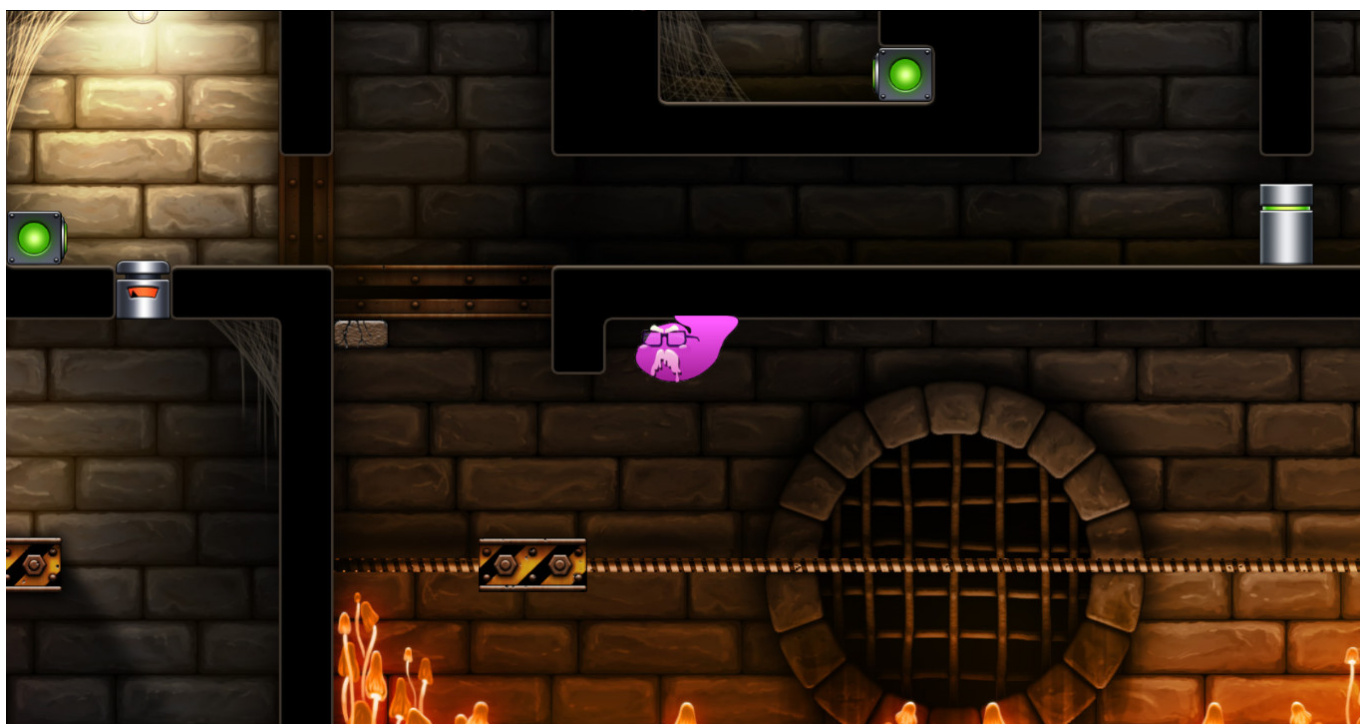


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## Gumstein: The Awakening Download] [Keygen]



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### About This Game

Solve puzzles and evade hazards by unlocking abilities as you progress through the levels on your quest to find Ruby. Abilities include splitting and stretching, smashing through floors and sticking to walls, launching objects or even your other half!

Gumstein: The Awakening is a 2D platform game that focuses on dexterity and puzzle-solving to advance through the levels. Unlock new abilities as you progress. Each new ability adds a new dimension for solving puzzles and getting through obstacles. Test your ambidexterity with Gumstein's split ability as you navigate levels and solve puzzles using both halves (sometimes at the same time). Depending on the difficulty level you select, Gumstein can be a casual puzzle solving game, or give you an adrenaline rush as you race to beat the clock on the hardest difficulty of this intense and complex puzzle platform game.

