Pulse Shift Manual Activation Unlock Code And Serial

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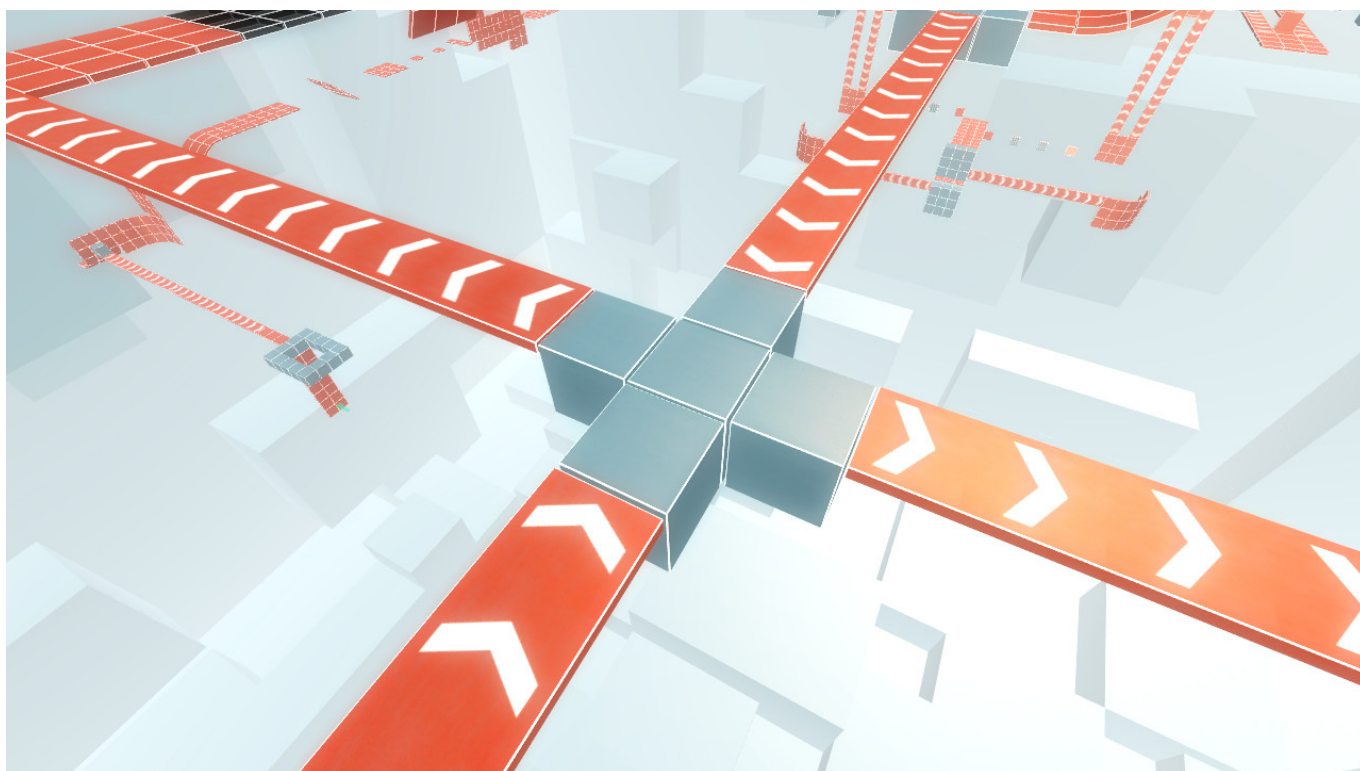
About This Game

Pulse Shift is first person puzzle platformer which allows players to control and cheat physics. The game allows to play with physics, gravity and manipulating time. The primary goal is finding right way and getting to the arrow location as fast as possible. It is a game where you finding, trying, jumping, collecting, avoiding, thinking, running and trying again. It is 3D puzzle game where you really playing with a three dimensions.

Game Features

Game consist of over 60 levels in 7 different theme styles with own music and special new ability such as time and gravity manipulation, projection, ability to see invisible objects and recharge ability which can move or rotate various in-game objects.

Game modes

Game is now extended with two game modes. The first game mode allows player to accelerate game world, which can be used as sprint, while falling through disappearing platforms or to quickly recharge energy. The second mode allows to mark hidden bonuses in additional to level goal marker and holokeys. These modes can be enabled and disabled anytime.

Downloadable content included

Chamber 5 dlc is now integrated into the game, available in bonus section at any time. Dlc includes new theme and 5 additional levels.

