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## Deadfall Tropics Free Download



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### About This Game

1941. Europe is at war! On the mysterious Isla Demoníaca, a haven for scoundrels and miscreants; roguish smuggler Hank Hudson is now a marked man. His only hope of escape; the island's newest arrival Doctor Lydia Lang, come to find an ancient artifact that may turn the tide against the Nazis! Seeking safe passage through the island, Lang hires Hudson as her guide.

Play as Hudson in this 2D action platformer as he defies death at every turn to help Dr. Lang in her quest and find his own way off the island. With no holds barred difficulty in the spirit of classics such as Contra and Ghouls and Ghosts, get ready to find out how strong your controller really is...

### Just like Grandpa used to play...

- Alienatingly difficult.
- Classic 16 bit graphics.
- Action platforming with a narrative focus.
- Complete stages to unlock new areas of the island.
- Escape each encounter only by the skin of your teeth.
- Find treasures to expand the museum exhibition and unlock a new mode and alternate endings.



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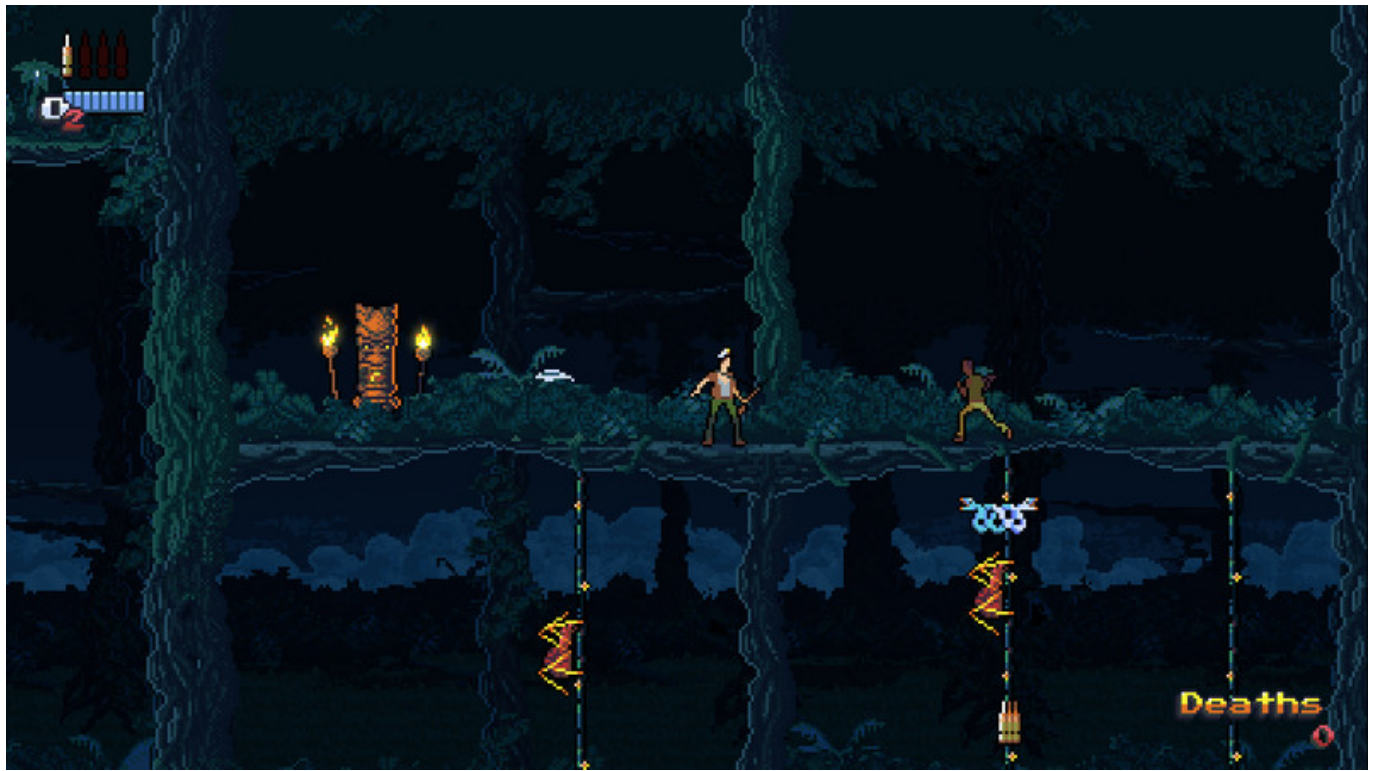
Title: Deadfall Tropics  
Genre: Action, Indie  
Developer:  
Studio Jimothy  
Publisher:  
Studio Jimothy  
Release Date: 10 May, 2018

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English







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The 80's cheese is real in this, and that's a good thing.

You have this plot straight out of a classic B-movie action flick, complete with an arrogant, cocky lead, the standard damsel - and the comic relief of the goons that sometimes break the 4th wall.

Also - this is a VERY story-heavy game. You don't really need to read it , the story doesn't seem to help you figure out what to do.

