
APE OUT Download For Windows PC



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About This Game

APE OUT is a wildly intense and colorfully stylized smash 'em up about primal escape, rhythmic violence, and frenetic jazz. Build up nearly unstoppable momentum and use your captors as both weapons and shields to crush everyone on your procedurally generated path to freedom.

Stylish Escape: Embrace bold colors and a dazzling perspective as you rush through tight corridors, open areas, and twisting labyrinths on a mad dash for freedom. Overcome all manner of human opposition, nefarious traps, and breakable obstacles to find each exit and escape captivity.

Grab and Smash: Unleash your primal instincts and incredible strength to overpower your captors. Hold them steady to create a human shield, smash their feeble bodies into walls, or throw one into another in a violent explosion of humanity.

Dynamic Soundtrack: Find your rhythm in the chaos as a dynamic soundtrack of drums, cymbals, and decapitations drive the action to the edge of mayhem.

Title: APE OUT
Genre: Action, Indie
Developer:
Gabe Cuzzillo, Bennett Foddy, Matt Boch
Publisher:
Devolver Digital
Release Date: 28 Feb, 2019

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Minimum:

OS: Windows 7, 8, 8.1, 10 x64

Processor: Intel Core2 Duo E4500 (2 * 2200) or equivalent

Memory: 2 GB RAM

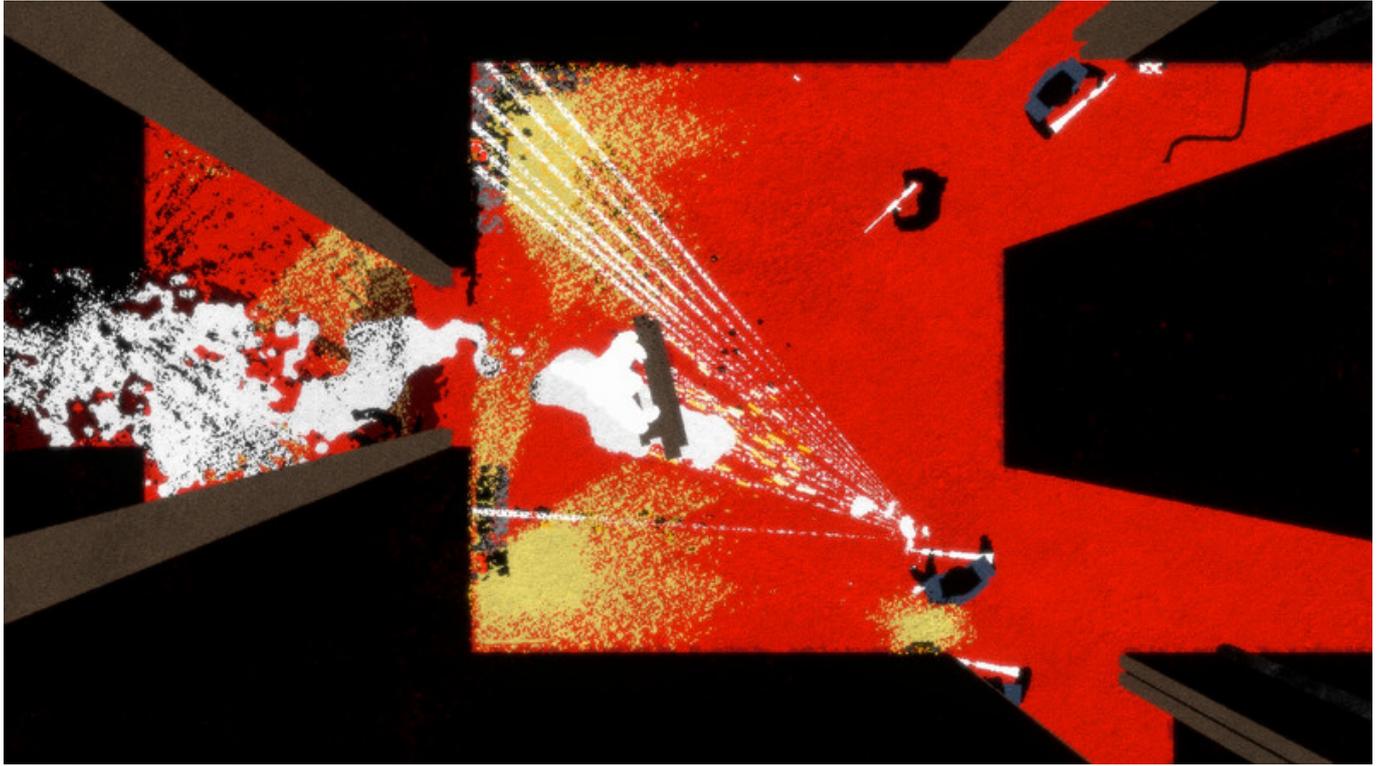
Graphics: GeForce 9600 GT (512 MB)

