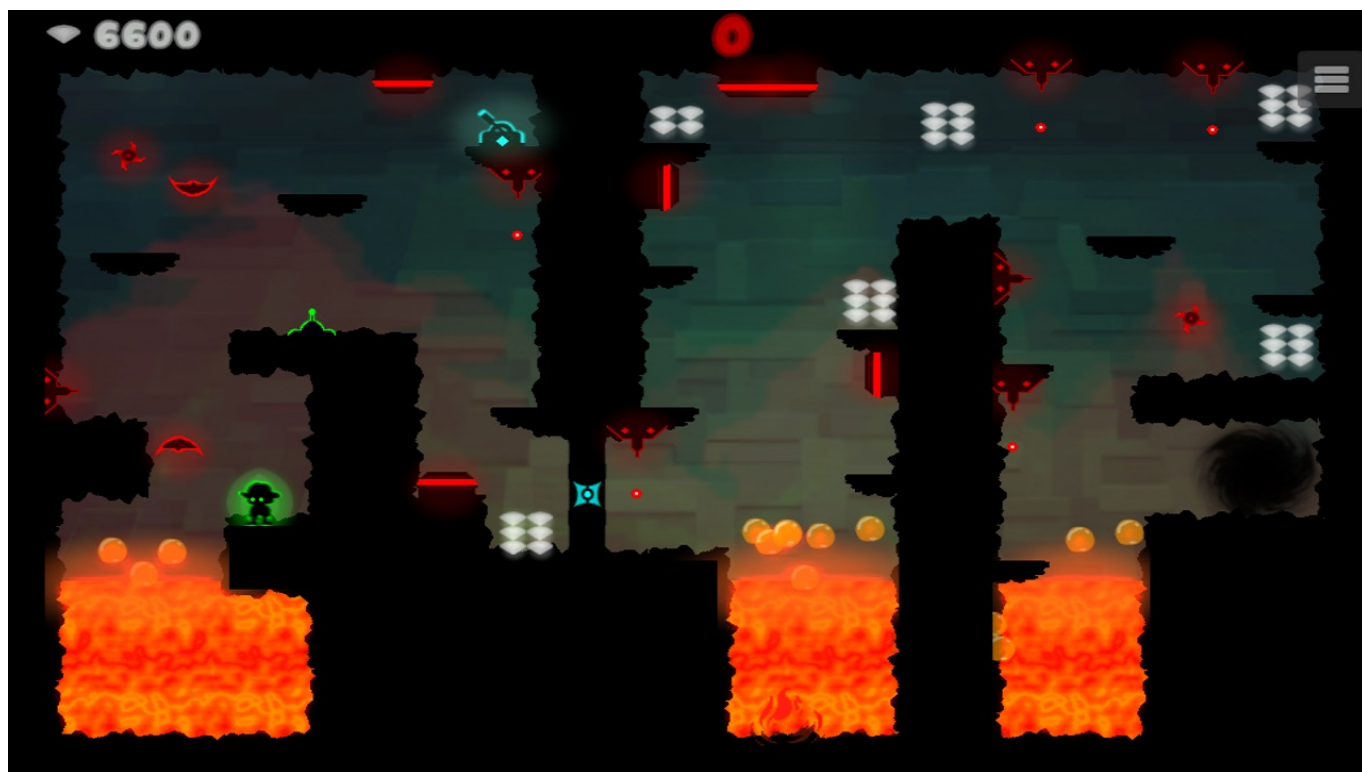
Graphics: 2 GB RAM

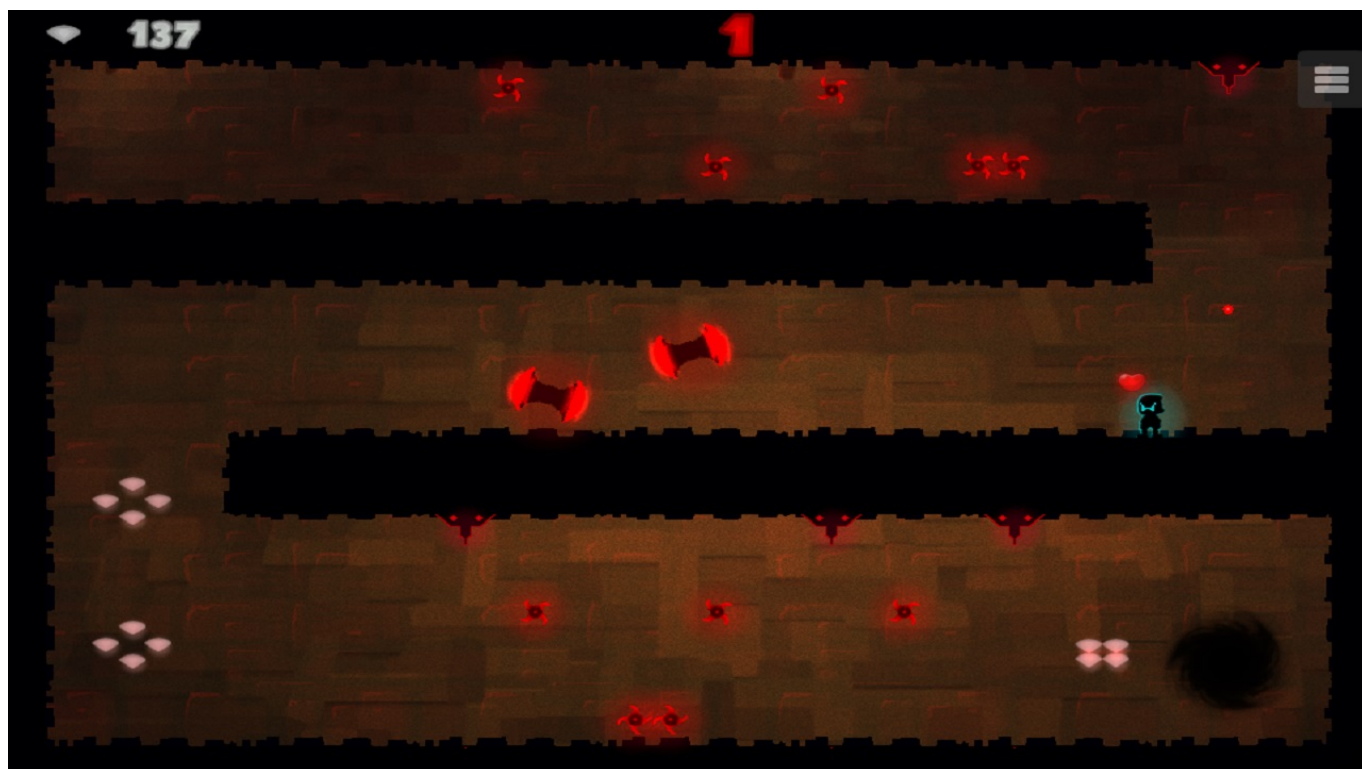
DirectX: Version 9.0c

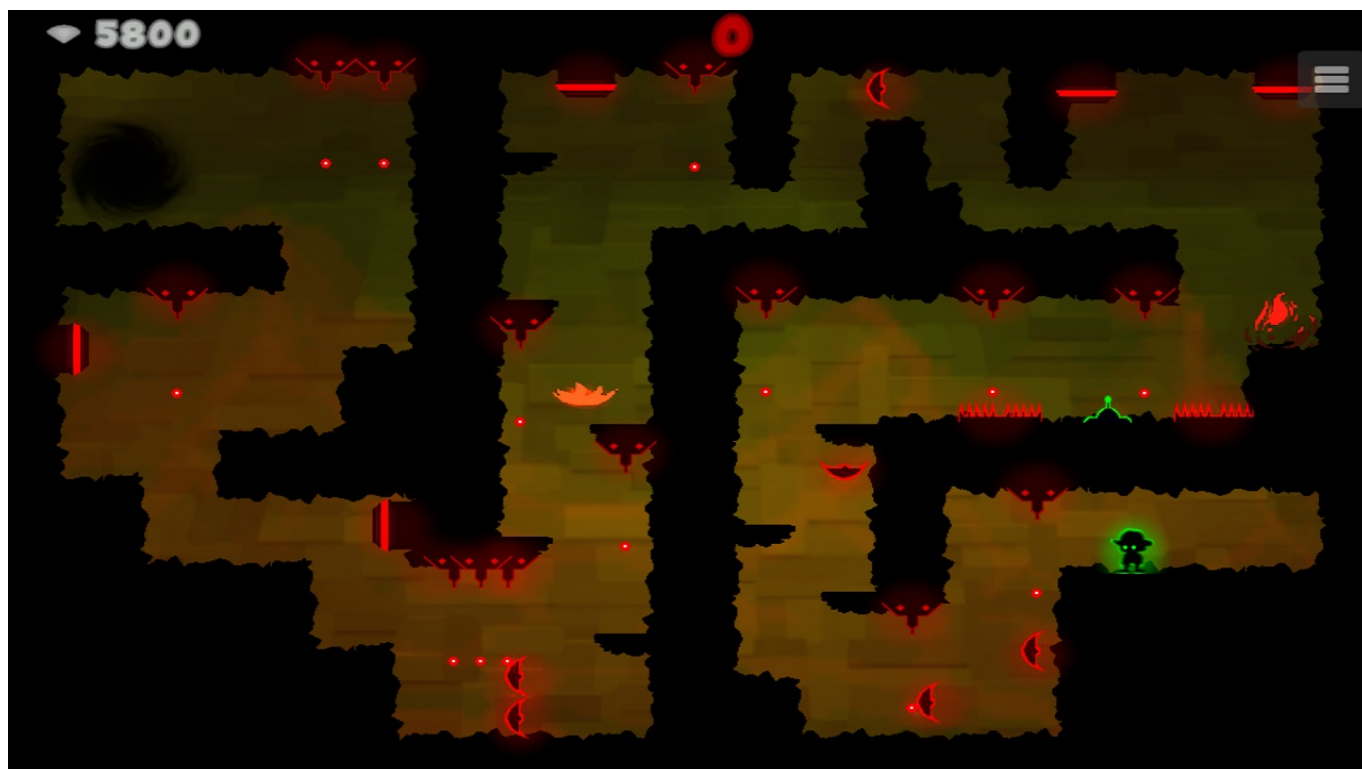
Storage: 20 MB available space

Sound Card: DirectX compatible sound card

English







Deadly traps is a hardcore platformer in the vein of games like super meat boy. There are 3 worlds with 10 levels each, each level is one screen and filled with lasers, cannons, saws, spikes, and other various things that kill you. Controls are simple and very responsive, you can move left and right and jump/double jump. Your character moves at the perfect speed, fast enough to be able to get through the traps, but not so fast that he is difficult to control. In order for a game like this to work the control has to be absolutely perfect, and it is, you will die a ton in this game but it is never the fault of the control.