**what to do**

**Don't die.**

**Get from point A, to Point B.**

**Collect optional thingamabobs.**

**There are even bosses.**

**But How Does It Control?**

**Very nicely, as the dev explained to me " more of a Contra feel " that was also a nice clue that I could shoot directly UP and DIAGONALLY. you NEED that knowledge. You can also shoot, and punch in the air, while jumping, after sliding and jumping, etc.**

**You have a sprint meter which is tied to an Oxygen meter in the top left. And, just liek Super Meat Boy; you can activatw the " running " mid air to close gaps faster ( required skill, actually )**

**You don't have unlimited bullets. The enemy does.**

**You can also punch ( the default button you shoot with, also punches when you have no ammo - but it does have it's own button mapping for punchin )**

**But Is It Fun?**

**I think so. It's also highly challenging, you have very intricately timed elements staggered throughout little gauntlets ( with checkpoints smattered here and there )**

**You have free reign to challenge any level you want after clearing it, but you can also just play every level back-to-back.**

**If you go to the map, you control a little rpg-esque avatar to go to each level, where it tells you the stats of your completion, and allows you to retry it.**

**Cons?**

**Yeah, but only if you plan on capturing the game footage with Nvidia Shadowplay ( Share )**

**It won't capture the game with it due to a way the in -game text was coded.**

**There is also no windowed mode for this very same text-related reason. ( and your mouse gets locked in the center at times )**

**Not exactly deal-breakers. The game content is very, very good. And the dev is a good chap, so support isn't an issue. Replied almost instantly to my questions.**

**I absolutely recommend this game. It's got a good amount of charm.. TLDR: Challenging but rewarding.**

**-Don't buy if you like games that hold your hand and give you success on a plate.**

**-Do buy if you enjoy conquering enemy patterns and tight gameplay.**



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Those damn totems.. They keep bringing me back into this eternal hellish nightmare...

Oddly though I just can't seem to get enough.

At this point I'm only 2hrs into the game and have already died 250+ times.

Although it's still quite early in the game I feel like it stands on its own legs strong enough to warrant this review.

Firstly, this feels like a call back to classic platformers, but there is a difference. Deadfall Tropics, although punishing still feels fair.

"If I die in the game its my own fault" <--- This is what makes a difficult game a good game.

Not a single one of my novice 250+ deaths felt unfair, and furthermore every time I did die I felt compelled to learn the patterns of the enemys and the map.

Aesthetically it's exactly what it looks like in the trailers. The vibe is playful 80s action hero mixed with a hint of Donkey Kong Country and personally I quite like the impression it gives off.

Controls feel sharp and responsive but I was initially annoyed that I couldn't use the analogue stick as my d-pad, (I was playing this on an Xbox 360 controller.) However I felt that I soon adjusted quite easily.

The audio sadly is my only gripe with this title as it feels slightly lacking. It's like a downplayed Indiana Jones soundtrack, It is a decent fit to that 80's cinematic feel that the game has but as I said it just feels lacking.

-This is probably only me though let me know if you disagree in the comments-

All up I don't usually do reviews, but this is a relatively new game and I actually felt is was worth sitting down for 5 minutes to give people an idea of its gameplay.

Two Thumbs up from me, give it a go if you're up for a satisfying challenge.

I suppose I'll recompose myself and get back into the game now. Wish me luck fellow deadfallers.. Difficult, but very addictive :) Prepare to die xxxx times :)

<https://youtu.be/TEOVTFOLvjw>. Nails-hard pixel-perfect platforming, reminiscent of the 8-bit greats.

[Frequent checkpoints help with the difficulty spikes.](#)

[Almost has a Super Meat Boy feel to it at points.](#)

[The writing isn't great, but that's not why you'd pick up this game.](#)

[8V10 - well worth it at the price. This is a weak thumbs up. A modern take on old catridge game difficulty platformers. 1 hit deaths with difficult platforming. This game is quite difficult, and unfortunately has some flaws in that regard, the later levels being ridiculously harder to the point of frustration](#)

Pro:

[Good art](#)

[Enjoyable gameplay](#)

Cons:

[Offscreen projectiles](#)

[Difficulty spikes. Theoretically I often wondered if entertainment media genres were offered in a sequential time line as training lessons for androids: Gen X first exercised in memory training through pattern memorisation titles](#)

[If so then us Gen Xers have long since passed this particular course. You'll find most people desiring these seemingly difficult games to be the new generations desiring self promotion and bragging rights.](#)

[The main reason, however, that many of us in our mid forties can no longer tolerate this type of game play is that our memory is not what it used to be back at age fourteen playing Castlevania.](#)

[The developers of Deadfall Tropics seem to have taken note and compensated by adding an advantage that games like Contra and Odd World didn't have: frequent checkpoints.](#)



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With the generous number of checkpoints in each level even us oldies will find that it's easy to memorise twenty-five percent of a level as opposed to memorising a level in its entirety including the end-level boss fight

Despite being only an hour and half into this game I wanted to place a good word for it now as with a backlog of close to 5k games, spread across several platforms, undoubtedly this will be back in my backlog soon

Highly recommend even if you're intimidated by retro titles as DT is much more forgiving than games like Golgo 13 and Flashback which it attempts to imitate.



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