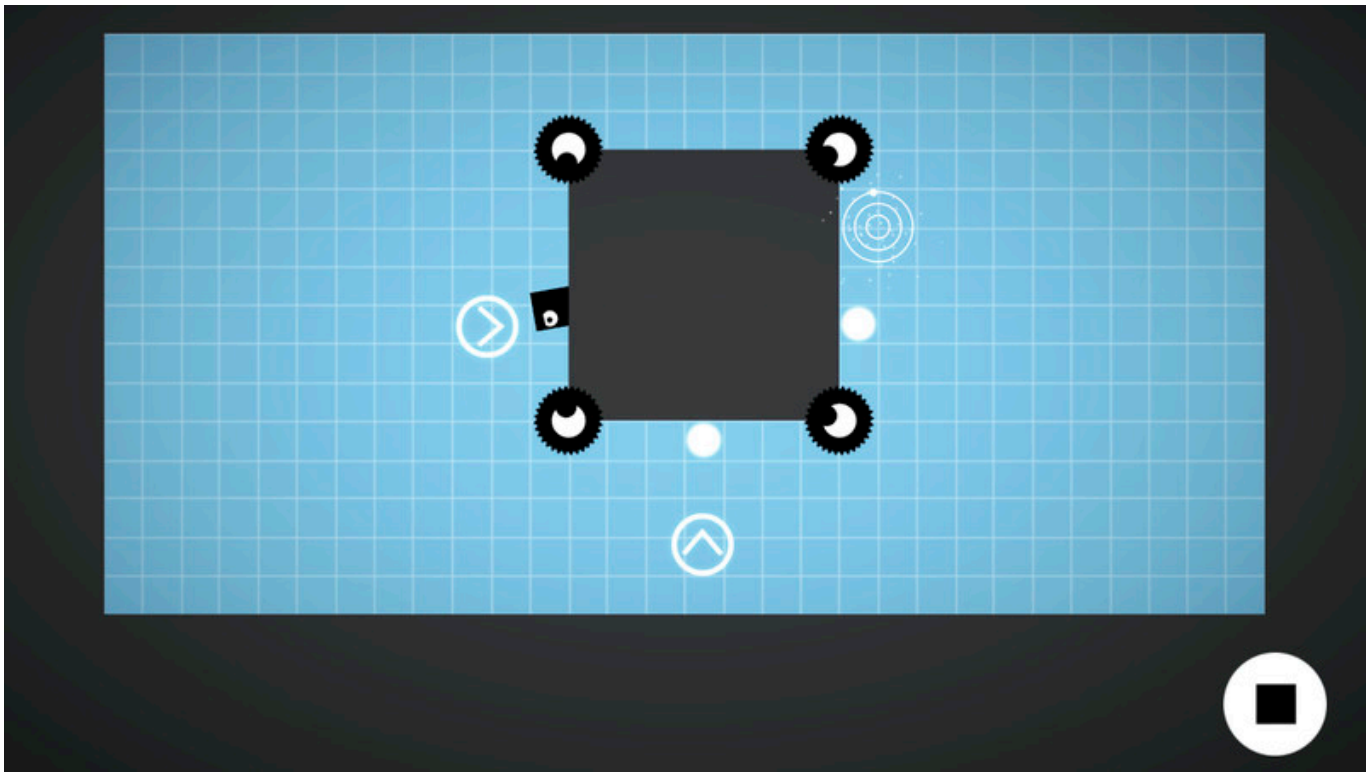
Gravity Error Download For Pc [hacked]



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About This Game

Are you skilled enough to guide Force in his quest seeking emotional stableness?

Gravity Error is an indie 2D puzzle/platformer about changing gravity. Guide Force in his quest seeking emotional stableness in a set of levels and avoid being crushed. Solve the puzzles in multiple creative ways.

Features

- Help Force in his quest seeking emotional stableness.
- 2D platforming using 4 gravitational directions.
- Creatively solve levels the way you want.
- Beautifully composed soundtrack by Agent Whiskers.
- Challenging levels to make you suffer.
- Supports 9 languages including: English, Arabic, French, German, Italian, Russian, and more.