DirectX: Version 11

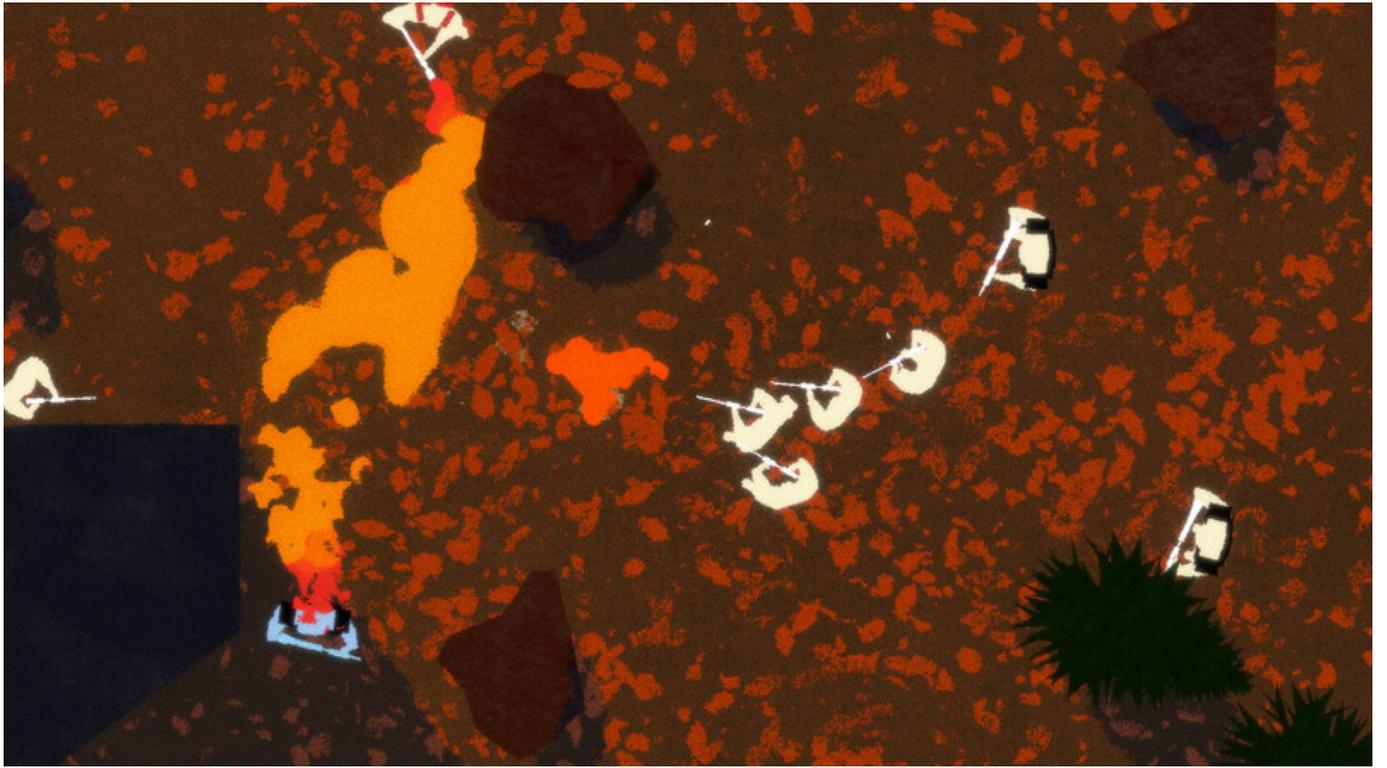
Storage: 2 GB available space

Additional Notes: Controller Recommended

English,French,German,Japanese,Korean,Portuguese,Russian,Simplified Chinese







A short, simple, polished top down action experience, but well worth the price tag.

While it's short the core gameplay is perfect. Slam enemies into things, or other enemies so hard they both instagib. Sometimes it's better to run amok, other times it's better to slow down grab a human shield, or just charge past enemies before they can get a bead on you.

The variety of enemies makes the game more challenging, and the levels, paths, and enemy placement changes every time you die, so it keeps the game from getting stale, and keeping you thinking on your feet.

All of it comes together with a really unique art style, and excellent reactive soundtrack, that gets you in that zen of killing mode.

