SwordBounce Reset Key

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About This Game

SwordBounce is a linear pixel art puzzle platformer (I know) in which you can use your sword to bounce on obstacles in your path, among other similar thing 5d3b920ae0

Title: SwordBounce
Genre: Action, Indie
Developer:
GogglesKitty
Publisher:
GogglesKitty
Release Date: 19 May, 2018

English

sword bounce

u0130t s awsome and it s super cheap just play it. SwordBounce is a fun, challenging precise platformer that has beautiful artwork. I would recommend it to anyone who is a fan of the genre but a small warning for those that suffer from carpal tunnel or similar hand issues; it does not have controller support so it can quickly get hard on your hands. You can read my full thoughts here: https://whatevo.com/post/237/steam-summer-sale-retrospective. Swordbounce is a unique, difficult, polished, and rage inducing precision platformer. Pros: New and interesting mechanics added every world 10 Secret stages to complete (each with their own unique gimmick) Polished level design Tight controls Cheap price Cons? nothing stood out as bad to me.. Super fun platformer with interesting mechanics and puzzels :D still playing! come watch gameplay on my channel https://youtu.be/NLPeKgsYFfs. It took me a long time, but this game was good enough to make me 100% it. The platforming is super tight. Like N++, this game excels in how it uses its mechanics rather than by having too many. It's very tricky, but levels are short enough to where you never get stuck too long. If you're bored and looking for a new challenge, SwordBounce is probably the game for you.. It took me a long time, but this game was good enough to make me 100% it. The platforming is super tight. Like N++, this game excels in how it uses its mechanics rather than by having too many. It's very tricky, but levels are short enough to where you never get stuck too long. If you're bored and looking for a new challenge, SwordBounce is

