
Flipping Death Xforce

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About This Game

When Penny dies under mysterious circumstances, she wakes up and finds herself filling in for DEATH HIMSELF! This temp job comes with a new power - the ability to flip betw 5d3b920ae0

Title: Flipping Death
Genre: Adventure, Indie
Developer:
Zoink Games
Publisher:
Zoink Games
Release Date: 6 Aug, 2018

English,French,Italian,German

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the only niggle I have is the ham fisted "toxic masculinity" message. It comes across as forced, unnatural, and beats the player over the head. Game Devs, do not do this. You have well written dialogue throughout the game and yet you couldn't think of a better way to preface this? Easy fix. Write it like a normal human being talks, instead of a robot. "Processing political message. Boop boop Toxic masculinity is bad.beep boop.toxic masculinity is bad.Proceeding to beat player over the head." I mean.my dude.what the .you handled abuse (hocus and pocus) waaaaaaaaaaaaaaaaay better. Again.what the actual ?. Zoink delivers again with more of their signature surreal art, a new cast of insane characters, and cheesy sense of humor. Flipping Death mainly plays like a point-n-click game with simple platforming for traversal. Possessing characters adds a second level to puzzle-solving and also supplies clever scenarios for the games humor. The story and the dialogue are the highlights and theres plenty of it to go around. While the emphasis on platforming does allow for more complex maps, the later chapters get massive. As the world expands, exploration and backtracking through empty areas, even with the convenience of teleporting, grow tiresome. At one point I encountered a chapter-resetting bug involving the disappearance of the collectible spirits upon reloading the game mid-chapter. While uncommon, bits of dialogue can step past cheesy and into irritating. Outside of a few technical issues and smaller gripes, Flipping Death is another charming game from Zoink thats good fun for anyone invested zany comedy.. This game is a very well made twinstick puzzle platformer with a style that is similar to games like Psychonauts. The world design, graphics and writing are all amazing. The puzzles are interesting and there is a builtin hint-system in case you get stuck. The only issue i can see is that you probably should play with a controller - keyboard support doesn't seem to be that good.. I thoroughly enjoyed my experience. Humour, art, voice acting and the wacky level design carried the game very well. As an adventure game enthusiast, I was mostly challenged by the cartoon logic of the puzzles. The controls are not too precise, but then the jump'n/run parts of the game are not exactly challenging. My main criticism is the continuous reuse of certain characters, while others were used only once shortly.. I was looking forward to playing Flipping Death as I had played the earlier game Stick It to the Man! by the same developers and enjoyed that. However, after making my way through this game, I have to say that I'm a bit disappointed with it. Though it looks like I'm in the minority here (yet the game isn't exactly a super popular title with many reviews). It seems like the developers tried to create another version of Stick It to the Man! using similar humor and a bit different gameplay mechanic of possessing people. They even throw in references with some characters from the other game or other smaller details and seems to be clear that the universe is shared. Despite that, and the fact that the new gameplay aspects seemed interesting at first, I didn't enjoy this anywhere near as much as the earlier game. And I even got bored by the time I was in the next-to-last chapter of the game, and the game is only a few hours long! Because the developers made this so closely to the earlier game, I'm going to make some comparisons between them. Firstly, Stick It to the Man! had unique levels and mainly unique characters per level with their own plots. On the other hand, besides the pretty short Chapter 4 and another snippet towards the end of the game, Flipping Death is largely based inside the same semi-large screen of the town the whole time, though it shifts some angles a bit or changes some visual shading. By the end, I was bored of jumping around the same areas over and over. As for the characters, each level/chapter in this game has mainly the same alive NPCs, while the dead ones/ghosts do change but generally aren't that exciting. What I liked about Zoink's earlier game was that they focused on you learning the minds of NPCs, then going to interact with other NPCs or finding items based on what you had learned. You essentially found out an NPC was interested in another NPC and you'd strike up conversations or trigger events for them. But here, you usually have a ghost give you a small chat, and then basically set up a chain of mini-puzzles where you just have to find and possess the one NPC that can do something simple to progress the puzzle. E.g., "find the one NPC who can cut a tree" or "find the one NPC who can break this object." Basically, the game is like having puzzles where all of the answers are already available. All of the NPCs you can possess are basically the "solutions" and then you're just given some item or thing to interact with and then go "Oh, I need to go possess XYZ for this." I found that a lot more boring of a gameplay loop. In Stick It to the Man! , you'd find objects or other NPCs and had to deduce who was connected. It wasn't like some simple 1-to-1 connection. Plus, the whole aspect of possessing NPCs isn't as interesting as I hoped. The levels have a normal world side and then the "dark" side. The entire dark side is mainly just a bunch of random platforms scattered about and you have to collect these floating monster orb things as a "currency" in order to possess NPCs. It's basically some artificial collectible hunting just to slow you down before you can actually interact with the NPCs. And later in the game, there's some enemies that hit you and will make you lose some of those. Besides this pointless object hunting as a stopgap on your game time, the only other thing in the dark side is the occasional ghost. You have a tiny conversation and then it just sets up the puzzles like I mentioned earlier. There's literally nothing else to the dark side during the game, so it's actually pretty boring. It was tedious navigating the map

just to find the floating things I needed to possess the NPC whom I already knew was required for the next step in the puzzle. Literally, if you don't walk and jump around the entire dark side of the levels, you'll likely miss some specific collectible and will be stuck until you find it. Then, when you actually possess an NPC, you generally just read their mind once and use whatever their generic ability is. The mind reading is something you could do in Stick It to the Man! up front just by walking around the area yourself and interacting with the NPC with your ability. And in that game, it gave you information for the puzzles. Here, it's just used as some humor, sometimes fun, sometimes not. As for the "ability" of each character, there's nothing too special to them. For instance, there's a guy who carries an axe, or there's a firefighter, or there's a guy who pokes people (who you need to flip a switch like twice in the whole game). It's not really exciting puzzle-solving. There's nothing you really need to think hard about, really, except for a couple of places where they make the continuity obscure (and then you just look at some hint picture). In the end, I think Stick It to the Man! is superior to Flipping Death . It's more streamlined and focused, with less artificial/repetitive moments, and I also enjoyed the story and characters in that game more.. Bought this game after watched it on Get Indie Gaming, and this game is really good The humour and the story are top-notch! Not to mention the gameplay and puzzles and some characters are likable, do yourself a favor and play this game, even you are not a fan of click-and-point game like myself and/or looking for some fresh game and not your usual thing. Why wasn't this recommended to me? I found it by mistake on PS4 twitter 50% off and bought it immediately full price on PC. Zoink Devs, you need to do some discount on older games/ announcements for people who bought at least 2 titles from you guys. Thumbs up for now until I finish it.. Pros Adventure Puzzle Platformer Unique Art Style Cons A little short unless you replay chapters to 100%. I recommend this game. You might be a little afraid of the price, but the comic relieve this game puts out is hilarious. Art work is amazing and mechanics are easy enough to use. Here is my walkthrough for the first chapter.

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