
Constant C Torrent Download [Torrent]



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About This Game

In the year 1905, Albert Einstein published the theory of special relativity, suggesting that nothing could move faster than the speed of light. What if any mortal could break that constant? Stretch it beyond its limits? Would human beings finally be able to find a way to cheat death and win over immortality? Or is it Chaos that follows the manipulation of time and gravity?

Constant C is a 2D puzzle platformer with two core gameplay mechanics - Gravity Shifting and the Time Field. Using these two mechanics in the game, the player controls the momentum of various objects to complete each level.

Dive into the world of Constant C, where rules of fundamental physics no longer apply. In a space station far away from Earth, mysterious events have triggered the distortion of time. Journey through the game as a lone robot, who uncovers the truth behind the incident step by step, and finds the purpose of his own creation.

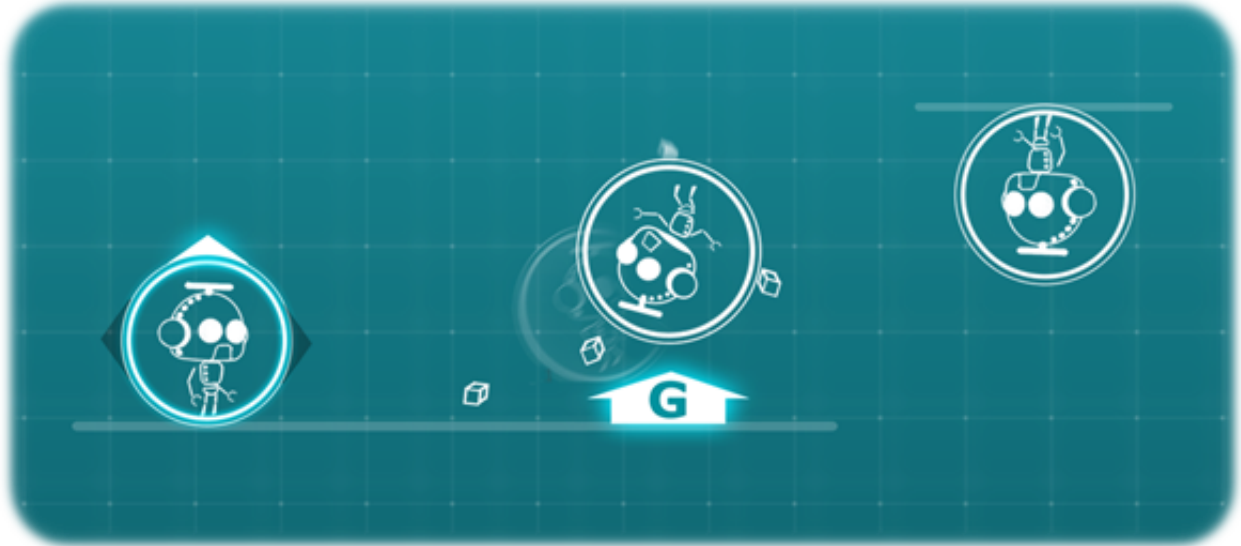
Feature

- Gravitational Shift + Control Time Flow = Momentum Manipulation
- Over 100+ mind-twisting levels
- 2D skeletal animation with cute character designs
- Created a unique futuristic, mysterious atmosphere with beautiful lightning

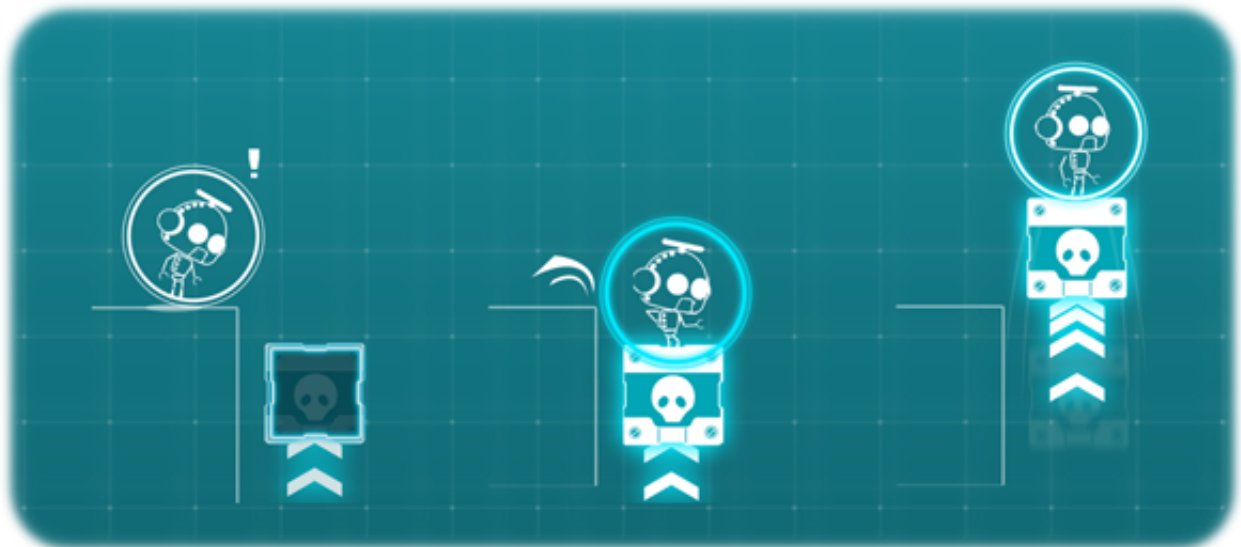
- Kickass soundtracks

Gameplay

Gravitational Shift



Momentum Manipulation



Title: Constant C
Genre: Action, Casual, Indie
Developer:
International Games System, Co., LTD.
Publisher:
International Games System, Co., LTD.
Release Date: 7 Mar, 2014

