Salt Thrust Activation Code [portable Edition]

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About This Game

Salt Thrust is game about controllable-infinitely bouncing ball on the sea .
Thoughts about lack of salt is the main idea of this game .

* This Game could be laggy if the computer specification is not high enough .(Recommended Requirements below)

This game is developer's first game and made with thoughts about sea .

Making enjoyable movements on the sea while playing it and viewing structures(enviroments) on the sea is the key content of this game .

Each level can be cleared by collecting all the keys in the scene

movement keys are WASD or arrow keys .

and mouse to look .

Levels are made with difficulty . so it might be challengeable .

So the playtime depends on Player's control .

Title: Salt Thrust
Genre: Action, Adventure, Casual, Indie, Simulation
Developer:
Collector_collector
Publisher:
Collector_collector
Release Date: 3 Nov, 2017

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Minimum:

OS: OS: Windows XP SP2+

Processor: Intel® Core™ i3 or AMD Phenom™ X3 8650

Memory: 2 GB RAM MB RAM

Graphics: Graphics card: DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities.

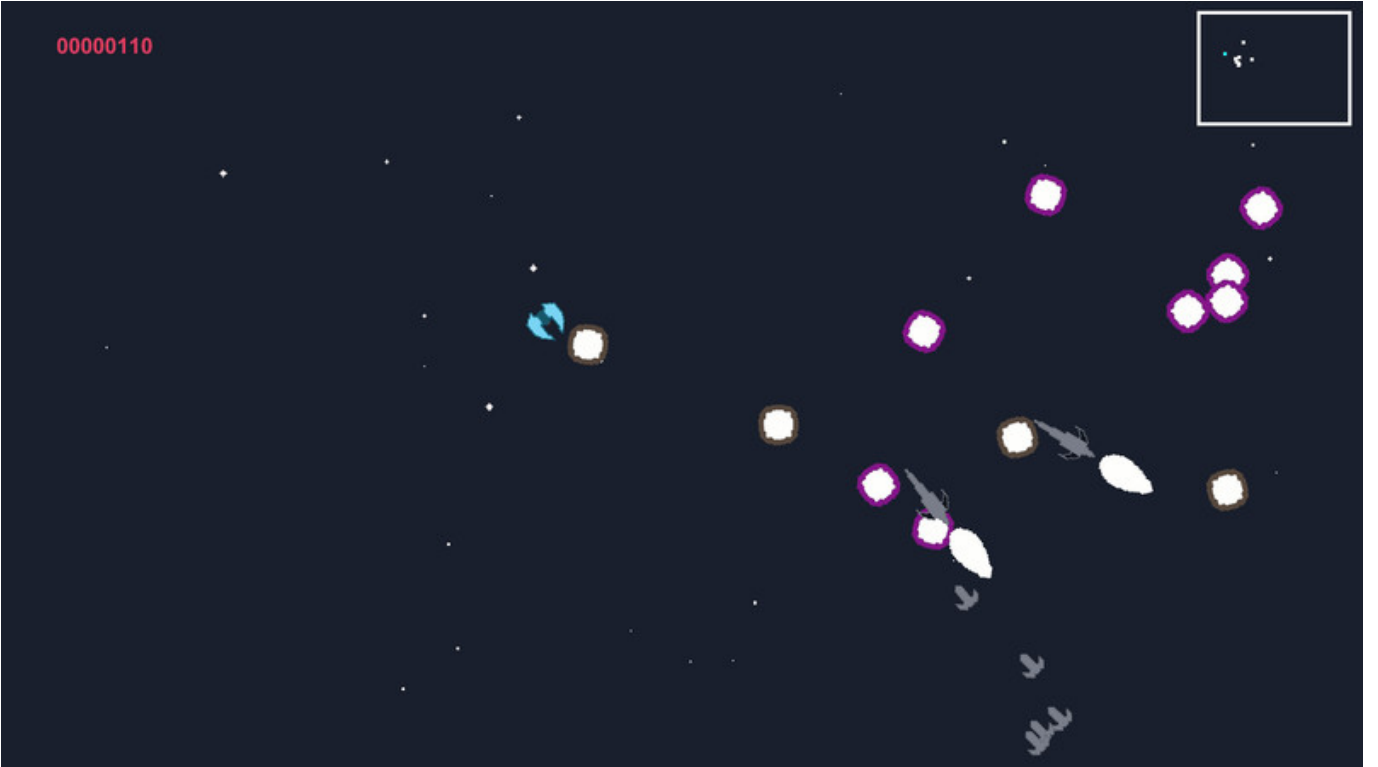**Storage:** 250 MB available space

English

Aeron, the first Vampyr

I just finished 100%ing this game. I had a fantastic time playing. If you like Overlord and Nekro(before it was pulled from steam), this game is definitely for you.

