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About This Game

DeScription

Gambol is a wall-hopping, ceiling-slapping jaunt of a platformer with straight forward controls, and buttery smooth movement. You control the Gambol Gumball through a gauntlet of levels designed with flow and rhythm in mind to test your platforming grit. But don't be too nervous, because along with the slick controls you also have a triple jump that's energy is reset upon touching any (non-lethal) surface, including the ceiling. Holy cow, that sounds great. The controls are simple enough that you could play it on a NES controller, with only run, jump, left, right, down-boost, and [REDACTED] to worry about. What's that "[REDACTED]" all about? Hah, don't think too much about it, it's probably nothing.

"Whoa!" you say, "this looks crazy hard, is this one of those games that Poo-Dee-Pah yells at on the YouVideo?" Nah, it's not too bad, the levels appear a bit tougher than they really are since I had to put in more obstacles to make up for all that sweet, juicy, player agency you have. Oh, and when you inevitably meet your demise at the hands of a spike, laser, bomb, floating-shock-ball-of-hurt, or whatever else, you re-spawn within a couple seconds (or just hit the level-restart button if you're fidgety

like me), so it's no biggie if you have to re-run a level a few times before you get the hang of it. But for all you hardcore platforming buffs out there, I've made a second, harder difficulty with special levels, and normal mode levels with more hazards added. Oh my!

Story

Inconsequential! It's probably about candy or jellybeans or some such nonsense. Honestly, the story is just a vehicle to move the action along, so it's not super important, but I'll work something in there, just you see, and chapter four will *shock* you!

Key Features

- **super-smooth Modern Platforming Action!**
- **A triple jump that's energy is reset upon collision with any non-lethal surface.** Wowie!
- **130+ Levels**, designed to flow in a way so that they can be (fairly) easily speedran once mastered NO AUTOSCROLLERS! !
- **Wild hazards to avoid!**, and one to use to your advantage if you're gutsy enough to experiment (hint: not the spikes, those just kill you. Don't try using those for anything. Except to die. Which you will do if you touch them. Avoid at all costs).
- **No weird gravity mechanics**, or things to make you motion sick. Back in my day we liked our colors bright and our gravity linear (only going down, baby!)
- **Simple, customizable controls** that anyone can master. Cool beans!
- **Two difficulties**: One for normies like myself, and one for people who, I don't know, like losing? It's super hard, but whatever! Yay!

F.A.Q.

Q: What Platforms Will the Game Run On?

A: Windows/PC. It is possible (though not promised) that Linux and Mac versions may come in the future, though they will

certainly **not** be available at launch.

Q: How Many People Are Working On This Game?

A: Just this guy!, Mike. Catch me on the Tweeterverse @ACEJester <3 Oh, and Andrew Lippens is the composer. He's super cool, too.

Q: What Inspired Gambol?