Title: Gravity Error
Genre: Indie
Developer:
Faris Mohammed
Publisher:
Faris Mohammed
Release Date: 12 Aug, 2015

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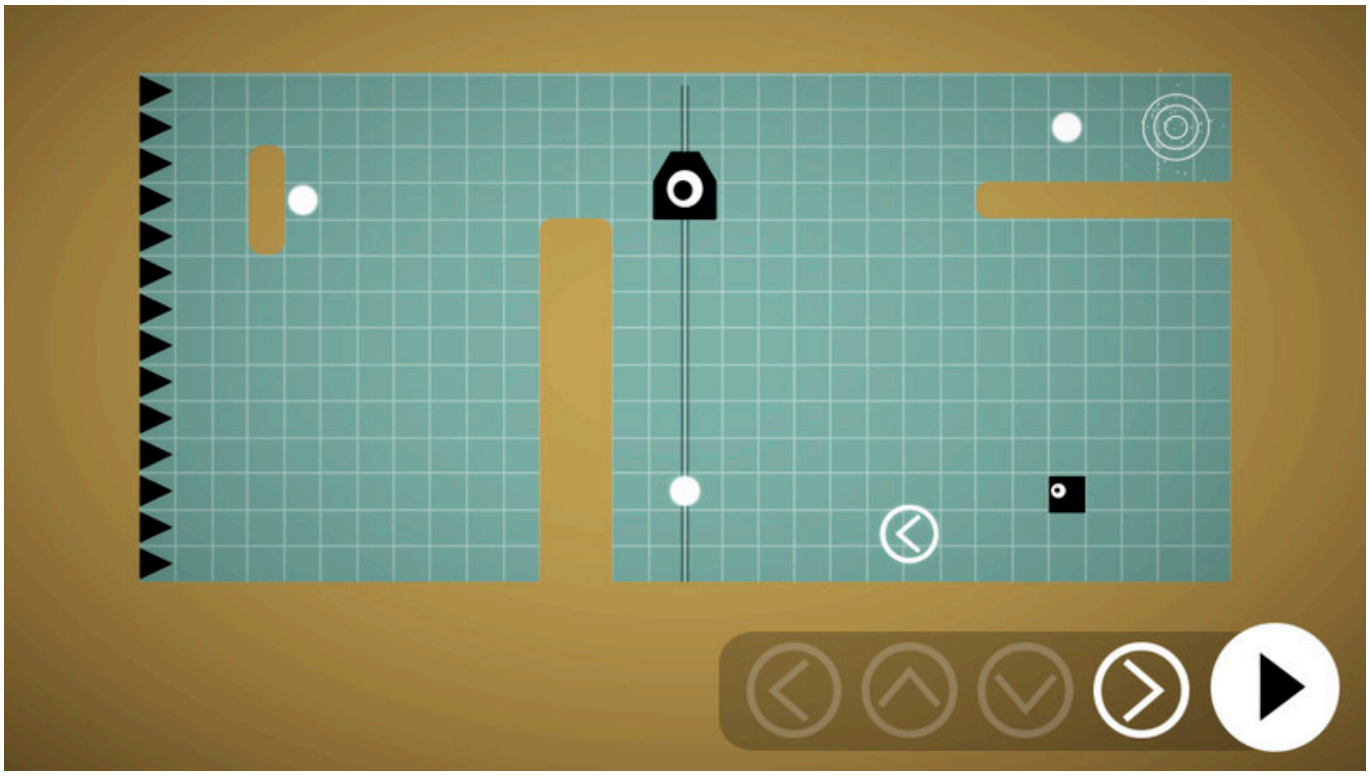
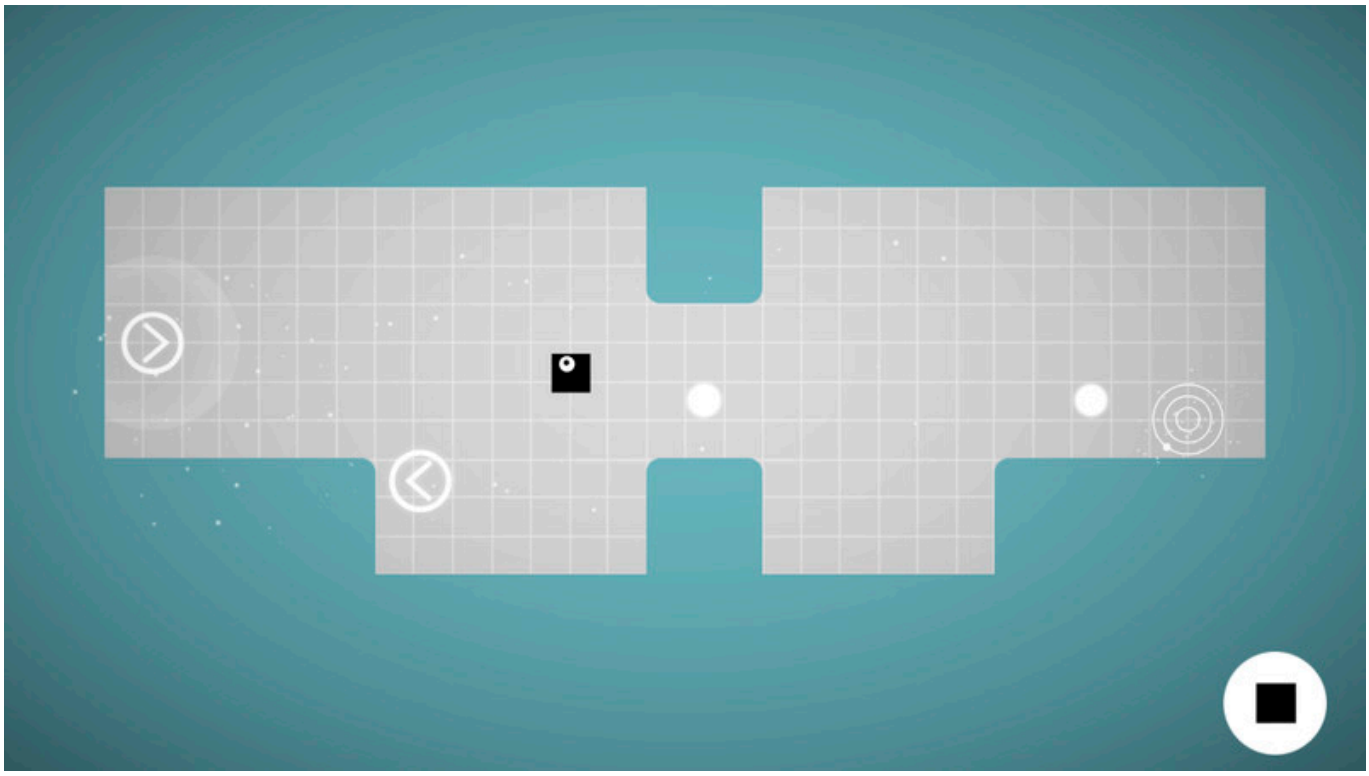
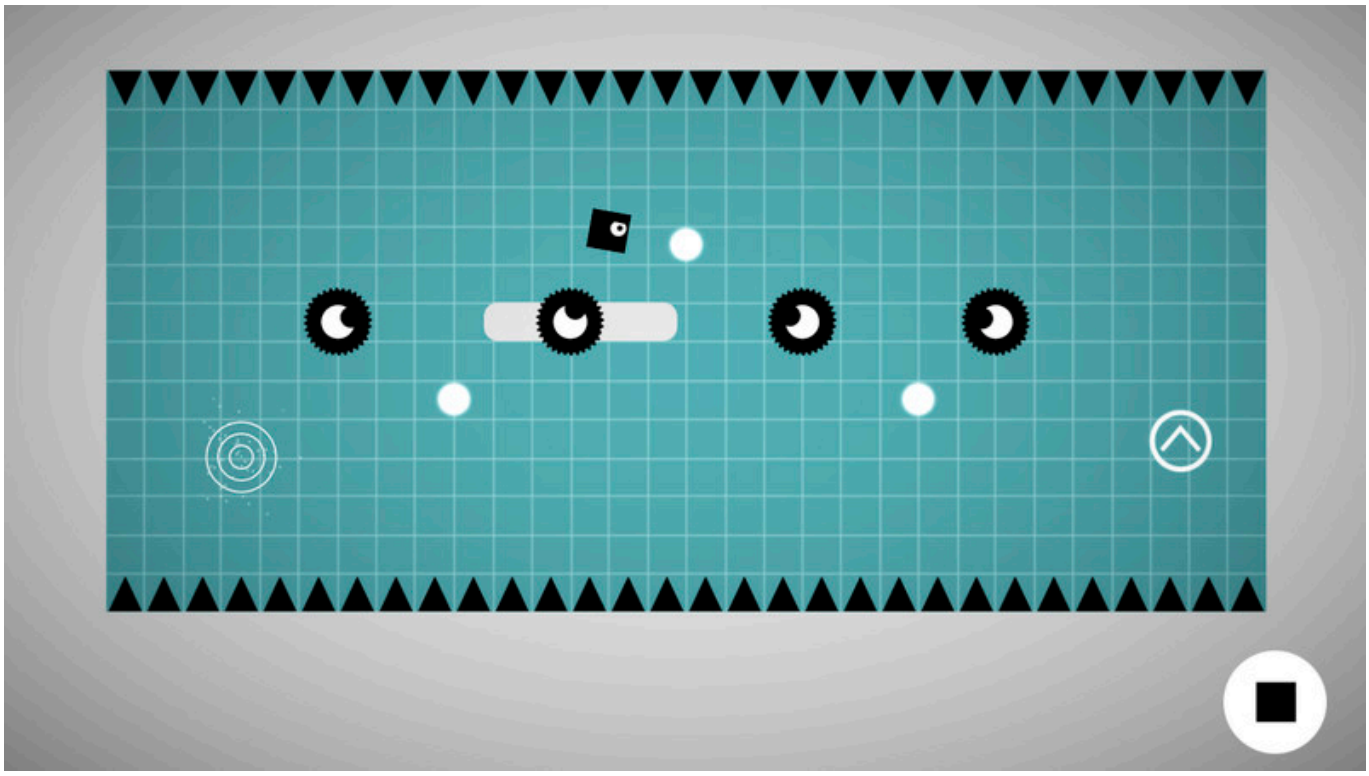
English,French,Italian,German,Arabic,Greek,Russian







