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## About This Game

Adventure in the Tower of Flight is a retro-styled platformer in which you fly instead of jump! You are Wing, a young adventurer. Wing must climb a seeming endless the tower and collect all five known relics held within to become the ruler of the known world. Each relic, however, is protected by a series of battles, puzzles, and precision-platforming rooms. Do you have the skill it takes guide wing while he ascends the tower?

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## A Retro-Stylized experience!

- Over 160 hand-crafted levels with fine-tuned difficulty progression
- Over a dozen beautifully drawn retro-inspired environments
- Over 20 chip-tune music tracks
- 4 difficulty modes that allow new and veteran gamers to be challenged
- Dozens of secret rooms filled with treasure
- Hundreds of small secrets for true adventures to find
- Achievements for gamers to unlock
- Community Trading cards, emoticons, and backgrounds
- And more!

### Story

In ages past, five kingdoms ruled the known world. Each kingdom possessed a sacred relic given to the kings of old by the god themselves. The relics guided and protected their armies in battles. As time passed, younger kings desired to gain absolute power of the land and waged countless wars with each other. The gods were displeased with the reckless actions and greed each kingdom took part in, so they took back the relics, hid them in a large tower, and proclaimed: "Whoever is able to pass the challenges of this tower will become the ruler of all known land." Years passed. generations passed. No one, man woman, or child has been able to complete the challenges within the tower. This is the story of one such adventurer, Wing, and his

*Adventure in the Tower of Flight.*

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Title: Adventure in the Tower of Flight  
Genre: Action, Adventure, Indie  
Developer:  
Pixel Barrage Entertainment, Inc.  
Publisher:  
Pixel Barrage Entertainment, Inc.  
Release Date: 23 Dec, 2015

