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About This Game

From the creative mind behind The Adventures of Shuggy comes an exciting new retro-styled 2D platformer, a winner of Dream Build Play 2012 and a top 50 game of 2012 according to Game Informer.

Grab the gateway guns and explore a huge lab filled with mysterious puzzles in this classic platforming adventure. Use gateway technology to leap from one place to another, change size to explore small passages or defeat large enemies, walk on walls and ceilings to reach new areas and even travel in time to work together with past echoes of yourself.

Move seamlessly between different areas of the vast labyrinthian map with no waiting for loading screens as you explore and discover new power ups. Use each of your new abilities to progress further, unlock shortcuts and find even more power ups. Can you escape?

Key Features

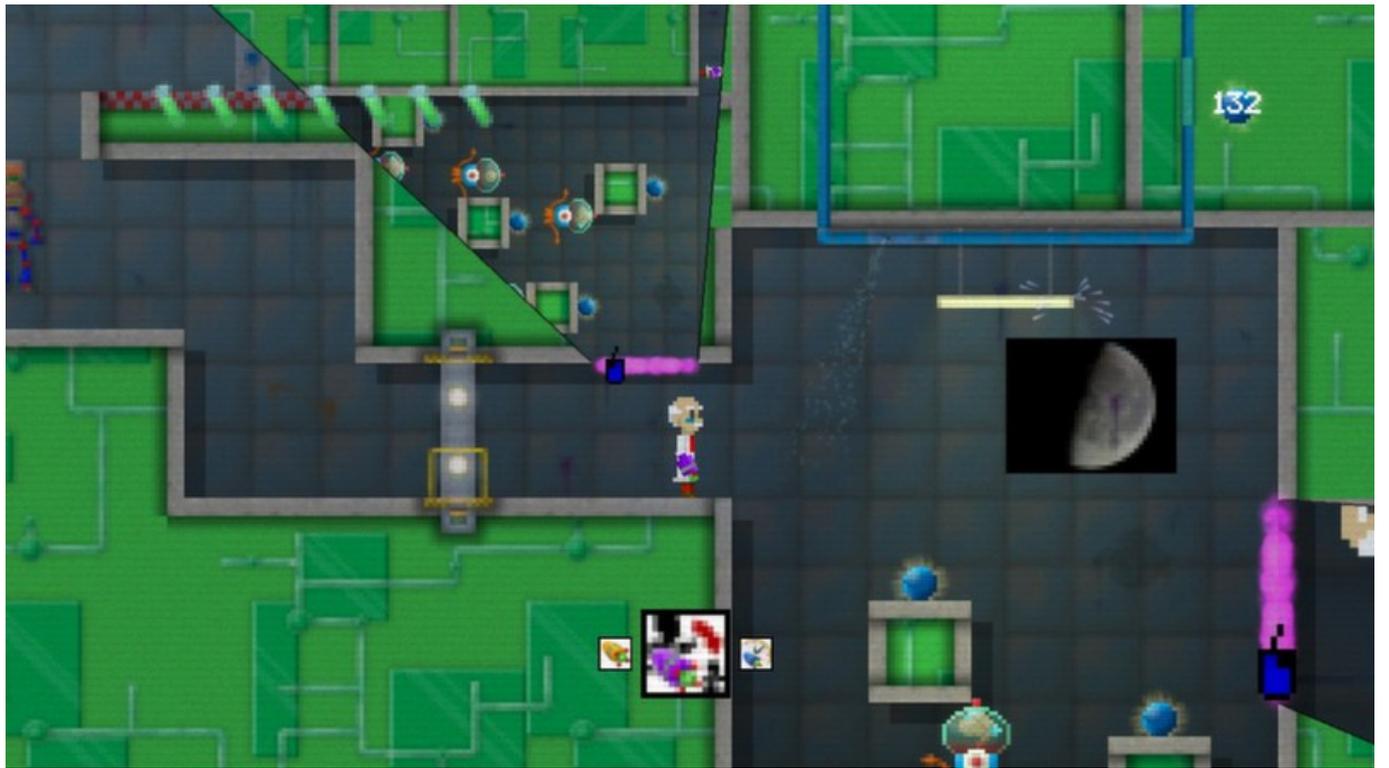
- Travel across a room instantly using gateways.
- Change size using the resizing gateway gun.
- Interact with your past echoes using the time travel gateway gun.
- Walk on walls and ceilings using the rotation gateway gun.