RPG, items with stats, secrets to discover, new game+.. This is one of many terrible contra clones on steam. I am a sucker for these kinds of games so when I saw best buds it looked like the kind of game that I should love, but once you start playing you realize all the flaws.

-Bad controls, unresponsive and aiming is awkward, makes firefights far more difficult than they should be, this is not a problem that I ever ran into in the original contra which came out over 30 years ago. How simple run and gun controls are not perfected by now is mind boggling.

-awkward camera. yes you read that right, awkward camera in a sidescroller. When you press up to aim up the camera shifts up, when you duck the camera shifts down, this often obstructs your view and is also very dizzying. Like for example, I am running through a level, an enemy is flying overhead shooting at me, I aim up at him and now I can no longer see enemies below me\/ on the same plane. Very awkward and not needed.

-boring level design, each level is a scavenger hunt for 3 letters that open a door where you fight a boss to get the last letter of the word exit and then you can leave the level. Exploring the levels is not fun, and there are several really obscure pieces. The traps are easy to avoid and there is no good platforming or heartpumping sections to be found. Just wander fighting samey enemies who won't kill you as often as the controls will.

-terrible design choices, when you die the enemies respawn but the power ups dont? wtf?

-you hit a checkpoint once and you can never activate them again, which means if you accidentally hit the checkpoint by the boss but cant fight him yet you will have to backtrack through a large portion of the level when you die on the boss.

-no lock on\/aim button (ie: contra 3)

there is just a ton of things to hate in this game and I cannot recommend it to anyone, if the trailer interests you I would advise you go back and replay contra rather than mess with this trash game.

. TLDR: A huge recommendation. My GOTY 2019 and my favorite From Soft game to date.

---{Graphics}---
\u2610 You forget what reality is
\u2611 Beautiful
\u2610 Good
\u2610 Decent
\u2610 Bad
\u2610 Don\u2018t look too long at it
\u2610 Paint.exe

Art direction is fantastic.

---{Gameplay}---
\u2611 Very good
\u2610 Good
\u2610 It\u2018s just gameplay
\u2610 Mehh
\u2610 Starring at walls is better
\u2610 Just don\u2018t

A very attractive rythm game like combat with typical From Soft exploration.

---{Audio}---
☐ Eargasm
☑ Very good
☐ Good
☐ Not too bad
☐ Bad
☐ Earrape

Apart from really loud deathblow sounds top notch.

---{Audience}---
☐ Kids
☑ Teens
☑ Adults
☑ Human

Pretty harsh violence.

---{PC Requirements}---
☐ Check if you can run paint
☐ Potato
☑ Decent
☐ Fast
☐ Rich boiiiiii
☐ Ask NASA if they have a spare computer

Runs great on mid tier PC @ max settings.

---{Difficulty}---
☐ Just press ‚A'
☐ Easy
☐ Significant brain usage
☐ Easy to learn \/ Hard to master
☐ Difficult
☐ Dark Souls
☑ Sekiro

Game is punishing and requires skill. Once you get the hang of it it's a ton of fun and becomes easier than Dark Souls and Bloodborne.

---{Grind}---
☐ Nothing to grind
☑ Only if u care about achievements
☐ Isnt necessary to progress
☐ Average grind level
☐ Too much grind
☐ You'll need a second live for grinding

The only grind is getting achievements. Also, if you want to try out every upgrade for the arm and\/or all combat and passive skills.

---{Story}---
☐ Story?
☐ Text or Audio floating around

☐ Average
☑ Good
☑ Lovley
☐ It'll replace your life

It is a pretty standard revenge story on the surface but if you explore it's really deep and intricate. There's a lot to discover and to enjoy in this game in terms of characters and their relationships as well as their motivation with some loose ends left for the inevitable DLC.