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Minimum:

OS: Windows 7, Windows 8, Windows XP

Processor: Intel Duo Core Processor or Up

Memory: 1 GB RAM

Graphics: DirectX 10 Graphic Card

DirectX: Version 9.0c

Storage: 500 MB available space

English,French,Italian,German,Japanese,Korean,Simplified Chinese,Traditional Chinese



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DO NOT BUY! Developer is out of business! Game is currently a scam.. One of the only Nancy Drew games I don't like. The puzzles are tedious and the storyline is downright ridiculous. The story is sooooo boring that they had to throw in chemical spills, jetpacks, and a love triangle between three characters at an attempt to make it interesting. I am glad I got this in a bundle or I would have gotten a refund.. Cool character. Totally worth 4 bucks. Love the customization and that its basically a machine.

. Well, it's not like it's a bad game. I mean, it has some funny dialogue and some of the puzzles aren't bad. Unfortunately those moments are too far in between. The story is not very interesting, and the most of the puzzles are very easy. The graphics aren't bad for this kind of game, and they blend well with the silly characters. It's just it gets boring after a couple of hours. Although it's not that bad of a game i wouldn't recommend this game unless you are really into british humor and this kind of game.. Not so funny, but still ok. You can spend a few minutes on it, that's it.. This game has the potential to turn into something great but instead we are left with a badly optimized, laggy mess. I was able to finish the game and the story is good but the lag had me just auto-battling every encounter. worth it if you can find it on sale but I would not recommend paying full price for it.. Definitely not the best wipeout clone out there. Fun for a few minutes but only if you can get it for under \$1. I really love this game! Keep the updates comin'! If you have a VR Headset and you have the money and time, I DEFINETLY RECCOMEND THIS! Its fun! Its really fun!. I have followed this game since its Kickstarter origins. This game delivers a Nostalgia pudding of enjoyment sure to please anyone who loves classic adventure games and humor. I particularly liked that any object can interact with just about anything I want and the developers came up with something that will result from that interaction.. A game I played back on the good ol xbox 360 days. Thought I would be able to trust the devs since this game is from the prime time of games where devs actually released quality games but no they evolved with others like EA. Unkept promises and scams that have broken my trust on any early access game that will ever be again.

Simple, snappy gameplay! While easy-to-learn but hard-to-master this game certainly brings that rewarding experience and that "Ah-ha!" moment when you finally solve the next puzzle! Wonderful game, and can't wait to see more!. I must admit it gave me a jump every now and then ;)

Reminds me of a mix between Zork, and Transylvania for the 1984 Macintosh Apple.. Really a great RPG game and has been really well done.The combat brings back the old days and the old RPG games really.This game is just a piece of art i recommend you buying it. I'll say right away that I turned off all the monsters, so I review this game exclusively as a walking simulator/puzzle. I knew in advance about this option, that is why I bought it.

It seemed that the aesthetic part is the main catch of the game, judging by screenshots and trailer.
well, it's true but only partly.

High places and cliffs look essentially cool here.

Aside from very beautiful landscapes, there are plenty of basic-looking dungeons/caves and too much of same looking labyrinth-like corridors in them.

(to the point that you need to remember turns instead of remembering interior differences)

Especially it becomes a problem on levels with switches which slowly returning to initial position while the doors they opened slowly closing.

I know this puzzle type was used very often, but even in Heretic (1994) it was not that frustrating (because there was always enough time and corridors were quite different. there is barely enough time here so you often need a few tries) before you take to the next new location, you will spend enough time in these corridors to lose interest in exploring (what happened to me)

There are several level maps in the game, but they cannot be "memorized" to open later by keyboard button. they only can be looked at in certain places.

Also, there are very few checkpoints and if you exit to the main menu you need to start from the last checkpoint.

You can't change any option of game before exiting to the main menu (i.e. abandoning you current position on level)

Having gone through a rather long location, I pressed Backspace (because I confused the button in the tutorial) and got into the menu (Backspace work the same as Esc), now I have to go through the location from the beginning.

(considering that I only managed to dash into the closing door only from the fifth try in some places, I don't want to repeat it again)

It was rather exhausting than joyful experience, even though I like atmospheric puzzles.

If it frustrating even without monsters I can assume that with them it becomes rather hardcore.

I suspect, it's definitely not for everyone.. By god I could have never guessed that this game would have brought me so much joy. Jesus christ this game is unbelievably fun! Like at first it just seems like a typical twin stick shooter but this you're dropped into this hetic battleground with a goddamn sword and enemies all over and it's just complete chaos mixed with a hyped soundtrack all wrapped up in a bag of cocaine filled adrenaline. Like this game is just super hyped and when you play the "tutorial" and hear the introductory speech you're like "UBERRRRRMOOSSSHHHH!!!!"

10/10 would recommend!. This is just stupid you get a couple of duels then you are forced to enter a tournament which you are not ready for ending up with your dude dying. I'm refunding this I hate games that force you to do things

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