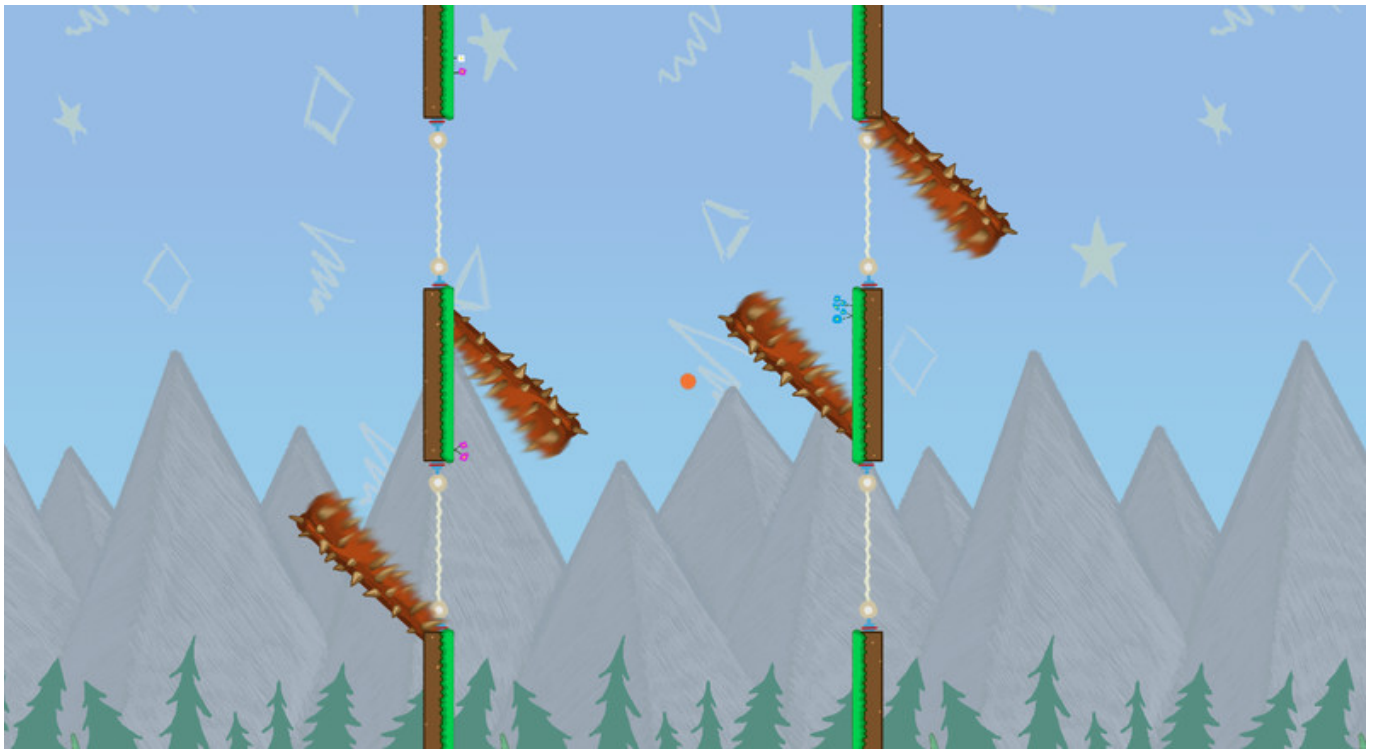
A: I love games with wall-jumping, but I haven't found one with the mechanic done how I'd like it done, so I've made my own!

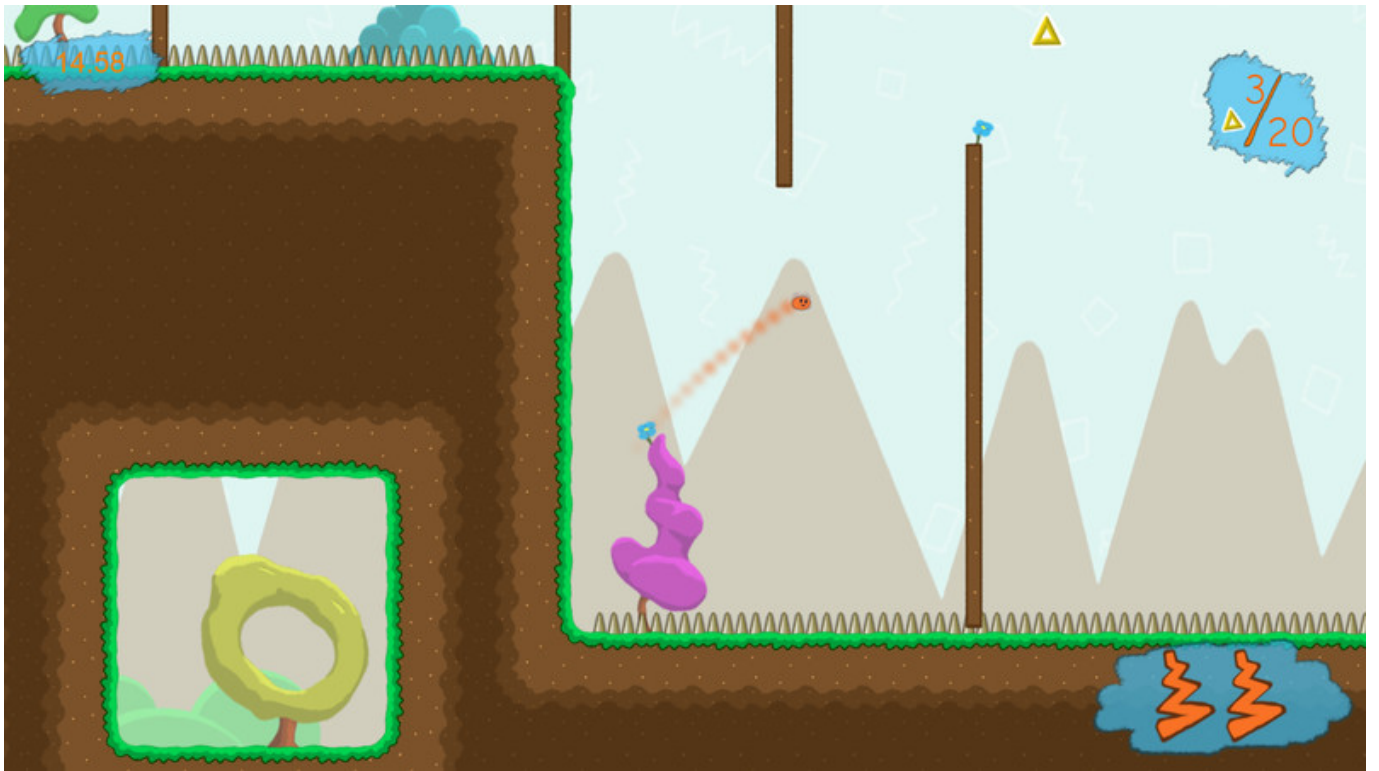
Title: Gambol
Genre: Action, Indie
Developer:
Mike Pickering
Publisher:
Mike Pickering
Release Date: 27 Mar, 2018