---{Game Time}---
☐ Long enough for a cup of coffee
☐ Short
☑ Average
☑ Long
☐ To infinity and beyond

Your first playthroughs will take you 12-30 hours with subsequent runs getting considerably shorter.

---{Price}---
☐ It's free!
☑ Worth the price
☐ If u have some spare money left
☐ Not recommended
☐ You could also just burn your money

This is a testament to the good old approach to game development. A fantastic singleplayer experience with absolutely none of the current industry traits.

---{Bugs}---
☐ Never heard of
☑ Minor bugs
☐ Can get annoying
☐ ARK: Survival Evolved
☐ The game itself is a big terrarium for bugs

You will have to look very meticulously for any bugs or just google them.. Pros
- Cute
- Interesting concept of gameplay
- Nice graphics and design
- Realistic fire
- Token tracker
- 12 challenging levels
- Free

Cons
- Lack of level overview
- Some levels are difficult
- Lack of checkpoints
- Lack of tutorial

This game could be further improved by:-
1) Adding checkpoints (perhaps after reaching the recharging point,
2) Resizing the level select (because you need to click the arrow keys multiple times in order to repeat the desired level).
Certainly, the devs can fit all 12 levels in one screen,
3) Adding a short tutorial on what to get (the tokens as it is important for an achievement), how the droplet functions and what

to avoid.

Overall, this could be one of my free favourite games if its not for the difficultness for I need to repeat certain levels more than 10 times and 4 hours to complete it. Perhaps, I am not good in platformer games.

However, you should give it a try and challenge yourself. It can be frustrating but satisfying.. Yet another Sokoban clone, with a tank model stolen from the BattleCity T3 model
http:\/\/steamcommunity.com\/sharedfiles\/filedetails\/?id=1126325707

-store page says - Retrowave - I would say - stolen from the old game's textures masked via fancy filter
-If you enter the credits you can't leave them other than ALT+F4
-*Fine soundtrack* - sounds like a 12 years old music school student homework
-Unskippable intro
-No achievements
-No cards
+Well at least it works unlike a lot of games posted via steam direct
. What an awesome RPG. Up there with Planescape: Torment, the Baldur's Gates and Neverwinter Nights games. The story is gripping, the characters completely engaging, this is an RPG you cannot afford to miss.

There are a few small bugs that are easily fixed by F5-F9 (quicksave, quickload).

The one thing I could say I don't like is that it was short. I took my time and the pleasure lasted only 20 hours.

But guess what, you can download tons of other stories \/ missions from the workshop, meaning you can get a *LOT* of mileage out of this title. On top of that, you can replay the main story multiple times with different classes and builds.

This game earns my very HIGHEST RECOMMENDATION.. i picked up tommy tronic and can not get the game to run. it has alot of issues just trying to start the game. DONT BUY IT!
This Game is the Worst Case itself!

Pros:
- Starts Interessting = Your char sneezes,harrumph and so on randomly!
.....thats it!

Cons:
- Price 19,99\u20ac!!!! Unbelivable Overpriced, i would recommend 1-2\u20ac MAXIMUM!
- Old lookings graphics (related to price)
- Relatively long walking distance with no sense
- Walking ways are kinda empty and with simple graphics

=====SPOILER SPOILER SPOILER=====

Stage 1 kinda "ok", even when nothing really happend
Stage 2 was the worst gameplay i have experienced in a long time!
Totaly oversized & senceles Area, where you have to find something!
IN THIS AREA, THERE ARE AUTO SHOOTING TURRETS ALL OVER THE PLACE

1. Dont know where to walk
2. Graphics & Lvl design looks like hl1 engine
3. Died cause of auto-shooting turrets
4. Died cause of auto-shooting turrets again
5. Found Energy-Computer
6. Switched off
7. Died cause of "still" auto-shotting turrets
8. tried to reach the Energy-Computer again

9. Died cause of auto shooting turrets
10. tried to reach the Computer again
11. Died cause of auto shooting turrets
12. Reached Computer & Died again!
13. Refund game!

The whole Level Design has a big lack of details which makes it look so old & clumsy

I really tried to give it a chance, but for a price of 19.99\u20ac or even 17.99\u20ac (-10%) this is an absolutly sassiness!
. Now this was a very pleasant surprise. I had never heard of Darkestville Castle, it was an impulse buy during winter sale. And boy do I not regret that decision. The game's style could best be described as Invader Zim meets The Nightmare Before Christmas, "dark" but all in a very cartoony fashion. The main character, Demonguy Cid, is very much "evil" as he let's you know any chance he gets.

