
Pitiri 1977 Download]



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About This Game

Now isn't this great...!

It's my brother's birthday and this Claw-thing crashes into our house and takes away Sammy! I guess someone has to play hero now...

Pitiri 1977 is an adventure-platformer with much exploration in both world and story, and is paying tribute to its classic pioneers – not only by its gameplay, but also by its background story. A narrative, that is set in 1977 (the glorious year of Star Wars IV, the Atari 2600, the Voyager One spacecraft & Led Zeppelin's “Presence”), in an imposing world, created by using hand-painted graphics, characters, solid physics and a 1970s soundtrack, gradually opened up by the player's acquired abilities.

You play as a kid with supernatural powers, whose brother has been kidnapped by an unknown evil. On your quest to get your brother back, you venture through a twisted 70s science fiction utopia that lies beyond the known...

KEY FEATURES

- Stylish 70s Setting

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- Story driven gameplay
 - Metroidvania like adventure
 - Hand-painted Levels, Characters and Objects
 - Solid Physics engine
 - Cool 1970s Music
 - 5 supernatural Abilities
 - Sandbox Level Editor (Beta)
 - Including full soundtrack!

★★★★

Winner of the 'Content Award 2010' for Games and the Impulse XC Sponsorship 2010, Pitiri 1977 is shaping up to be a rather striking-looking game. - indiegames.com

★★★★

Pitiri 1977 is easy to pickup, feels like a familiar platformer with the added excellence of special abilities to progress through each level, and is visually appealing in almost every way – especially the fantastic cutscene. - indiegamemag.com

★★★★

An excellent platformer game that is extremely well polished and has some very creative game play mechanics. - www.clickteam.com

★★★★

A jawdropping cinematic intro and an introductory level in a beautifully handpainted suburban landscape signal that these guys mean serious business. - Adam Dobay (Klikdisc)

Title: Pitiri 1977
Genre: Adventure, Indie, RPG
Developer:
ILIKESCIFI Games
Publisher:
ILIKESCIFI Games
Release Date: 3 Jan, 2015