Level design is good, you can see everything as soon as the level begins. There are no cheap deaths in this game, every trap is clearly visible and you know exactly what to expect as you progress through the various stages. This game is difficult, but there is no annoying trial and error stuff here, in theory you can beat every level on the first attempt, in practice that will never happen.

You can start the game from any world, all 3 worlds are playable from the get go so it gives you some freedom in how you tackle the levels, the downside of this is that the difficulty curve is basically non-existent. The game starts out tough and stays the same level of tough throughout the entire game. I also don't know if this is just me, or my skills increasing, but I felt like I died hundreds of times in world 2 and barely died in world 3. On world 2 I was averaging 30-50 deaths per level, in world 3 I died less than 10 times per level.

The only annoyance of the game is that the traps don't reset on each death, which leads to a few annoying spots where you need to wait for the right conditions to progress, it is not terrible, but when you are on your 30th death on a level and feeling frustrated it throws off your progress and adds an extra layer of frustration to the level.

Bottom line is this game is a dollar and for that price you get an excellent platformer, with tight controls, and great level design. If you are into these types of games that buying this should be a no brainer. The game will make you rage for all the right reasons and is a very satisfying experience, that took me about 2 hours to finish but your mileage may vary based on your skill in these kinds of games.. Looks like a good game but I'm left handed (Like to use arrow keys) and it won't let you change the keys so it became too frustrating only paid \$0.60 so yeah no big deal but would be cool if that changed, you know for the lefties.

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