The writing gets the most important thing right: The humor. This game is funny. *Really* funny. It will make you chuckle and giggle all through out. Also virtually no gross-out jokes which is something I always appreciate. Cid himself is a likeable anti-villain. His voice actor does an excellent job at conveying his scheming, snarky personality. He is unfortunately the only good actor, most side characters' voices range from ok to very amateurish.

The point & click UI is simple and straightforward and undoubtedly inspired by Curse of Monkey Island. You click on a thing and then choose whether you wanna look at, interact with or apply your mouth to that object. Click on things, combine things, talk to people. Your typical point & click fair. No BS mini games or sad attempts at "spicing up" the gameplay. You point. You click. That's it. There is also a hot-spot indicator to ensure you don't overlook any clickables.

So what about the puzzles? The puzzles are good! I never had to look up any solutions. Even when puzzles don't really make sense, the characters & flavor text give very good hints to point you into the right direction. Guy complains about not having enough mint in his drink? Stuff some mint scented toilet paper in his glass. Genius!

I guess the only real complaint I have is that the art style is somewhat inconsistent. Nothing too jarring but it does show that several artists of different skill worked on this.

Bottom line: Darkestville Castle belongs into the category of "criminally overlooked modern-day Point & Click games", right alongside Ballads of Remus, The Journey Down and A Stitch in Time. If you fancy yourself a fan of graphic adventures then play this game.. A short game but still fun to play. A few puzzles that make you think, lots of exploring for clues.

The best Breakout game you can play.. Assumed to be asset flip, fun game nonetheless. They have begun updating it with assets that arent in the starting pack. Nicely done.. I absolutely have no regrets spending under $5 on this game! I will go through and list the positives and and negatives I found after playing this game for about an hour or so, a grain of salt is not provided but feel free to take one if you need to.

Graphics: 8 What do you expect, it's hand drawn on crumpled notebook paper and then animated! The kind of crap we dreamed of doing in Jr. High or High School.

Sound: 8 It is a light blippy and bubbly soundtrack and though I reside on the dark side of the spectrum, I can't help but wiggle and dance just a little bit from the overflowing and overwhelmingly happy music. The sound effects are equally as happy and add to the overall experience. I was expecting pew pew pew and got bloop bloop bloop.

Gameplay: 9 This is a top down shooter like Asteroids or Space Invaders. I can see this becoming engrossing and completely addictive if you have a weakness for casual games. While the gameplay isn't super face melting fast paced by any means, it is extremely anxiety inducing once you get passed The Leviathon boss.

Replayability: 10 So it is permadeath in the sense you only get one, maybe two chances if you have a shield. The ability to custom create your own scribble ship allows you to play the same "map" over and over again and each play through is completely different.

So here come the negatives that I found.
-No coop multiplayer. Couch coop for this game would make it 10x better!
-Not enough variety of weapons: This game needs paint cluster bombs, paint (flame) thrower, proximity mines, paint lasers, something...you get your basic bloop bloop gun and some targeting paint missles but in the hour or so I played the weapons are just more of the same, but faster.
-More backgrounds needed. I love the fact that when you "destroy" a ship with your paint guns, it is added to the paper background you are playing on. This only looks so cool for so long...variety is the spice of life. I would love to see a few more notebooks or desks or tables etc added as backgrounds. Maybe a bathroom stall wall or something :D

Overall Impression: HELL YES! for under $5 you get a casual game that keeps your interest, supports independent devs, and is an amazingly fun experience. I look forward to seeing if the devs keep this game fresh and new feeling with updates. Will this be my main game with 100s of hours, probably not. Will this be a game I fall back on when other servers are down or when I am feeling casual. Oh yes! This has the potential to be a huge black hole of time, in the most positive sense of the phrase :D
I HIGHLY RECOMMEND THIS GAME!. I recommend this game as its exactly what it promises. It's a great couch co-op game. 90% of the negative reviews seem to be because they didn't see where it mentions its for 2-4 players only currently. While i'd love a single player mode i think the only way that's going to happen is if this doesn't bomb. So in the meantime id recommend picking this game up as a fun co-op game and hope that a single player mode comes along.

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