Extras content

Steam edition comes with a bonus extras including level design concepts.

Title: Pulse Shift
Genre: Indie
Developer:
3 Core Studio
Publisher:
3 Core Studio
Release Date: 23 Jan, 2013

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Minimum:

OS: Windows XP

Processor: Dual Core 1.6 GHz or equivalent

Memory: 1 GB RAM

Graphics: 128 MB card with Pixel Shader 3.0
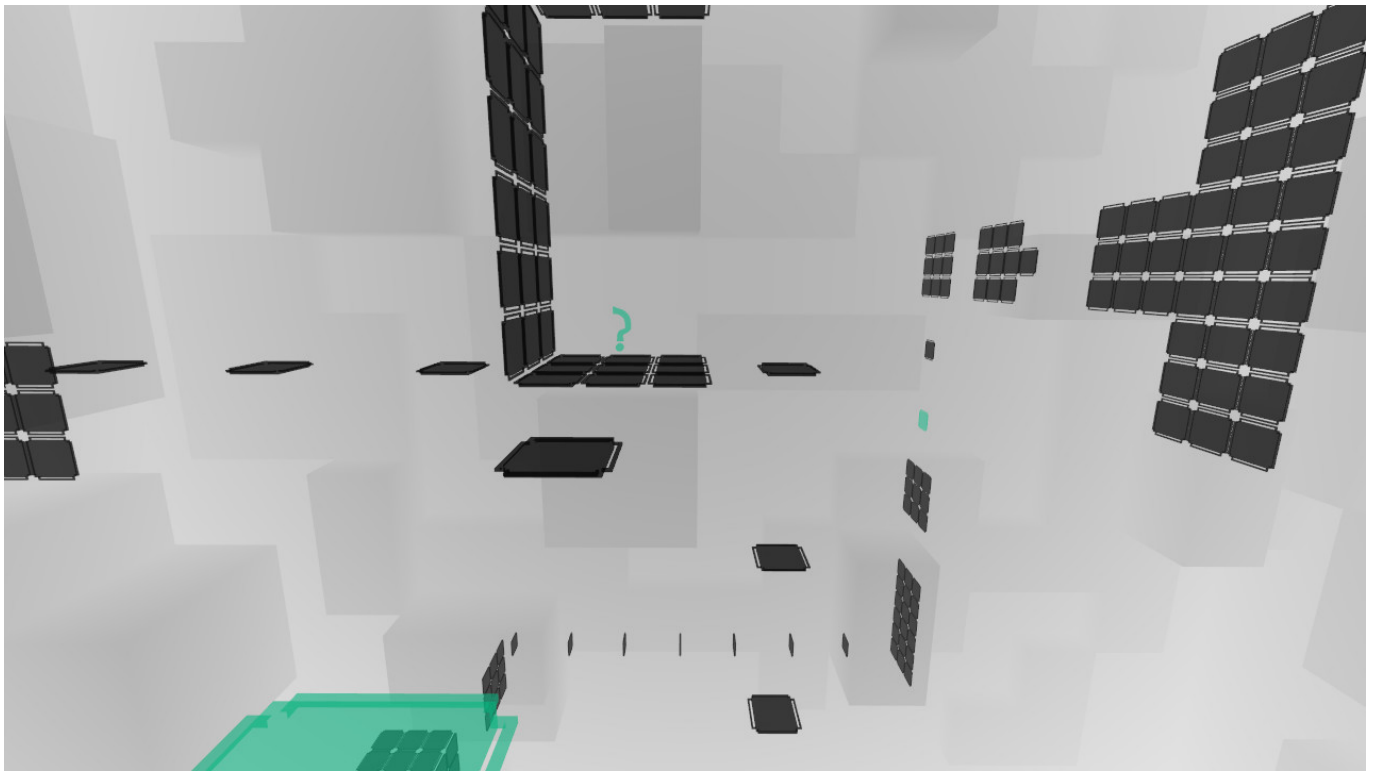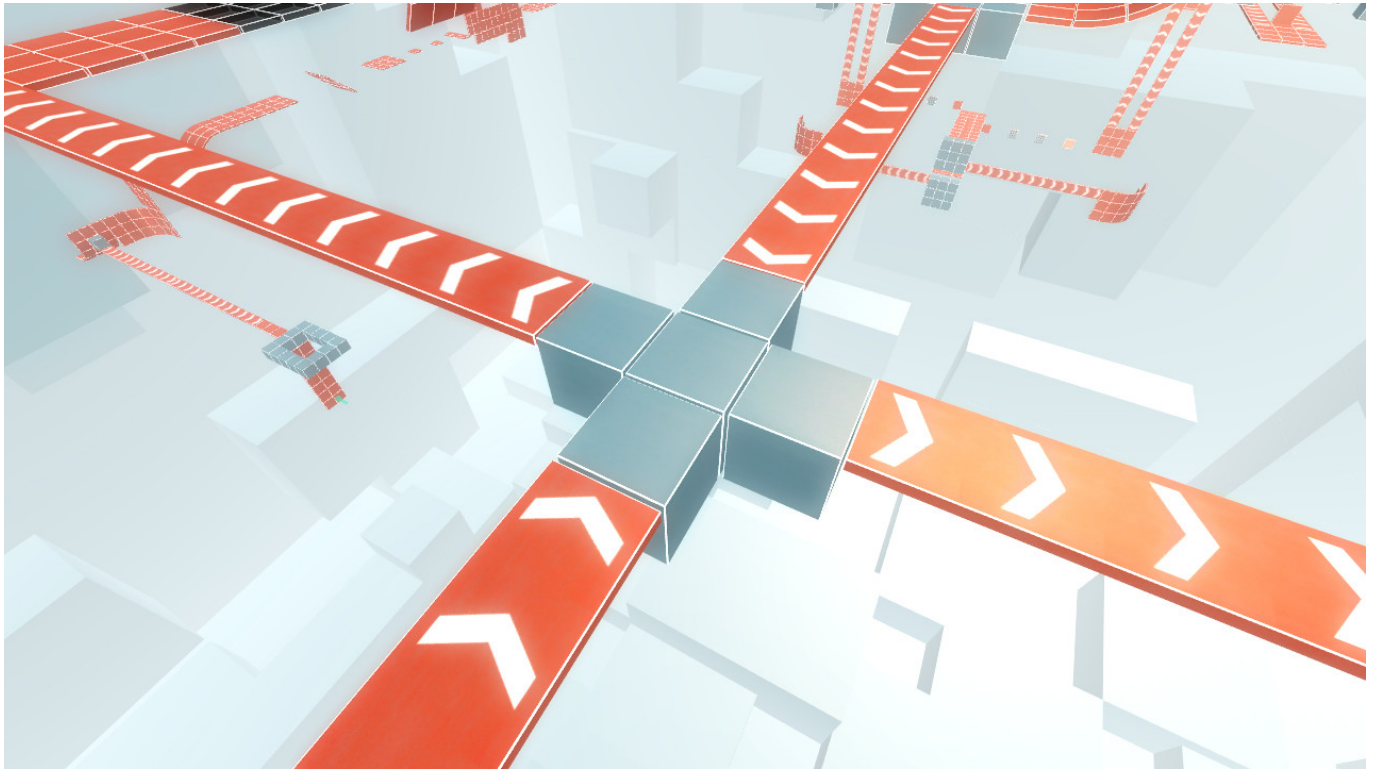
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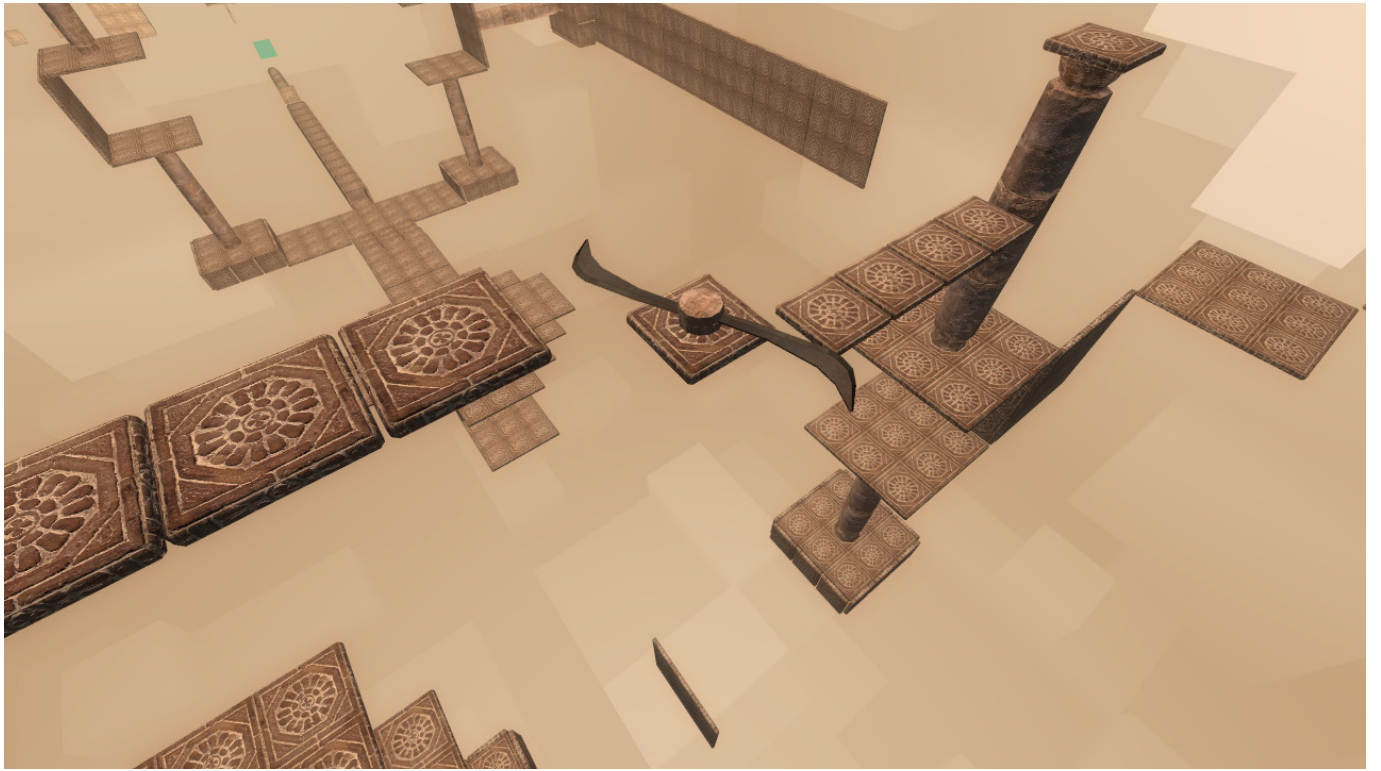
Storage: 400 MB available space