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English

ILIKESCIFI GAMES

PRESENTS

PITIRI 1977

A Jump n Run Tale set in 1977



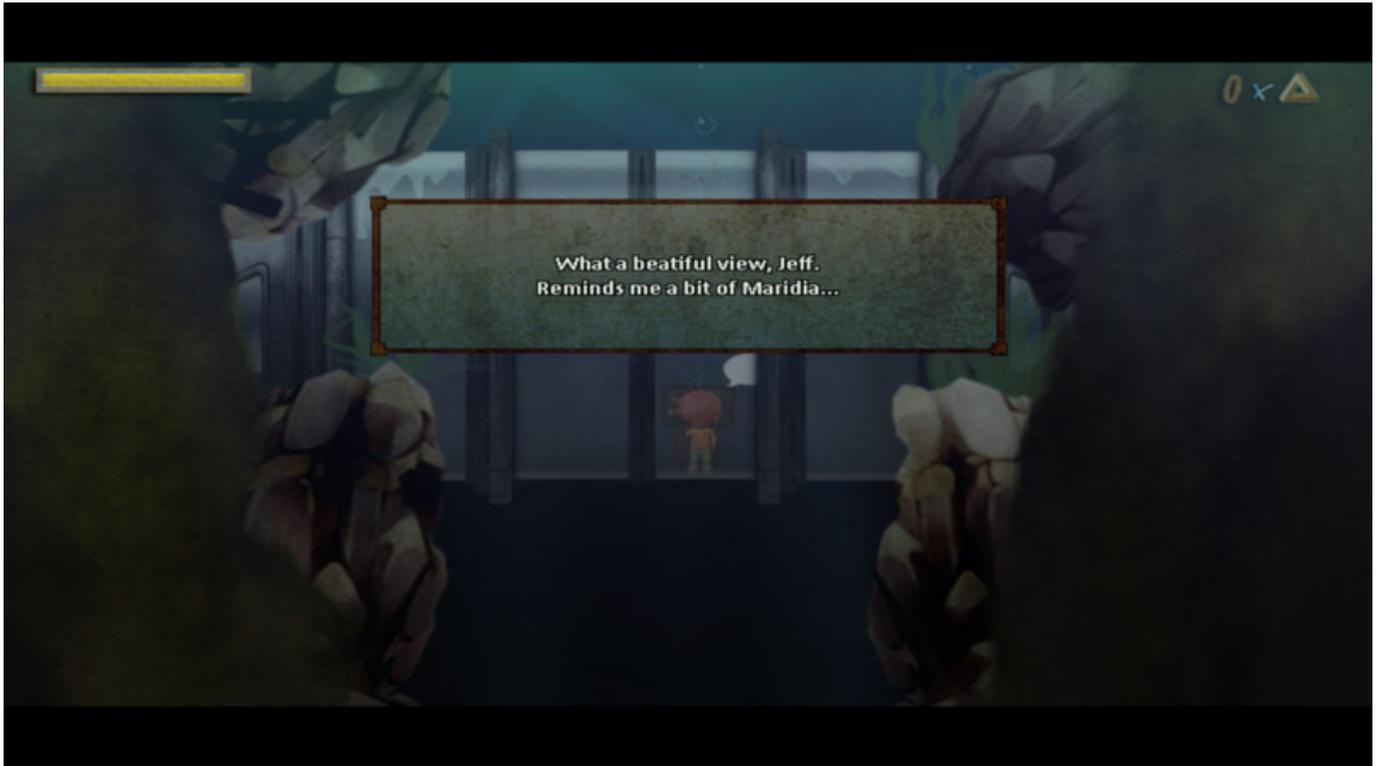
VIDEO GAME

Hand Printed Levels & Characters!

Story Driven Gameplay

Are you ready for
1977?





For me, this was a very enjoyable, short, indie puzzle platformer. I got my sale price money's worth for sure. While it is fairly linear and sometimes a little confusing, that was also what I liked. The time it took me to figure out the mechanics made me feel like the little boy character also trying to figure it out. The signs and dialog gave useful hints. Music and visual style were great. It's not a difficult game but, overall, it's a cute and satisfying experience that didn't overstay its welcome.

PS. I found 17 Energy Triangles during the game (and one more on second play through = 18 ;). Are there any more?. Okay, first of all, this is not a dystopian game. Which is not a bad thing, but, honestly I was intrigued by the concept of a 70s distopia, only to find that this is more a case of not using the word correctly. This game *is* quite a good example of "zeerust" though, (the particular kind of datedness which afflicts things that were originally designed to look futuristic) but not distopia.

The big problem with this game is that it's an action-puzzle-platformer that just doesn't have enough action, puzzles, or platforms. It's just not engaging enough. Mostly, the game involves walking, jumping, and doing obvious actions to obvious objects. The story-line is bare-bones, which would be fine, if the rest of it was strong, but it's not. In a lot of ways, it reminds me of Teslagrad, but Teslagrad does everything better.

ILIKESCIFI, if you read this, you've shown that you can make a professional-level game. I'm not sure I would have released this as a commercial product, despite the love you've put into it. But I do hope that you try again. Watch Extra Credits, and try again. :). I'm not a big fan of indie games, but this one was made with love and accuracy, so it turned out to be a pretty good game (especially, considering the limited capabilities of its "engine").

It's like returning to childhood fantasies about macabre creatures and distant worlds.

It has a distinct remarkable hand-drawn artstyle and marvelous music and sounds, that sets it apart from other games.

It reminded me Machinarium in terms of visual style and Vanishing of Ethan Carter in terms of atmosphere and mood.

I struggled a bit with controls and, at times, I was confused about what should I do next, but since the puzzles weren't time-constrained and I wasn't surrounded by enemies or traps (like in Limbo, for example), I gave myself into the exploration of the game's beautiful dream-like world.

There were also some lovely, naive dialogues with a good dose of irony that made me smile. So, that and music and art created a nice overall impression.