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**Minimum:**

**OS:** Windows XP

**Processor:** Dual Core 2.0ghz

**Memory:** 512 MB RAM

**Graphics:** gForce 8800

**DirectX:** Version 9.0c

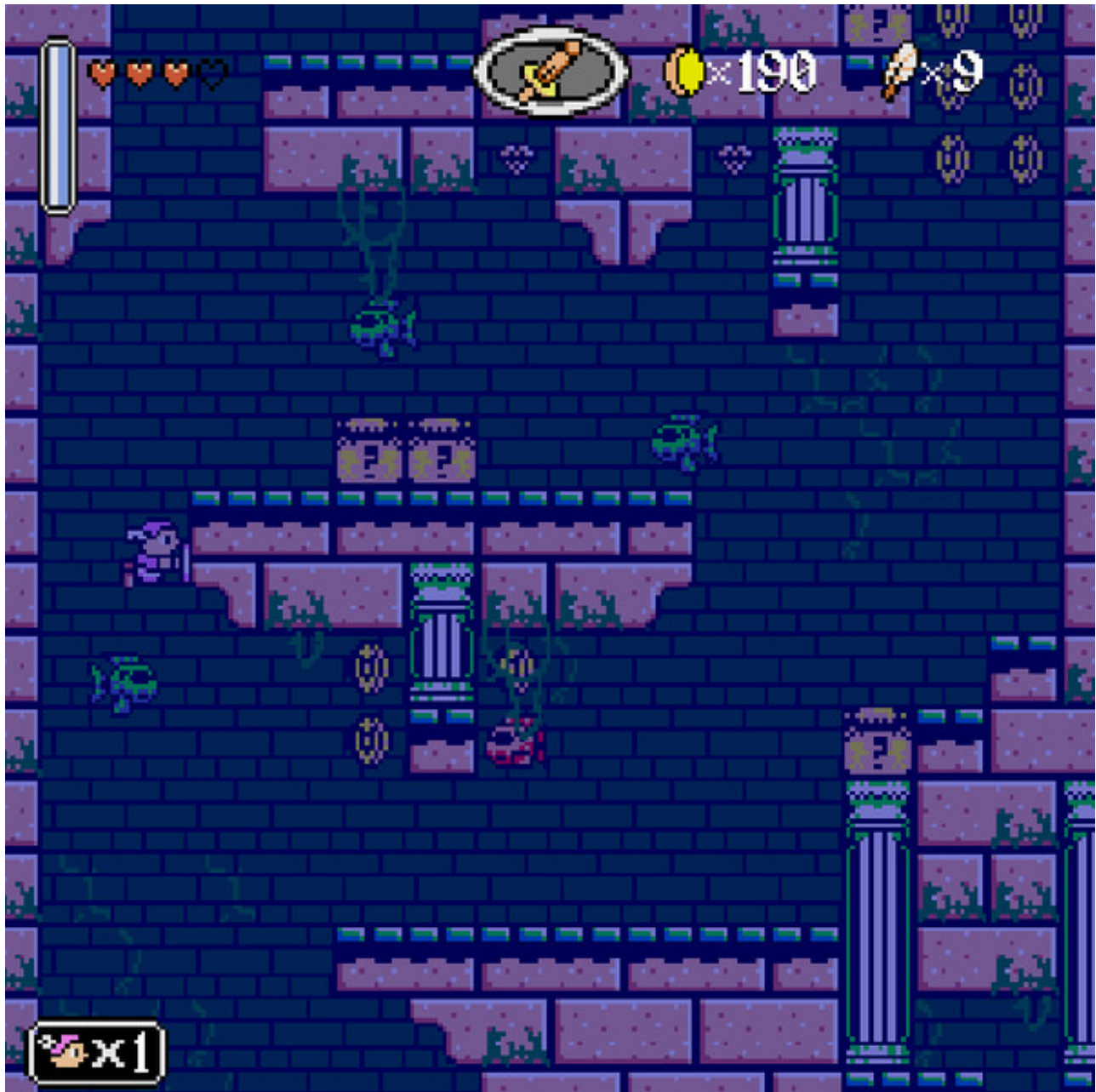
**Storage:** 350 MB available space

English









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This is a wonderful title. I'm reminded of 8-bit dungeon and tower adventures from the 80's and 90's. The soundtrack is very well done, and the color palette and gameplay keep things engaging for the player. Very enjoyable.. It's like "Mario 3" meets "Kid Icarus." The pink hero -don't be fooled- flies with a permanent (timer/power-up based) Super Leaf. I have not really enjoyed much in this platforming genre since the 80s. "Tower of Flight" is like a secret time capsule of hope from our childhood. 8-bit fun instead of frustration.

I wrote this review once I hit the 1st save point.

I mean, I might be wrong, but everything just feels so right...

I think this is love at 1st sight. ♪(??)~ε~(??)♡. I can enjoy the adventure in this game which accompanied with good soundtrack. Unfortunately, I dislike some elements in this game:

- level design is linear. It has branches, but still linear. This linearity force you to have a good setup (potion / enhancement) before last room (boos fight) because you can't backtrack and farming if you feel underpowered. Can be game breaking for me.
- big hitbox (maybe entire body) which basically make the mechanics feels wrong.
- controller support is kindly lack (maybe steam or unity problem).
- I get so many crashes (maybe steam problem)

Still the adventure is enjoyable in normal mode :D. This is a pretty good game. My only complaint is that it's doesn't support xbone wireless using the wireless dongle. I had to use joy2key. The dev should revisit the game and allow xbone wireless compatability.

Nice retro platformer. I usually gravitate towards really tough platformer. I'm thankful the dev included several difficulty levels as normal seems a bit relaxed.. This definitely has that retro feel to it. I feel like I am actually playing an oldschool NES game. It's worth the price, especially if you like retro inspired games. 7/10. Ever wondered what would happen if Castlevania, Kid Icarus, and The Legend of Zelda had a three-way? This is their beautiful three-way love child. This game is as Will Ferrell's James Lipton puts it: Scrumtrulescent.. Charming platformer. I would recommend to Kid Icarus fans.

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Classic pick up and play style that takes one back to good old NES era of gaming. Ever had that one coin that's just barely out of reach, that you gotta get even if it kills you?... hehe this is one of those games. Fun, addictive and well worth the price. Controller is recommended. I want to preface this by stating that my play time is longer due to restarting the game while halfway through. If not for this, my play time would be about 3 hours.

Now, why do I feel that's important? Because in all honesty the game is exceedingly short. I do understand why this was done, as the game has multiple difficulty options to extend play time. The highest difficulty allows for no saving, so a longer game wouldn't be truly viable under such circumstances. That said, however, and again while I understand it, that doesn't excuse the short length.