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3.2 Frozen Ocean : 12/30/2018 v3.2 Frozen Ocean New Features: Current health now affects accuracy, evasion, magic evasion, counter, taunt, and critical chance. (this applies to enemies as well) Current stamina now affects evasion, magic evasion, and counter. 18 unique accessories added for the previous new dungeons. Balancing: Buffed enemy HP by 5-15%. Buffed enemy defense by 3-9%. +10% evasion to all party members except golem and ghost ship. +20% accuracy to all party members except ghost ship. (this accuracy buff is temporary until weapon accuracy is implemented) Buffed angry monster from +35% to +50%. Angry monster now heals 10% hp. Knockdown now lowers 50% attack and defense instead of 10%. Knockdown now lowers 75% dexterity instead of 25%. Knockdown taunt reduced from 75% to 50%. Tripled the taunt skills of 1h swords and spears. Misc: Removed save confirmation script for better stability. Improved stability for 3d dungeons. (may still be unstable for slower computers) Fixed exiting crystal for 3d dungeons. Fixed Forgotten Horror dungeon.. 3.1.2 Number Reduction : 10/21/2018 v3.1.2 Number Reduction Features: Frozen Ocean and AP Island are somewhat open. (both of these areas are massive, but currently have little to no fights, zero dungeons, and almost no rewards. Looking for feedback on lag and size per map) An auto-battle accessory is now in the Ghost Store. (it may use tier 0 skills you don't have, which is fine for now) 100+ enemies can now drop candy. (this is extremely rare) 25+ enemies can now drop card packages. (this is rare) 15 new armors added as enemy drops. Balancing: Reduced player's base stats by 80%. Reduced enemy stats by 75%. Tripled stamina regen from dexterity. Bombs and potions reduced by 75%. Reduced luck damage of Thread by 75%. Reduced staff's mana spells by 75%. Reduced static equipment stats by 50-66%. (intricate weapons only received a 25% reduction) Card ghost encounters are now 40% more powerful. Improved rare item drop rate for tier 0 enemies by 33%. Misc: Fixed reward on step 2 of the ghost bar. Stopped player from re-entering a certain basement. Stopped a Red Temple scene from replaying itself. Stopped golem greatswords from only giving 1h skills. 68W1O logo is now skipable.. 3.2.7 Stability : 2/26/2019 v3.2.7 Stability New Features: New quest added East of Katis. Balancing: +1 duration to Ice walls. +1 duration to Earth walls. +2 duration to Metal walls. +1 duration to Carbon walls. Weakened Carbon walls. (first tier now 10% instead of 20%) Carbon walls now also grant additional healing received. Misc: Compressed all enemy graphics for improved stability and file size. Relocated a script for improved battle stability. (this may have been the culprit for the random crashing) Fixed Poetry of Blood exp bonus.. 3.2.5 Hotfix : 2/22/2019 v3.2.5 Hotfix New Features: Put save script back in. (WARNING: Save only in the top slot. A one slot autosave system may be introduced in order to fix the save crashing) Misc: Removed battle camera for improved stability.. 3.1 Red Temple : 9/9/2018 v3.1 Red Temple New Features: Chapter 5 is now open. Yamen Field is now open. Romantic diffculty added. Infinite Nightmare difficulty added. 54 new spells added. Tier 5 bombs at store level 10. Increased max enemy tech from 70 to 120. 1 new Poetry of Blood added. 22 new books added throughout the game. Balancing: Slowed enemy tech by 5%. Soldiers grant less military on easier modes. Soldiers grant more military on harder modes. Lowered encounter strength on mining camp attack from 80 to 70. Enemy town attacks are now slightly random for each playthrough. Unknown Force is now +30% Magic and Spirit. Reduced Damage Reduction of Fortress from 65 to 50. Reduced Defense of Fortress from 50% to 25%. Increased cooldown of Fortress from 12 to 15. Replaced Inspired with a new skill; Divine Fortress. Smoke duration reduced from 10 to 5. Smoke cooldown increased from 8 to 20. Smoke now grants +10% evasion. Nether Armor spellhaste cut in half. Nether Armor mana penalty removed. Redesigned Balance and Perfect Balance. Redesigned all difficulties. Buffed tier 2 sea monsters by 10%. Misc: Improved prologue forestry. Improved Katis bridge. Centered Rakenzie screen. Improved Succubus quest. Slowed camera zoom speed by 10%.. 3.2.8 Stability and Balancing : 2/28/2019 v3.2.8 Stability and Balancing New Features: Black backgrounds for all battles. (this fixes the random crashing at the start of random battles. Future updates will slowly bring backgrounds for each area) Brought back the options menu. Balancing: Lowered most enemy stats by 1-4% on tech levels 1-50. Lowered most enemy stats by 3-5% on tech level 1-20. +150% exp to pentagram fights. Weakened East Katis pentagram fight. Lowered spirit of Treants and Dire Treants by 10%. Lowered attack and dexterity of Assassins by 20%. Lowered attack of Royal Assasins by 10%. Halved health regen of Holy Ghosts and Electric Souls. Lowered exp and gold for Librarian by 25%. Bloodlust now also costs 65 stamina. Apathy now also reduces healing received. Counter now also grants +20% evasion. Remorse now also grants +30% spirit. Weakened all zombie belts. Jester ring no longer provides a dexterity percentage. Jester ring now grants +10% taunt. Misc: Fixed multiple save points. The Edge is slightly less laggy. (this place will be split into a North and South soon) Fixed stability after leaving waypoints. Fixed a potential bug in newest quest. Pentagram fights now have boss music.. 3.3 Lost Hunters : 3/18/2019 v3.3 Lost Hunters New Features: Brought back original battle backgrounds. (they're more stable than before, but still need more testing) Added 5 more hunting contracts for Hunter's Guild. Finished monster quest in Lampless. Added Black Market for Lampless. (no features yet) Small ghost bar added to Island of Sand. (will feature a quest or two in the future) Town economy now affects town happiness. Store level now affects town happiness. Zero happiness now increases crime by town's total population. Town happiness is now divided by total population. +10% to all stats for a certain character after chapter 5. (there is no notifcation for this atm) Balancing: Lowered starting population requirement by 90%. (this only applies to new playthroughs) Lowered population growth rate by 66%. Medium pace