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Title: Gumstein: The Awakening

Genre: Action, Indie

Developer:

PAIN Games

Publisher:

PAIN Games

Release Date: 30 Jan, 2019

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**Minimum:**

**OS:** Windows 7

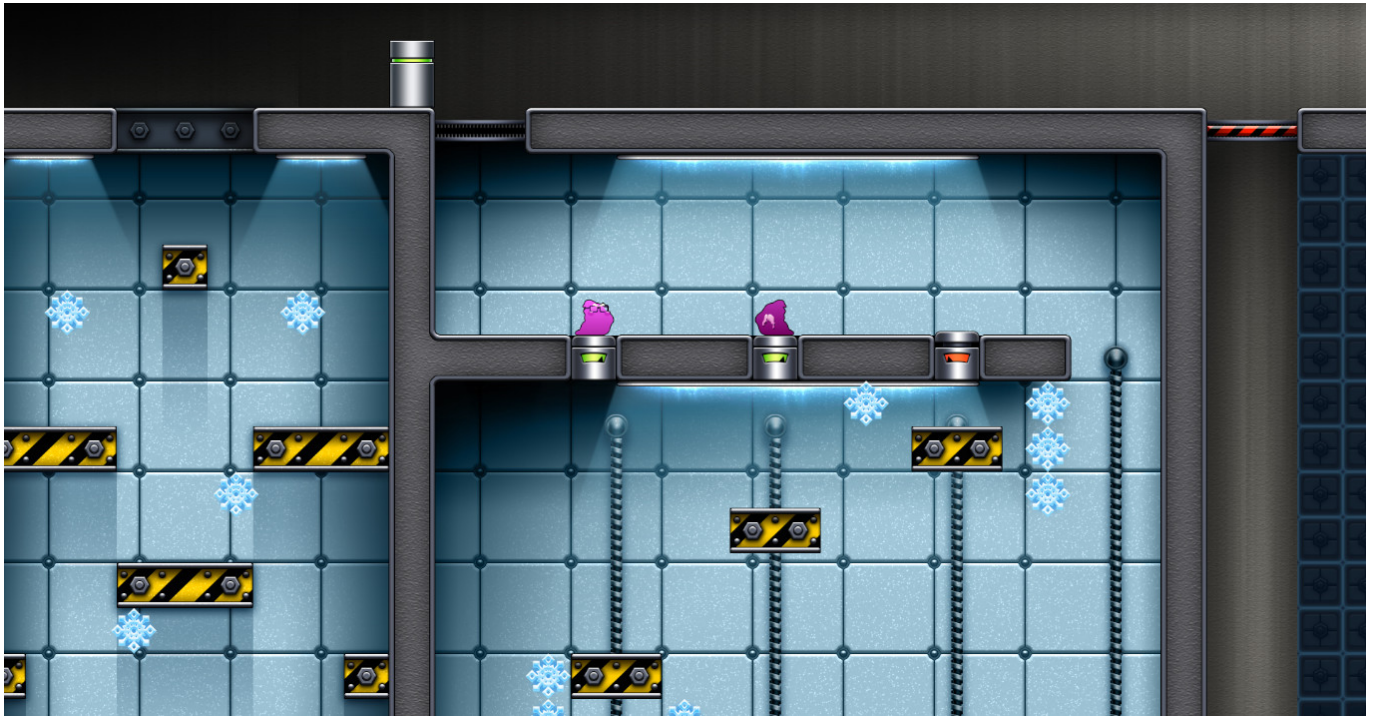
**Processor:** Intel core i5 (or equivalent)