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- Sprawling open-world design.
 - Use Gateway's sophisticated help system to discover if you can solve a puzzle and even watch the solution played out in front of you.

Title: Gateways
Genre: Indie
Developer:
Smudged Cat Games Ltd
Publisher:
Smudged Cat Games Ltd
Release Date: 13 Sep, 2012

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English







gateways application. gateway bible. gateways big w. gateways for growth grand rapids. gateways institute of science and technology. gateways example. gateways summer school. gateways ece credential level 1. gateways chiropractic. gateways geelong. gateways high school. gateways galleria. gateways to art 2nd edition. gateways haggadah. gateways counseling. gateways dimmu borgir. gateways in networking. gateways jobs. gateways for incarcerated youth. gateways daytona beach. gateways global. gateways and routers. gateways facebook. gateways autism center. gateways business consultants. gateways il. gateways fees. gateways to art. gateways casino. gateways beyond cyprus. gateways and firewalls. gateways holidays. gateways access to jewish education. gateways brainwaves. gateways boston. gateways hospital. gateways in mobile computing. gateways educational trust ltd. gateways bpmn. gateways email. gateways great start. gateways computer. gateways geelong jobs. gateways journeys. gateways jewish. gateways at randolph. gateways ece credential. gateways cockburn. gateways for opportunity. gateways esic. gateways festival. gateways canberra. gateways community services. gateways beyond international. gateways gp surgery. gateways definition computer. gateways education. gateways gift card. gateways dimmu borgir lyrics. gateways dental cockburn. gateways club. gateways hospital jobs. gateways in bpmn. gateways ilearning. gateways croydon

Easily dismissed as a 2D-Portal copycat (funfact: it sorta is, but bear with me), and though lacking in many aspects, it might still be sort of a fun game.

Yes, it has the same mechanics as Portal, and yes, it is 2D, but it is not only that. You have the space-wrapping portal, but also the

- rotation portal which changes the direction of the gravity
- shrinking/growing portal
- time-wrapping portal

The combination these different portals give raise to a myriad of possibilities for endless headache. Whenever you face a new puzzle, however, you might still be unable to solve it: you might need to revisit that puzzle in the future. For this reason, the game gives you the choice of spending some "power orbs" in order to reveal if you can solve a specific puzzle or not.

Which then brings the cons of the game. The map is huge and let me tell you, not fun to navigate at all. Curisouly enough, the game is rather short: I have the feeling that if the puzzles would be presented linearly in their solveable sequence, this game would have been *even shorter*. Also I felt like there could be more puzzles combining the portals, and the ending felt "lazy". Also, *this game screams for a little bit of a story in a comic/sarcastic tone, but there is *nothing*, be warned.*

The puzzles are solid, enjoyable and not overly frustrating but also nothing ingenious. Achievements are fine, except for "That's the way to do it" which cannot be obtained in Linux. If you don't support the achievement in a supported platform, please, remove the achievement, that didn't even need to be said. Otherwise the game gave me no headache in Linux.

So as a puzzle game, this is a good (short) game. It could have been more, but that's all that it is. It might be enough.. During the first hour I felt there wasn't much to this game. I almost put it down and cut my losses. However, I kept playing knowing that the game was progressing quickly. To my surprise some of the latter puzzles were VERY CHALLENGING. A few of them were quite mind bending. This game certainly made my head hurt. I'm glad I'd stuck with it.. Did you ever think to yourself "Man, Portal is too easy. I wish Valve's playtesters hadn't weeded out the 5 emancipation grid room, or thrown up when walking on the ceiling"? Well, you're in luck.

This game is, from my vague knowledge of Metroid, a hybrid of Portal and Metroid. You are a scientist, stuck in his lab, with all the areas therin sealed off by devious puzzles only solvable by your gateway (Portal) devices. Yes, devices. You get the basic one early on, but then you find yourself needing to rotate gravity, and link time AND space, and make yourself small (or large, but I managed to Portal all the large situations) through the same device. As you get more unlocks, you can explore more of the map, and open up harder puzzles.

This doesn't have GLaDOS, but the cruel puzzles make up for it (you can buy automated solutions for just 25 hint orbs, but generally the 5 orb "Is this possible yet?" question is more entertaining).

If you want a very much easier platformer with the same time mechanics as here you can check out Shuggy by the same dev. But it is very very easy, and I'd only recommend it to kids. Seasoned platformers are going to find that the only challenge here is trying to complete two player co-op with one character on each hand.. Great puzzle game!