Sound Card: OpenAL Compatible

Additional Notes: .NET Framework 4.0

English

finally game which is something different. Game design and graphic art are awesome, if you are looking for game where you don't must shoot from point A to the point B like a monkey and you want more from games, this is game for you. Its really relaxing and same time hard for your brain.. The idea behind the mechanics is cool: switching the gravity axis to find your way into a volumetric maze, that's neat. But there are a bunch of unpleasant problems:

1. slow jump, slow walk, slow everything. Your character is a snail that has as much control over its jump as you'd have over Superman 64. A platformer with a timer where you don't feel like walking around because it's too slow and unwieldy feels like a game that should be patched up.

2. arbitrary "fall damage". It feels as though the paths you can walk on are restricted, even though nothing visually says so. You'd use your physics bending powers to go to a platform, but your screen turns red, you hear a "argh" and it's a fail state. Why? Did I fall from too high? It didn't seem higher than the jump I made 2 seconds ago...

3. arbitrary controls. You don't have any control over the input. See, the game expects your brain to work similarly to its developper and associate "left button" to "go left", but mine associates "press left button" with "push from the left" (thus "go right"), so everytime I need to use these controls, I have to take 2seconds to think about which button I should press. You can figure it's frustrating as hell.

These are all major complaints I have for now.

Asking for a refund, but I'll keep watching out for patches and updates that would fix those issues.. finally game which is something different. Game design and graphic art are awesome, if you are looking for game where you don't must shoot from point A to the point B like a monkey and you want more from games, this is game for you. Its really relaxing and same time hard for your brain.. At least I got it for super cheap. I figured it wouldn't be so bad, but several bad design choices lead to a frustrating experience. The main gimmick is rotating, but it feels clunky. It's slow by default, but can be sped up with Control-clicks. The first person camera feels really distanced from your character. A physical body and feet would really help for jumping in first-person. Also requiring first-person jumps onto a single small tile that disappears at intervals, that's just bad.

I may give Pulse Shift some more effort when I'm in the mood, but I'd recommend to avoid. It makes the mistakes of some of the worst first-person platformers, and throws in some new mistakes with the weird controls. Tab 3 times to save, what is that?. The idea behind the mechanics is cool: switching the gravity axis to find your way into a volumetric maze, that's neat. But there are a bunch of unpleasant problems:

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