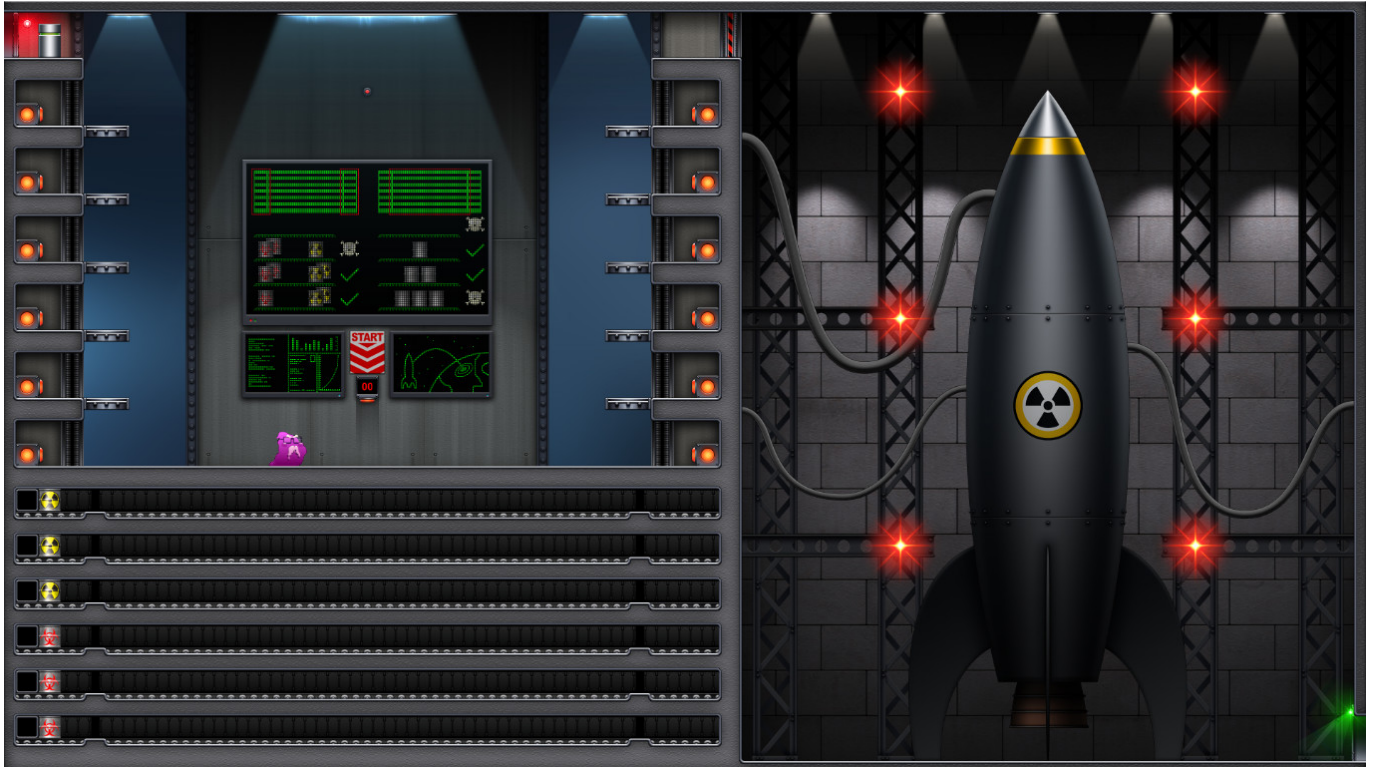
**Graphics:** On board

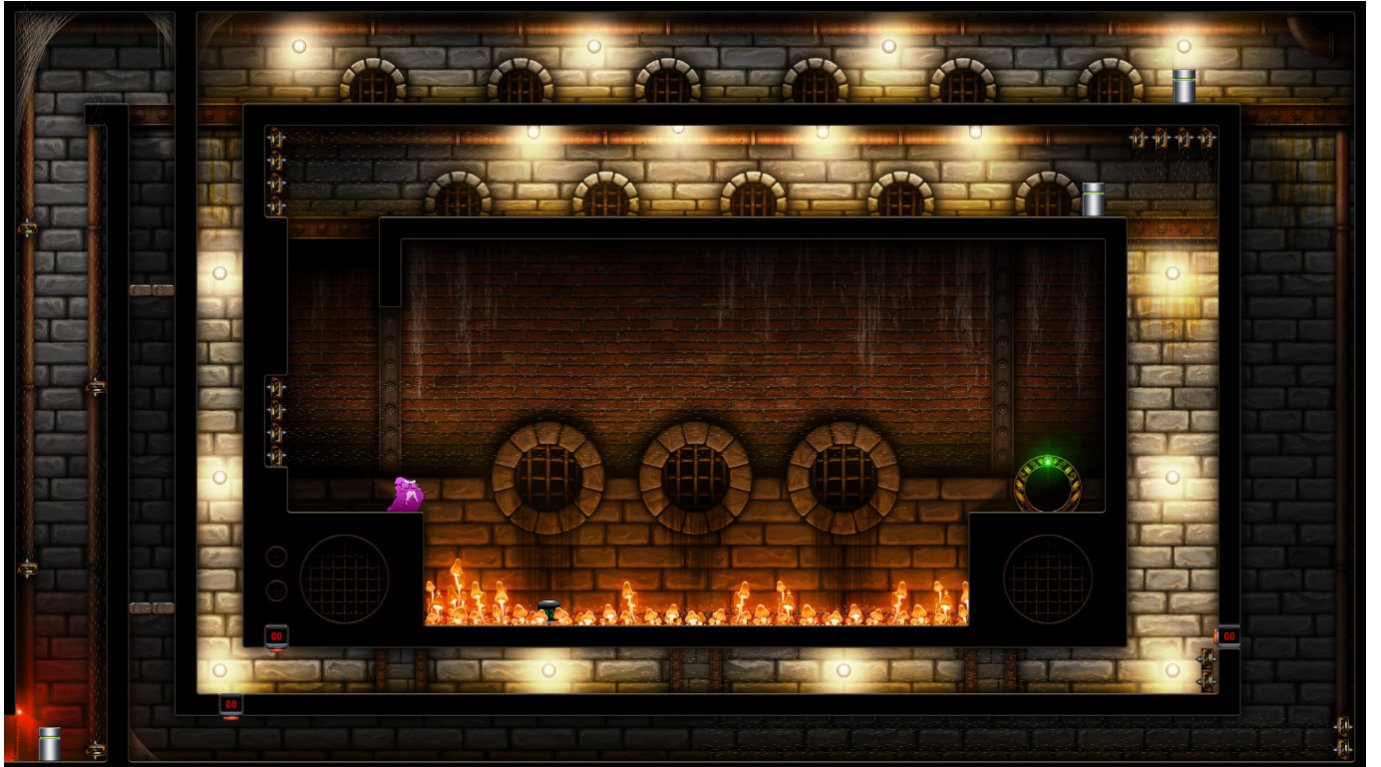
**Storage:** 1 GB available space

**Sound Card:** Any

English







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gumstein the awakening. gumstein the awakening. gumstein the awakening

Gumstein is a really fun experience, starting off with simple platform challenges and gradually building up to more complex puzzles. A great way to spend a few hours!. Gumstein is a platformer (think the original Mario bros on gameboy).. It's that kind of thing.. You're running around jumping over things; avoiding obstacles, navigating through mazes and avoiding things that are inevitably trying to kill you. This is not a simple point and click game. It's not an easy, switch your brain off, zone out type of game. It actually makes you work a bit. Which is awesome!

This a game you really need to give a chance. I love the slick graphics. Something I really like about this game is the way it's staggered. Each time I'm just getting comfortable and I think: 'Is that all there is?' The game throws you a curveball. The first few levels get you used to the controls. Then you get to the first few puzzles which makes it more interesting, but those could get old really quickly. Just when I think I've got it figured out, there's a new challenge.

The puzzles become increasingly complex and the as the abilities are unlocked there's a whole new dimension that's added. I'm playing on easy.. I imagine that the timed games and increasingly difficult hazards will really test your skills. I've got to say it took until level 13 for me to really get hooked. At this point you start unlocking abilities. It really does take that long to really understand the game and get into it, all which I'm really glad for. From level 13 it gets really fun and interesting so give the game a chance. The early levels really help prepare you for what's to come. After level 13.. You'll know. It's at this point the game play really comes into its own and becomes really fun.

But honestly, it's a really good game. It's definitely directed at a particular type of gamer. If you're not up for the task or don't enjoy problem-solving, you're going to get pretty frustrated. But if you want a good challenge, this is definitely it.

