
Jumps License

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About This Game

Jumps is a fast paced first person platformer, the aim of the game is to finish each world in under a certain amount of time, you have a limited amount of times you can jump for each level too. Jumps has 6 unique worlds to jump through, 10 levels in each. Each world introduces exciting new game mechanics to figure out and master, including trampolines, cannons, rocket jumping and more!

Title: Jumps
Genre: Action, Indie, Racing
Developer:
Kiwiforge, Timothy Vincent
Publisher:
Kiwiforge, Timothy Vincent
Release Date: 31 Mar, 2017

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Minimum:

OS: Windows 7 32-bit

Processor: 2 GHz

Memory: 4 GB RAM

Graphics: 1gb VRAM

DirectX: Version 9.0

Storage: 100 MB available space

Additional Notes: Unless your computer is a potato, you'll be able to run this game.

English

horse finally jumps. jumps higher than crossword. jumper's knee strap. jump rope weight loss. 40 jumps download 1.8. 8 jumps over 100 meters. free jump boots. jumps on one foot. version jumps. jumps and downs. free jump leathers. rocket jumps. portable bike jumps. jumps in assembly language. jumps near me. download bloody jumps. jumps for cheer. jump 4 less. jumps everybody. 7 jumps pbl. jumpin jack pc game free download. portable xc jumps. jumps by fuzzy. download sampai jumpa. how do free jumps work. jumps junkyard. jumps freeletics. man jumps off key bridge md. jumps arundel. free jumps nz. password cursor jumps. english jumps season. crackhead jumps off roof for a dollar. jumps 4 joy. jumps power amg15. free jumps zwart. free jumps for sale uk. helix jump cheats. jumps racing podcast. jumps for joy. jump 360 offers. jumps meeting 10 march. wolf pack jumps. jump server. youngsville jumps lafayette la. keyhole jumps. 100 jumps free rider. free jump stirrup leathers. jumps n bumps hyderabad telangana. fuel gauge jumps to full. man jumps off key bridge md 2018. jumps past tense. jump roping or jumping rope. jumps hindi word. jumps n jiggles. jumps up and down. jumps pawn shop. 8booth jumps. magic jumps download. kangoo jumps music free download. jumps 18th century. jumps when it walks. free jump classic. jumps the gun. torrent download speed jumps up and down. portable jump starter. jumps for bikes. engine jumps when stopped. jumps ka hindi. jumps vertical. x-force jump n carry. 21 jump street. engine jumps when accelerating. high speed jumps download android. free rider jumps 2. download 21 jump street. jumps by jill. jumps grosse pointe menu. crackhead jumps off roof for one dollar. sam patch jump. jump rope calories. jumps n bumps chandanagar. jump 4 joy somerset west. 200 jumps burns how many calories. fuel gauge jumps from full to empty. jumper's knee mri. jumps higher than a building. keyboard jumps. jump 5e spell. free throw jumps. youtube jumps to next video

anyone who bought this on steam ed can do nothing about the refund meaning you have to go through steam and if you have owned it for a while steam will not refund it so your stuck with a useless dlc. You get what you paid for, 5K achievements at minimum price. If you're an achievement hunter looking to increase the number of achievements on your profile showcase, then I highly recommend buying this. Else don't waste your money. This is not a game, it's just a way of distributing achievements.. This is just so good, the interface is smooth and comfortable, easy to use, 11/10 IGN bois. This was amazing. My wife and I were blown away by the immersion, special effects, and graphics. I am running on a gtx 1080 i5 4690k 16 GB ram. This game has needs some speed improvements, as well as a fix to the lag. Untill those are fixed Im not a fan of the game.. Fun but a little short.. Cool game i like it.

It is a mixture of pacman and snake with some features.

For the price in sale (0,49€) i would buy it again.. Pretty good memory game, nice artwork, there are completely uncensored pictures available and the hard more is pretty unique and challenging.

It is a bit short, but in my opinion it is one of the best hentai minigames on Steam and definitely worth the price!

9/10

I first thought this would be a game where you would advance from the left to the right of the map killing monsters on the way. But instead its a wave based game, which is just fine aswell. First try I did, it killed me right away. Not knowing the controls very well. But with a little bit of training I got it under control. Feeling smooth to play and very enjoyable aswell. Just played one char so far, but I know for sure that I will be playing a lot more of them.

Item customization is pretty good. Having items with bonus skills like your skill Z now also applies 80% less movement speed for 1.5 seconds or 31 fire damage each time you use a skill, etc. The total game time is about 3-4 hours right now for one walkthrough. So playing multiple characters, also unlocking new characters, will extend this game time. It is ofcourse early acces, but most of the content is already released. Maybe next game plus will be added later?