If you love Portal and Portal 2, you will love this game aswell!

Gateways is a lot harder then Portal or Portal 2!

It's a lot of fun

9\10. There have been a lot of clever puzzle gimmicks over the years. There were time clones in Braid and P.B. Winterbottom, rotating the world in And Yet It Moves (shame about the game), and portals in... well, Portal. There have been riffs and imitators on each as well, but did you ever think about combining them? Because that's just what Gateways does, and it's even more mind-bending than what you're imagining.

You play Ed, a brilliant, balding scientist whose sprawling lab has just been ransacked. To get to the bottom of whatever it is, you're going to need to retrieve his gateway guns. There are four in total, each granting you a remarkable power over space and time. You have your basic portal gun that lets you go in one end and pop out the other. Then there's a resizing gun that lays down a big portal and a little portal, making you bigger or smaller depending on which one you enter. There's a rotation gun that works like the portal gun except it maintains your orientation, essentially rotating the world around you. And there's a time gun that lets you loop over the same span of time over and over, creating clones of yourself. You'll also find a few additional tools, as well as bonus upgrades like higher jumps and more time loops.

As you locate the portal guns, you'll encounter all sorts of puzzles throughout Ed's rather open-form laboratory. Your map will helpfully point out the next key puzzle to tackle, but you can always go searching for side paths and bonus puzzles that you might be able to solve with your current abilities. Each puzzle is helpfully marked with a Help Point, where you can spend a few orbs (found in tricky spots all over the lab) to confirm whether or not you have the right tools to solve the puzzle, or a lot of orbs to view the solution and skip the puzzle. It's a clever system for avoiding frustration, especially if there are gateway guns you're having trouble coming to grips with.

The puzzles start out as good introductions to your fantastic powers, and grow steadily into reasonable challenges. After a few hours, you'll probably have a solid command of each gateway gun, and be wondering why there are still puzzles you can't quite work out. And then you find the power that lets you use all the guns simultaneously, which launches the difficulty curve into space. Honestly, just dealing with a handful of time loops or working out a rotation maze taxed my brain to the limit. Combining them overwhelmed me to a degree I didn't think was possible anymore. You'll be using time portals to send your tiny past self to hold a switch while your giant future self reflects a laser through a right-angled portal into another switch so your present self has a few seconds to slip through a gate... or at least that's what's expected of you.

Gateways is pretty much everything you could ask for in a puzzle platformer, taken to almost comical extremes. It looks good, sounds good, has plenty of puzzle gimmicks, items to collect, secrets to find, and enemies to squash (in strangely bloody fashion, too). But it's going to challenge you in ways other games don't, and it will keep pushing until you've fully mastered every aspect of your powers. I reached a point where it got to be too much for me, a level of complexity far beyond Braid or Portal or anything that inspired it. If you're seeking that challenge, don't pass this one up, and even if you aren't it might be worth a try.

Did you enjoy this review? I certainly hope so, and I certainly hope you'll check out more of them at

<https://goldplatedgames.com/> or on my curation page!. Portal in 2D? More like Portal on steroids!

[The fact that this kind of games are constantly compared to Portal may be unfair, but it's rather unavoidable, given the presence of a precesse of what's basicly 2D version of the portal gun.](#)

[As one of four different kinds of portal guns. The most mind bending of these has to be the one that created portals in time, although the gravity changing one comes as a close second.](#)

[All in all, the game is a solid puzzle platformer with a heavy emphasis on puzzles, later of which could take me up to an hour just to solve one. The pixel graphics may be a bit too pixely for some, but overall the presentation holds up, as does the user interface. Mostly. Juggling the extra tools can be a bit of an hassle sometimes and you'll hope there would be an easier way to set the portals up as you reach the point were you're just tweaking your solutions.. Great puzzle game!](#)

[If you love Portal and Portal 2, you will love this game aswell!](#)

[Gateways is a lot harder then Portal or Portal 2!](#)

It's a lot of fun

[9/10. Gateways: the one indie title that was criticized for being too alike to a AAA game. Gateways may seem off-putting because it feels like a 2D Portal, but don't let that keep you from getting this awesome game. There are many more mechanics than the other games of this type, with size-changing portals, time-travel portals, rotation portals, and, best of all, regular portals](#)

[through an area. You place them down to solve puzzles, which were always challenging but never seemed impossible. The art direction was great, the music, not so much, but overall this was a good purchase. I can wholeheartedly recommend this to anyone.. Good mind bending platform with portal guns and time travel.](#)