When I first started the game I honestly didn't like it very much and that's pretty much been the commentary from a lot of the testers. I think not knowing what to expect and not being familiar with platformers added to that. But it gets a LOT more fun as the game progresses. It took me a few weeks to get through it (just because I couldn't find the time), but I found myself itching to play again I couldn't wait to see the next level. So, if you can muscle your way through the first few levels, it is well worth it.

If you're an experienced gamer, normal difficulty will test you sufficiently. I found playing on easy was plenty hard enough. This game is really well thought out!

So.. It is a platformer. This really isn't the type of game I would usually choose to play myself. But, after hearing such mixed comments from the other testers, I had to give it a shot and see what it's all about. By the way, the other testers that I've spoken to said things like 'It's too hard' Or 'I absolutely love it! I played for two days, one morning till three o'clock, until I couldn't anymore. My brain was mush. But I LOVE it!'

The menu (which btw is a level on its own where you can earn an achievement by dying o\_0) is actually pretty cool here you can test out all the abilities you'll activate throughout the game). I love the look and feel. It's really slick and feels pretty polished and the controls work well. You've got to be pretty precise with your movements to get through the obstacles unscathed.

You spend the first five levels just getting used to the controls. It does actually take a bit of dexterity, co-ordination and accuracy with the keys to control Gumstein and get him to go where you want him to go when you're jumping from platform to platform trying to avoid the spinning blades that splatter you to bits, homicidal bats, radioactive waste and faulty wiring ready to electrocute you. So once I got used to all that and got my head around what was expected of me, I actually started to enjoy it. But then I'm thinking, where are the puzzles.. Isn't this supposed to be a puzzle game? Enter level five. The first puzzle. Ok, so that adds a new dimension I really like, but it's pretty easy. Now I know what's happening, I can really get into this.

But really in the end I loved it and I'm looking forward to slowly working my way through the normal and hard difficult levels. Not to mention that there are still a bunch of new levels still to come and new abilities. The full release is set for December.. Gumstein is a really fun experience, starting off with simple platform challenges and gradually building up to more

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