Co-op and PvP doesn't seem to work yet for online, there is an online co-op but there are zero rooms. Hopefully this will be better once the game gets more players. I don't see any options for online PvP except for local. So I hope this will be introduced aswell, really curious about this one!

So is it worth your bucks?

I would say yes, if you don't mind playing multiple characters repeating the same content.

And if you like a kick♥♥♥♥♥2D Combat game, especially if you have some friends to play with.

(Like to see first 5 minutes of the game?, then check out this video)

<http://youtu.be/2Nxph2azPzU>. The only common problem is the friend info and the Shift+Tab. Other than that, It's a nice game! 9/10. People seem to be complaining about the graphics but the designers made a choice to make it cartoony and the look is consistent so I'll say the graphics are pretty good for the style they went for and give it a pass on that front.

Now here is what I don't like about the game and why I will give it a not recommend rating:

- 1) The game world looks dead If the numbers weren't moving you'd swear the game had crashed because there is just about zero animation.
- 2) Music is the techno equivalent of elevator music
- 3) No vehicles or construction or roads or anything you just plop down facilities wherever you want.
- 4) Extremely shallow financial\production information.
- 5) No staff management at all. You can see little oil workers drawn in parking lots and outside of buildings but you don't hire them and they don't move. I guess it is just implied that you have staff.

It looks good but it's a tablet game at best and the type of game you'd play while taking a long dump.

. GRAPHICS

- Better than standard RPGmaker, and in the same relative style. Expertly made custom map tiles, enemy sprites, and expressive, evocative character art are among the standouts.
- Fantastic art. Whether or not you use the decensor patch, there's a ton of gorgeous, hand-drawn scenes that genuinely impressed me.

MUSIC AND SOUND

- I'm terrible at reviewing music and sound design, but I will say this: with almost every game, I usually turn the sound off and listen to other music eventually. With Desecration of Wings, the music and sound are used very well, carrying moods and themes expertly, and are an integral, enjoyable, and immersive part of the experience.

GAMEPLAY

- The difficulty curve of this game is masterful, with tactical options available to suit any battle. The experience curve feels brisk without being too fast, and the characters grow strong as the game continues to challenge them.
- I personally didn't find any need to grind, going place to place and not avoiding every battle gave me enough XP, Sols, and TP

to meet each challenge as they came.

STORY AND WRITING

- This is where the game shines. The story is fantastically paced, and does a good job at teaching you about the world without shoving it in your face.
- The lens through which the player sees the story is expertly crafted, letting you see through a unique perspective; a perspective that gets to see kindness, growth, and wholesomeness in a cruel, judgmental, and visceral world.
- The dialogue is exceptional. The main characters have very distinct character voices, and I could easily tell who was speaking while covering up the face. Information is conveyed at the same time as character development. I would have to say that the dialogue is this game's strongest point, even considering the game's other strong points.
- Desecration of Wings has easily one of the most healthy, positive perspectives on sex and romance that I've ever read. Instead of the usual depiction of prostitution as an unfortunate circumstance, a mistake, or immoral, the lens the player views the story through instead shows harsh judgment of sex work as being cruel or immature, and it does so through how the story makes you feel, rather than by explicitly stating it. The game explores sex, romance, love, kinkiness, tenderness, consent, and bodily autonomy with nuances and respect that I've rarely if ever seen in any other media.

OVERALL

- In summary, Desecration of Wing is an exceptional game that combines well-balanced JRPG-style gameplay with a compelling plot, thoughtful, well-written dialogue, and an elegantly conveyed empathy. I bought this game on sale, but knowing what I do now, I'd have gladly paid full price.. awesome artwork and story! the art and characters are portrayed in detailed and beautiful drawing. Flowers background music are soothing... it always reminds me of spring, gentle wind and the warm sunlight. For characters... I think I'm in love with Mayuri-san and Suoh too. The yuri is pure, so I'd recommend it to those people who are new to yuri or shoujo ai. 9/10

Update (v1.1) - Trading Cards, Jungle Track and small fixes:

Hello, Hope everyone is enjoying Jumps!

Today I have a minor update for you all, see changes here:

- Added Jungle Track.
- Added "Music" menu with Artists + Tracklist.
- If you've already completed a world, you can now click "Next Level" on the last level of that world, making speed runs a lot less painful.
- Fixed "Master" Achievement not triggering.
- Minor UI bug fixes.