While there could be more levels, the fact that they're different everytime you play them, kinda makes it a moot point.. This game is a like the zoo, you go into it having good expectations and an overall feel of what you want to see. For the most part Ape Out is a really good zoo, your expectations are met and the gameplay is absolutely superb, with enough variety in each record (levels) for you to enjoy. Sadly like many zoos, this game is incredibly short (under 2 hours and probably less if your good enough), and while there is a hard mode and a arcade mode, it simply isn't enough for an average player to sink their teeth into. In this day and age, this game needs to be not only a zoo, but more like Busch Gardens with plenty of rides and attractions, that are not only new but are continually updated for the player. I encourage the developer to add more levels into the game, or add a level editor in order for the community to play a mass number of levels. Overall this game is a Great zoo and if this is on sale I highly recommend.. It's a great game and feels amazing when it's going well, but the completely random enemy spawns hold it back. Sometimes there are several unavoidable enemies right outside your spawn, and sometimes there are zero. Sometimes you're forced into a tight corridor with multiple enemies ahead of you shooting, and absolutely no way to defend yourself. I've found that these situations are near impossible to deal with, and it ultimately comes down to RNG. Also, the random enemy spawns keep the player from learning enemy patterns and planning out routes. As fun as the game is, this one thing has made it incredibly frustrating at times. However, it's still worth a play, if you have fifteen bucks you don't need.. Action game with an emphasis on drums. Very visceral interactions and controls, and you'll die a lot. Pretty short, my first playthrough was about 2 hours but there are hard modes if you want them.. Hotline Miami but you're a Gorilla and the music is better. 10/10 Perfect blend of fun and difficulty.. THE game about killing a bloke with another bloke. Jazzily.. Ape Escape is like... an old, cheesy B movie from the 80's about a killer gorilla, but it's actually an arty student film infused with jazz, but it's a game where you smash people in creative ways.. Do you like hurting other people?

Who is stuffing you in these cages?

Where are you hiding banana!?

unintelligible monkey-noises. I am pretty big on top down action games. Hotline Miami 1 & 2, Mr Shifty, RUINER, the likes. So of course looking at the screenshots and the fairly low price I immediately grab this to get my fix. 1.5 hours later I've completed the game and I can safely say I was more bored & frustrated with it than anything else. Mechanically it is very simple. Hit dudes, grab dudes to make them fire at other dudes and throw dudes. Throwing is the most vital thing but the ape turns so slowly that you're gonna miss and die a whole bunch of times just on account of that. The game feels like it plays most of its cards by chapter 2 and from there it's mostly just an ugly showcase of procedurally generated enemies killing you offscreen or before you can get to them. These kinds of die quick, restart quick games work because you get to learn the layouts and get better at them each time but in this game you just kinda bash your head against the wall until you get through and I just don't think that makes for a good game.. First, if you like check out a video version - <https://youtu.be/xDThCtVka4>

Now, you may be wondering, how can you review a game with only 2.5 hours on record?

Yeah... well that's the full length of the game, for \$15 that's a bit low isn't it? But surely, it's okay if it's a good game, right?

Ape Out is clearly inspired by Hotline Miami, a wonderful 2 game series everyone should check out. Unfortunately though, Ape out comes nowhere near Hotline Miami in terms of game play or even fun.

The biggest issue with Ape Out is within its level design. The levels and enemies are randomly generated, making the level design being a straight line from start to finish with enemies showing up where they feel like it. So you can either win by running straight through with little issue, or die and get a luckier spawn. In a top down game like this, level design is so essential.

Building levels to create specific obstacles and having enemies in specific locations for challenge is what level design would do for this game. We have none of that, this game fails in that department making for uninteresting levels.

The game play itself can't decide if it wanted to be a full action game or a stealth game. It almost feels like it was designed for the Ape to try to use stealth to escape the level, but that idea was scrapped and replaced with full on action of a monkey reaching his top speed and charging the enemies. The combat comes down to running at your enemy and either grabbing him to fire the weapon he holds immediately or just pushing everyone into a wall. There is no other variety of getting through your enemies, push or grab and throw. That's all you have, this simplifies the game so much, well, too much really. Just run, click to push, run, click to push, straight through a linear level. Each level is like this, no variety is in the game whatsoever.

But lets also look at the games touted great Jazz soundtrack. The soundtrack has one good thing going for it, it matches the game and as stated above that's not good. Sure, the music fits the game play and is dynamic with what you're doing in the game. For example, I throw a guy into the wall and I get a cymbal sound. It's cool, but overall its just drumming sounds over and over for 2 hours. No variety to the music, you're better off muting it. Sadly, muting the music also mutes the sound so you can't hear footsteps anymore. Can't have one or the other, its all or nothing, so you're stuck with the music.