Many of the achievements encourage you to replay the game, and while there are some different paths through the areas, the only major deviation is prior to the first boss. There are two different paths to take which lead to two different bosses, but this is the only time such a thing happens. It would have added much more replay value to the game if all of the bosses were like this, but sadly they aren't.

Major power ups are very limited and one is obtained in an order that makes it pointless. The armor, with its half damage reduction would have been highly useful mid-game, yet it's the last major upgrade gained, and by that time there's perhaps little more than perhaps twenty minutes left in the game, if that. None of the enemies ramp up the damage potential beyond this point, making its reduction moot. The bow, while it adds some range, is only useful for some puzzle sections due to its weak power compared to the upgraded sword and its powerful charge swing, plus its inability to be fired in any direction but forward. The shield should have been a basic item from the beginning as it deflects arrows and your character looks like he has a shield to begin with, yet lacks any projectile deflecting qualities.

The shop update, while it looks good on the surface, is a bit of a pointless addition. The ability to store power boosts, invincibility and attack items seems useful, however in every mode where shops are available, the game poses little significant threat to the player. The only time I even bothered to pop an invincibility item was the very last boss, and that made it such a cake walk that I felt bad for cheesing it. The attack items are extremely weak and are incapable of killing anything in a single hit, some not even in two to three uses. In the higher difficulties where items would be useful, there are no shops at all.

However, with all of this said, the game is extremely fun for what it is. The music is by no means a masterpiece, but there was no single track that wore out its welcome. I personally wouldn't buy the soundtrack DLC, but that's in no way an accusation of poor quality.

The controls with a controller are tight and responsive, I didn't find myself fighting with them, nor was there any moment where I could look at the game and truly blame the controls for mistakes. When I screwed up it was my fault, not the game. I haven't tested the keyboard controls, mind you, which perhaps I should in the future, but for now 360 controller users can rejoice because there's no jank here.

The story... is, well, serviceable. This isn't an RPG, nor is the story very important, but as a framing device it services its purpose. Don't go in expecting more than just a bare bones reason as to why anything is happening or a minimum conclusion.

The game, to me at least, has a strong feeling of the NES and Game Boy Kid Icarus games to it, with perhaps a bit of Alex Kidd mixed in. The HUD is very clearly original Legend of Zelda inspired. It manages to blend all of this into a game that is fun and addicting for however long you can get out of it, and frankly I was left with wanting more. If there's ever a sequel, I can only hope that it's longer while retaining the same charm as this game managed to capture, because then I feel it'd be a truly amazing, must play game.. The game is a little bit short but quite fun. It took me 6 hours to beat the game and I unlocked about half of the achievements doing so. Sadly the game does not allow you to continue your save file past beating the end boss. So you can't go back to get all the max health items if you missed them the first go around. Its very linear and does not allow for much back tracking at all.

The game isn't very difficult, bosses patterns are easily learned and sometimes completely avoidable. The only way to save your game is to game over at the last check point you used. This is annoying but you get use to it quickly. Game play is similar to Kid Icarus but gives a little more variety in weapons and attacks. The 7.99 price tag is a little bit high for how easy of a game it is. However, if you find it on sale definitely pick it up.



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I found binding the attack and hover abilities to the back buttons on the Steam Controller. I also rebound the Dpad to the analogue stick. If you have a Steam controller save yourself the time and use my template for it.

I found this game from the failed RETRO VGS indiegogo. I can say that it would not be worth paying \$25+ but it is a good game for around \$3-5.. This is a fun little game that, so far, is like a side-scrolling Zelda. I just started playing and would rate this game a 5/5 so far!. A great game, that I would definitely recommend to those who enjoy retro styled gamplay. I'm really looking forward to a sequel as there are a few little improvements needed and I'm sure the creator would nail that in a sequel.. Fun old school game. Reminds me a bit of kid icarus.

Issues I have are some of the projectiles seem to hit even when they shouldn't.. A decent little retro platformer game that somewhat reminded me of Kirby (you get abundant-yet-not-unlimited power of flight).  
Beat in about 2.5 hours on normal mode.. 8/10 Marvellous

#### Pro's

- + Quaint game musics.
- + Exquisite atmosphere depicted by pixel.
- + A Large world to explore.
- + Flexible difficulty, which can be very friendly to casual players and be quite challengable to hard-core players.
- + Upgrade system and collectable items.

#### Con's

- The battlestyle may be a bit dull.

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