Jumps has a <http://www.speedrun.com/jumps> page, record yourself speedrunning the game, and submit it there to compete for ultimate bragging rights! :)

If you have any issues or bugs, contact me here: kiwiforgegames@gmail.com

Thanks everyone for playing!

-Timothy. **Event - Beat the world record and win 5 Jumps keys!**

Hello everyone!

The [Jumps speedrun](http://www.speedrun.com/jumps) page hasn't really been given much love so I've decided to do an event, to build a community and kick start the competition on the [speedrun.com](http://www.speedrun.com) page.

For the next 2 weeks, if you hold the WR on the [speedrun.com](http://www.speedrun.com) page, you will be rewarded with 5 steam keys for the game, which you can give to your friends or do whatever you want with them.

Good luck! I hope to see lots of entries.

Join the Jumps community [Discord](https://discord.gg/) to discuss strategies and mechanics.

Submit your run on the [speedrun.com](http://www.speedrun.com) page.. **Problem with Mac version:**

All Mac OS users:

Jumps was experiencing crashes on Mac when launching the game. I've temporarily fixed this by disabling Post Processing completely, which means no nice graphics (Anti-aliasing, bloom, etc.) until I can figure out a solution.

I'm terribly sorry for the inconvenience, I will try to have this fixed as soon as possible.

Thanks!

-Timothy. **Small quality update - Rebindable keys, Random level mode, bug fixes:**

Change log:

- Added random level mode that unlocks when you complete world 6 (Steampunk).
- Rebindable keys in launcher actually work now (Thank you Anda and Intelligence).
- The first level of each world now stays unlocked when you reset your times.
- Fixed lava not killing the player on Level 10 of the desert world (Thank you r00ster).
- Fixed cacti and spiked islands (Steampunk) not killing the player.
- When you unlock a new world you are now notified at the end of the level, ie: "Snow world unlocked!".
- Player now moves the same speed backwards as forwards.
- Small optimisations.

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If you have any issues or bugs, contact me here: kiwiforgegames@gmail.com. **Patch - Various fixes:**

Change log:

- Retro world and festive world are now locked until World 2 is completed
- Added "Next World" button to end of level menu for speedrunners
- Fixed random mode not including level 10 of each world and festive levels
- Fixed jittery movement for Train, sled and missiles
- Fixed moving logs (W5L7) speed being inconsistent
- Fixed Festive trees graphics glitch

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Hello! If you want to be kept up to date with Jumps development, you can follow Kiwiforge on [Youtube](#) and [Twitter](#)

Thanks for being patient!

-Timothy. **RETRO UPDATE:**



Welcome to the Retro update!

10 new *challenging* levels have been added.

A lot of gameplay and graphical improvements have been added in this update, read the Change log below for more info.

Change log:

- Added Retro world, 10 new levels
- Added rockets
- Added seat system to help with riding sleds and rockets
- Added "Eject" mechanic for sleds and rockets
- Added wind effect to trees and bushes
- Improved snow particles and jungle rockets particles
- Improved material for sawblades and pine trees
- Implemented new Unity post processing system (v2)
- Updated "About" menu to "Credits" and updated it
- Updated info to "Music" menu for Festive and Retro songs
- Slight graphics optimisations

ENJOY

Thanks everyone for playing!

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- Timothy 🤪. **Christmas Update - New festive levels, Improved graphics:**
SURPRISE!



Jumps has just received a festive update, adding 5 new *challenging* levels with a Christmas theme.

Jumps has also received a lot of graphical improvement and optimization since the last update in April 2017, too long ago.

Next month I'll be adding a new Retro themed world, so look forward to that, [Teaser](#).

MERRY CHRISTMAS!

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Change log:

- Added Festive world with 5 new challenging levels
- Added Sleds, Christmas presents, Christmas trees and Candy canes
- Added "World Type" selection screen
- Added sound effects for Buzzsaw
- Improved Post processing effects
- Improved various particle effects
- A few optimizations

Thanks everyone for playing!

- Timothy 🤖

. Update (v1.2) - Bugs fixes, Trampoline SFX, Slight level changes:

Hello!

This update fixes a bunch of problems major and minor, and adjusts a few things:

- Fixed times not adding up correctly.
- Adjusted world unlock times as some people were finding it too difficult or "grindy".
- Added Trampoline "Boing" sound effect.
- Adjusted bridge on W1L10 to stop making the player do that annoying bounce.
- Super slight level changes.

Jumps has a [Speedrun.com](http://www.speedrun.com) [www.speedrun.com] page, record yourself speedrunning the game, and submit it there to compete for ultimate bragging rights! ;)

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Thanks everyone for playing!

-Timothy

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