a great game to spend view hours with
chanlleng your self with
and very nice music

not that long but for the price its reeeeeeeeeeeealy good
. That game is lame.
I never was that much disapointed by a game I bought.
It's my first "bad" review on Steam ever !

This is not a puzzle game (except for a kid maybe) ; every "puzzle" solution is obvious.
It's an hard & bad designed platform game, definitely not meant to be played using the keyboard.
You'll fail a lot and get mad in some levels - there is even an achievement for dying more than 25 times in a single level...see the spirit ?
There is some kind of scenario but it doesn't look like one.
And additionnaly, it's very short : it took me 1h15 to complete it @ 100% (except the last bugged achievement - because yeah, that game wasn't bad enough !)

\u20ac4,49 for that, wasted forever.... The game is good , the music fits the stages
great gameplay
great physics
makes your brain work to find a way to beat the stage
9\/10

. A pretty decent puzzle platformer. Probably not worth full price as you can 100% the game in less than an hour. Also the achievement for beating the game is broken as well. But if you can get it for cheap, it's fun while it lasts.. i played this game long time before while it was being developed, i think i see so much improvement.

the game is simple easy to understand, however it still requires lots of visual cortex to brain to hands sort of actions, quick fingers so to speak. It felt like i was not just trying to solve the puzzle in each scene, i was actually designing my own puzzle everytime and i can always change it however i like.

amazing game, played it for a while thought i'd give it a try now and i honestly enjoyed it and i think i'm now a little smarter., soundtracks got a little repetitve after a while, but other than that i think you're doing pretty good man and i wish the best of luck for you !. Can't get through the main menu!

Good attempt at a logical platformer that utilizes gravity to make you think. I enjoyed the game quite a bit but found it too short for my liking, more on that below.

Pros:

- Smooth gameplay
- Precise platforming controls
- Levels are simple and yet complex enough to have you think through the "game plan"

Cons:
- Intro and ending are waste of time, no point to them
- The menus are somewhat too simple, adding labels would have helped a bit but they work as intended
- Only 50 levels that can be powered through relatively fast (completed the game in 44min and that includes getting all achievements)
- Levels range from dead simple to I have to stop and think for a bit, but never posed any real challenge
- I never died more than a couple of times at any level (had to manually get 25 deaths in a single level achievement), mostly due to the difficulty being fairly low. Adding expert mode that makes all the levels twice as hard after finishing the normal game would have address this.