Pitiri is a lovely game suitable both for adults and children. It inspired me and showed me a lot of good things that could be done with its engine. And I'm glad that I have another game to offer to my little goddaughter.

Overall rating: 8/10. What can I say, other than that i like the look and feel of the game. The mood feels just right, the music\vsfx are good also. The newest update eliminates quite an amount of bug. Grapefruit\12 would buy again. With heavy focus on exploration and puzzle-solving, i totally recommend Pitiri 1977 to players who enjoy atmospheric platformers to escape everyday-stress. If you dont rush through all the levels as fast as possible, but rather bring all the little details in this hand-painted world into effect, this game will give you a few hours of high quality platformer-experience.

To sum it up:

PROS:

- + Beautiful Graphics
- + Soundtrack
- + Lots of Anecdotes

CONS:

- Playtime could be longer. I enjoy the world and setting of this game very much. Finding hidden robotlivingrooms in old

forgotten pipes and the destiny of a retrofuturistic conclave was very relaxing. The controls are not really flowy but exploring and having sarcastic dialogues with robots is great!

I don't care about the time because it's enough love :) Thanks for the game. Pitiri 1977 hits the 70's feel while delivering a excellent side scrolling platformer with some puzzle elements. The aesthetic brought into the 2d world reminds me of old Steven Spielberg movies! Worth checking out.. Very nice art visuals and a great atmosphere throughout the game. It's also worth buying for the soundtrack alone :)

The gameplay is also very entertaining and I really enjoyed the idea with the different abilities. It fits well into this style of platformer.

As mentioned before it's rather short but still a very enjoyable experience.

Ok here it goes.

I'm 30 years old now. This game gave me the feeling of playing the good old games again, where you don't have to rush and just soak in the mood of really well painted textures and the weird humor they came with. Although it is kind of short, this game proves again that you don't need some kind of endless games to make it worth buying it.

You can almost see the developers were really into that game.

. This is the most fun little \$1 sale purchase I've made so far. While it is not for people who need the most challenging or advanced platform experience where death lies at every jump, it is a pleasant to play, visually creative nostalgia experience. Even without loving platformers personally, this was still fun. I also finally broke down and bought xpadding to make games like this work with a controller, and it definitely works with less hassle than I originally thought it would be.. I wanted so badly to like this game, and to be able to recommend it. It was clearly made with passion, and is artistically very beautiful. I'd still suggest picking it up if it's on sale if you like the look of it. But it is pretty flawed-

- The 1977 setting doesn't actually come up much in the game, despite it being part of the marketing
- The controls feel extremely floaty and unpleasant, as if they are simple Game-Maker routines
- The abilities acquired through the game are frustrating and unpleasant to use
- No controller support
- The pacing is surprisingly inconsistent for such a short game
- The story feels inconsistent and sloppy
- There are barely any puzzles, and the mechanics that are introduced aren't capitalised on
- There is a general lack of feedback to your actions

Every aspect of this had so much potential. It could have been a puzzle based metroidvania (it even explicitly acknowledges that link at one point) which would have been wonderful! Unfortunately, it feels sloppily produced and unpolished in many ways. It isn't terrible, but it's hard to recommend when there are so many other high quality, short indie games out there.. I wouldn't call this a bad game but it does feel broken. The collision feels sketchy at best, there's no key remapping or controller support, and I've had to reload saves from inadvertently breaking the story just from exploring places I "wasn't supposed to go" and in a genre about exploration that is a pretty big flaw.

It has nice art and an OK soundtrack though, someone obviously cared a lot about the art style which is a hell of a lot more than I can say for most indie devs but in this instance, it isn't enough to abate frustration.

Incidentally, this isn't the only platformer I've played that was designed in MMF2 and it actually has a lot of similar collision issues with several other games. I suspect the reason is because they all pull from the same tutorial and resources which I have personally investigated and found lacking in any capacity besides education because you cannot build an engine with the popular platformer tutorials in MMF2 or CF2.5 that has more advanced terrain than squares and I would advise anyone trying to make a platformer in MMF2 to either broaden their search for education or consult with veterans on engine polish.

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