Gateways: the one indie title that was criticized for being too alike to a AAA game. Gateways may seem off-putting because it feels like a 2D Portal, but don't let that keep you from getting this awesome game. There are many more mechanics than the other games of this type, with size-changing portals, time-travel portals, rotation portals, and, best of all, regular portals through an area. You place them down to solve puzzles, which were always challenging but never seemed impossible. The art direction was great, the music, not so much, but overall this was a good purchase. I can wholeheartedly recommend this to anyone.. Metroidvania, puzzle game, platformer, all rolled into one. Gateways will have you running around a sprawling underground laboratory collecting goodies and upgrades while you try to escape. Along the way you'll also pick up an assortment of 'gateway guns' which allow you to create portals with varying effects; you'll be able to change the direction of gravity, resize yourself, and even travel back in time using your gateways!

This a very well designed and polished game, but also a very challenging one. The later puzzles can be absolutely maddening, often requiring the use of all four gateway guns to solve. Luckily, the blue collectibles you find throughout the lab can be used to buy 'hints' as well as show the solution for any puzzle you get stuck on.

This is an excellent game, but if you're easily frustrated by puzzle games, you should probably consider skipping this one.. Great braincracking-fingertwisting 4d planformer. 4d cause there is no up-down, left-right like in most 2d, there is no linear timeline also.. Metroidvania, puzzle game, platformer, all rolled into one. Gateways will have you running around a sprawling underground laboratory collecting goodies and upgrades while you try to escape. Along the way you'll also pick up an assortment of 'gateway guns' which allow you to create portals with varying effects; you'll be able to change the direction of gravity, resize yourself, and even travel back in time using your gateways!

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This is an excellent game, but if you're easily frustrated by puzzle games, you should probably consider skipping this one.. Very Portal-inspired mechanics, but with additional functionalities of gun, including room rotation, growing/shrinking, etc. A lot of the puzzles are frustrating to the point where I was having to cheat a lot and look up solutions online. Still, would recommend.. Gateways has a decent concept, sort of in the vein of those Portalesque games that followed in it's wake, but a reasonably decent game.

Although, unfortunately, I wasn't able to finish the game. The puzzle design has some of the most difficult puzzles in the game being mandatory to complete, which wouldn't be a problem normally. But, the mechanic you unlock near the end of the game that enables these puzzles involves a lot of key timing and platforming that ended up being far too twitchy for me to finish.

Ultimately, because I have no 'maybe' option, I have to vote No on Gateways because of this. Perhaps if they had structured the game a little differently I could recommend it. But sadly, if any of what I mentioned seems like a red flag for you, I'd look elsewhere.. Gateways is a **puzzle-platformer** in which you control scientist Ed, who is try to get out of his own laboratory. The game starts with simple jump-and-run and "gateway-puzzles", somewhat **similar to Valve's Portal**, but quickly becomes more challenging as you find more powerful Items (powerups and modifications to your "gateway gun") which let you explore new areas of the lab.

Sadly, I found the introduction into the game (and it's items) unnecessarily hard. For me it was basically learning by doing. New items are introduced via popup-text (which is gone for good if you run away too quickly) and a simple puzzle, in which you have to use your newly found item.

But for me that was just not sufficient. It was until 90% into the game, that I (by accident) found out there is actually a map of the lab, guiding you to important spots, and a key to cancel active portals. Yes, I could have clicked on "CONTROLS" earlier. But why? I assumed, the game would tell me, like any other game would.

This is especially odd, as the **ingame-help-system is really awesome**. In the lab you can find 500 "power orbs", which can help you with tough puzzles: Every puzzle in the game (apart from the final one) has a "HELP"-spot, in which you can spend a small amount of your "power orbs" to see, whether you can actually solve this puzzle with your current items and a BIG amount of your orbs to actually get it solved.

This is a brilliant way to prevent frustration (as long as you save your orbs for those REALLY tough puzzles) and keep the game going. The map, which not only tells you, where you should go next, but also shows every unsolved puzzle you have walked by so far, is also really helpful. I'd go so far to say: without this ingame-help, I would probably not have recommended this game.

Overall Gateways is a decent game with a VERY steep learning curve. The gameplay is entertaining but can become frustrating, especially if you used your power orbs too early. **If you like challengig puzzles and don't mind being thrown into ice cold water, you should have a look at this game!**

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