Get it on a discount for a quick and fun gameplay if you enjoy puzzlers. 5\/10
. Fun little game, though very short. I expect more levels in the future, but it is worth it... if on a at least 25% discount. But totally recomendable.. This just came out today and I thought I'd give it a try. As a Unity Developer myself I'm extra picky about these kinds of games but I was pleasantly impressed by this one. Very smooth, creative, cute minimalistic side-scroller that lets\/makes you set up the level before trying to survive it. Gets very challenging later on. It reminds me of VVVVVV with the amount of dying-by-spikes. Decent soundtrack. Excellent physics. Gameplay is thought out and set up so you get to try and experiment with different setups as you play... without having to restart the level... which is refreshing. Has an Angry-Bird-Esque scoring system that's blissfully free of any time limits. Advancement is based on collecting powerups, however these powerups can be hard to see in the first world due to the bright background. Doesn't seem to be an issue though once you progress and the game gets darker. My kids love watching me play. Gonna say it was worth the $5.

8.5\/10. The game is solid. Nice music and visuals and satisfying puzzles.
It contains 5 worlds with 10 levels each. The length depends on how well you do. Steam registered 4 hours but that includes leaving the game open, letting other people play, and being bad at puzzles. Overall, it was satisfying.
I didn't get 2 of the achievements even though I should have (chapter 3 and beating the game). Not really an issue for me.
It doesn't support a controller. Not an issue since it's a PC game and it works really well with K+M. I think using a controller to place gravitational arrows would be awkward.. Good game. 10\/10
Mostly just a simple puzzle platformer, built around placing icons which change gravity in the specified direction when you run into them. You might be surprised how much mileage they get out of that simple mechanic, though.

It's one of the few games I've played where the "bonus"\/"additional" challenges seem like the bulk of the experience, and are gratifying in and of themselves.
If 5 bucks is too much for you for 1.5-2 hours of game, get it on sale. Not one to pass up, though.

And omg the googly-eye tracking can be creepy. this game is neat and a bit addictive.. I'd like to say more about Gravity Error later. For now I'd just like to get my positive vote in on this very cool (but not terribly cheap) puzzle \/ arcade. game. The objective is to reach the exit while collecting all the markers along the way, by means of changing the direction of gravity as many times as necessary. Cooler yet, there are numerous ways to succeed!

More later (hopefully), but for now...ENJOY!. I bought this in a bundle for puzzle-platforming games and I am so glad this was in a bundle. This game is simplistic in its design, but the gameplay mechanics is not. I'm not saying the gameplay is difficult (finished it in ~90 mins with 100% completion - so anywhere from 1hr-3hrs for this game). Rather, it takes a simple idea of changing the direction, that which your avatar (force) travels in, and flips it as you try to collect the orbs. Yes, a handful of puzzles really stumped me at first. However, a few trial+error runs and you can solve the puzzle easily. The majority of the puzzles are simple enough that by seeing them and what options you have to change the gravity, you will know what to do. One thing that constantly aggravated me during gameplay is how fast force (can move\/moves) during the game (hmm the force is

strong with this one). However, that's what makes the game a bit harder as you need to control your movements precisely. Plus, the beady little eye on the character is simply amusing to watch as you make it run across the map.

Aside from the game, the acheivements didn't proc'ed correctly the first time around so I had to play a few rounds in each chapter to register that yes, I did collect all of the orbs in each chapter.

Overall, very nice puzzle-platforming game. Highly recommend this game to anyone that enjoys puzzle-plaform genre games.
9\/10.. AWESOME MUSIC !!
GOOD LEVELS DESINE !!
PERFECT PRICE !!
BUT... WAIT FOR MORE CONTENT :))
KEEP IT UP Faris !!. This game certainly has a lot of potential and I could see a level editor being a possibility, but the control scheme is really dragging it down. Terrible controller support aside, The lack of a dedicated jump button makes many of the levels really jarring with sections that are more frustrating than they need to be. I can deal with gravity changes. I've played both Super Mario Galaxy games. However, shifting the jump button as well is carrying things too far.

The game is also really short. There are 50 levels and aside from the control scheme, they don't take long to figure out and beat.

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