The one good thing I can say about Ape out is the artwork is amazing, its simple yet expresses everything perfectly. It sets a perfect atmosphere for the game and is quite beautiful in its simplicity.

Unfortunately though the good artwork won't save this game, the rest of it is repetitive and boring, that says a lot for a 2 hour game that it can get repetitive in such a short game. Ape out manages to do that and it doesn't bode well for a fun game. There is no level design, no variety and fairly bad music. There is nothing to this game, other then an homage to Hotline Miami as a monkey. But if you're a Hotline Miami fan, don't come here thinking this will scratch the itch for more, it doesn't.

Harambe Escape Simulator. Basically, you're a ♥♥♥♥♥♥♥♥♥♥ off ape that goes on multiple rampages backed with a killer dynamic percussion soundtrack. Addicting, challenging, bloody goodness,. Excellent execution on an original idea.. The first Disc was fun. Nice little game.

Disc two on the easy difficult ramps up so much and not cos its necessarily difficult.

See. Disc two starts with high rise and unfortunately they start putting up huge level names on screen which cover up the initial enemies you encounter meaning you will be shot without being able to do anything about it outside of getting lucky with spawns.

Unfortunately what seems like a fun challenge game turns into a trial and error game where you pray to rng to position enemies into places you can more easily deal with them. In addition disc two includes more open areas meaning you have no cover. this difficulty increase along with blocked visuals due to the "cool" visuals makes disc twos start frustrating to the point of refund which i have requested.

Its a shame. I would like to recommend the game but it stops being fun after the first disc.

if you can put up with trial and error gameplay decided by RNGesus enemy placement then good luck, you might like the game. if not I'd avoid.. Harambe's revenge. 10/10 would make this Ape escape again anytime.. Amazing. That's it.

Buy this game.. quot;Music is about repetition - unless it's jazz. But that's not music. That's just terrible, terrible noise."

Mr. Plinkett commenting on the soundtrack of this game. Gameplay's pretty good though. It's a lot like Hotline Miami and arguably even more stylish. Just turn the music down. Way, way down.. So damn satisfying.... OOH OOOH AAAAAAH AAH

PATCH v1.1:

Hey all, this patch has been live for a day or two already, but here are the patch notes:

- Added Laptop Mode to the options menu (removes some visual effects to improve performance)
- Added Headphone Mode to the options menu (adds binaural ambisonic rendering for a more immersive audio experience)
- Added support for resolutions higher than 1080p
- Added bespoke drum fills for the death screen on each drum kit
- Added 15 seconds to the time limit when playing harder albums on arcade mode
- Better sounding transitions in and out of the menu.
- Drummer now plays faster as you get closer to the time limit in arcade mode
- Drummer now pauses for a beat when you take damage
- Slightly reduced number of guards on the hard version of Abandon Ship
- Fixed bug where you could complete a level after you die, resulting in things getting weird
- Fixed bug where guards were on fire but no fire was visible
- Fixed bug that allowed the ape to pass through big doors without ripping them off their hinges
- Fix for corrupted save causing menu to not accept input
- Fix for crash on exit affecting some players.
- Fix for bug causing scores to carry over after death in arcade mode
- Fix for crash on startup affecting some players

I'll be posting a new beta patch today with a few more fixes and gameplay tweaks aimed at making the game more fair.

Thanks for playing!

-Gabe

. APE OUT 1.2: THE FAIR PLAY UPDATE:

Hey all, this new patch is aimed at making the game more fair.

- Increased size and accuracy of no-spawn zone around starting point
- Removed flamethrowers and bazookas from the harder indoor areas of Fugue and Adrift
- Removed behavior where guards fired extremely quickly when approaching corners with guns aimed

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- Prevented guards from shooting too quickly when grabbed (and hitting the player in some cases)
 - Slightly increased machine gun guard's reaction time (they take longer to react)
 - Slightly increased guard reaction time when lights are out (they take longer to react)
 - Prevented explosions from chaining through walls
 - Flamethrower guards' now must ready their flamethrowers before shooting
 - Audio Improvements
 - Fix for the game running too fast on some systems
 - Fix for fugue ending playing at the wrong time in arcade mode.
 - Possible fix for guards sometimes being inside closed containers, and occasionally pushing themselves up against closed doors.
 - Possible fix for some crash bugs.

A quick note about leaderboards: as a result of some bugs at launch there were some impossible scores posted to the leaderboard. Those are all fixed now, and I've gone through and pruned all the outlier scores. I can't tell when the scores were posted, so I don't have a great way of culling. If you guys would prefer I totally cleared the leaderboards let me know in the comments

Thanks for playing!

-Gabe. **APE OUT / OUT NOW:**



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https://store.steampowered.com/app/447150/APE_OUT/

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