mining penalty increased from 1 to 2. Fast paced mining penalty increased from 2 to 5. Slightly weakened enemy breath attacks. Slightly lowered spirit on all fates. Counter now grants an additional +10% evasion. Remorse now also grants +25% damage reduction. Increased taunting on Remorse from 200% to 300%. Increased cooldown of Spear Fortress from 12 to 16. Doubled Apathy's side effects. Increased strength of Carbon walls by 1 tier. Reduced mana cost of Chemo from 10 to 4. Reduced mana cost of Mass Chemo from 120 to 20. Misc: Map is now zoomed out. Fixed Divine Underground savepoint. Fixed Blueheart savepoint.. 3.3.1 Town Improvement : 3/22/2019 v3.3.1 Town Improvement Features: Added a Motel to the Ghost Town. (shows up at town level 3, and provides economy based on average happiness and art level) Added an Art Gallery to the Ghost Town. (shows up at town level 4, and is used to permanently increase your town's art level and happiness) Musician now gives +1 art level. Balancing: Increased happiness from town level by 66%. Increased happiness from tech level by 50%. Increased happiness from store level by 50%. Misc: Fixed loading in bug for lights and ceilings. (to protect from a new bug, the game currently doesn't fade out while loading or saving) Fixed Eastern Psuedo Hell savepoint. Fixed some rakenzie cards. Fixed some text.. 3.0.4 Balancing : 7/12/2018 v3.0.4 Balancing New Features: 1 new quest added in Katis Mining Camp. 1 new quest added in Wooden Edge. 1 new quest added in Tower of Reason. 1 new quest added in Lampless. Balancing: Doubled EXP bonus from poetry of bloods. Lowered enemy town attack strength by half. Enemy town attack strength can not go below 25%. Increased enemy tech cost by 10%. Increased boss EXP by 5%. Redesigned offensive metal magic to be defense stat only. Buffed luck as a defense against thread magic by 50%. Buffed thread super DoT by 33%. Redesigned and buffed all basic attack skills. Buffed attack growth rate. (this is significant) Buffed defense stat in mace formulas by 20%. All mace skills now use some defense. Mace's slams now have a high chance to knockdown. Mace's strike legs now has an extreme chance to knockdown. Mace's strike chest silence reduced to 25%. Mace's strike chest stamina cost reduced from 65 to 25. Mace's strike chest cooldown increased from 6 to 15. Silence reduced from 5 turns to 3. Sternum stun chance reduced to 50%. Sternum cooldown increased from 4 to 12. Guarding now grants 20 stamina instead of 10. Lowered multiplicative cost of mining by 2%. Cancellous Plating now lowers dexterity by 25%. Enraged enemies now have 25% stun resistance. Lowered luck aspect of bombs by 25%. Buffed stoic scythes by 15%. Increased attack stat of most spears by 10-20%. Increased attack stat of intricate weapons by 25%. Lowered stats on star pendant and star badge by 33%. Lowered Jester Ring's dexterity from 10 to 5. Slightly weakened lower tier Poetry of Bloods. Increased power level of card ghosts by 20%. Halved alchemist reward potions. Misc: Fast battle messages are now up an additional 15 frames. Fixed a few saves that were extremely slow to load. Improved Hollows Arena aesthetics.. 3.2.2 Stability : 2/02/2019 v3.2.2 Stability New Features: Improved AI on a dozen more enemies. Balancing: Increased exp rate for mid to late game by 10-60%. Quadrupled defense bonus for Guard and Defend. Misc: Removed Mercy Screen for stability. (gameovers are back) Improved stability when leaving a 3d area. Reorganized more scripts for stability. Skipping chapter 1 now correctly increases enemy tech level/rate.

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