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English







gambol crossword. gambol in a sentence. gambol 2 kişilik oyunlar. gambol shroud 3d print. gumball voice actor twitch. gambol meaning old english. gambol baby. gumball 9 bölüm izle. gambol cartoon network full movie. chat gamble. gumball x marshall. gambol japan. gumball coloring pages. gamble house interior. gumball watch online. gumball episode 1. gambol life. gambol antonym. gamble home. gambol shroud tutorial. 6508 gambol quail drive. gambol'un oyunları oyna. gambol 1. bölüm. küfürlü gumball. gambol worm. gambol footwear thailand. gambol jump bänder. gambel oak colorado. gambol definition birmingham. gambol'un final bölümü. gambol install. gambol noun definition. rwby gambol shroud 3d model. gambol synonyms in hindi. gambol mac oyunu. gambol animal farm. gumball machine walmart. gambol in engels. gumball character. gumball quotes. gambol death

This is a super unique and charming game. It melds the best aspects of Genesis era games with the early Newgrounds indie scene, and the soundtrack is phenomenal. The movement feels so fluid, and it's just a really fun time from beginning to end. It's the perfect level of difficulty, and even though it can feel really stressful at times, it always has a super chill vibe that makes you want to keep playing and not give up. I can't recommend this game enough.. This is one of the most addicting and fun games I have played in a long time! With its tight controls and great mechanics, the game plays like a dream! Great design, catchy soundtrack, and a decent challenge! If you're a fan of Super Meat Boy, you definitely can't miss this game!. Gambol is a super responsive platformer with good, challenging levels and great music. Even on tougher levels, I found myself trying over and over again. The *pop* Orange makes when you launch him into a spike is satisfying. I could just spend all day killing the poor ball repeatedly. Definitely look out for the secret levels!. This is a super cute platforming game with fun music and graphics. Some of the levels are pretty challenging for me, but in a good way, so I definitely won't be finishing this game super fast. Great for when you want a fun platformer game with upbeat music to unwind.. An extremely addictive, wall-jumping game. The mechanics are so simple, but each new world brings surprises. Tons of levels, collectables, even a hard mode. For \$10, you can't go wrong. Well worth it!. Gambol is the most fluid platformer I've ever played. The controls are so floaty while at the same time tight, you always feel in control. If you like games like Celeste/Super Meat Boy, prepare to play the first game to dethrone them.

After about 2 hours of game play.... I'm really enjoying this game! Controls feel very natural, and responsive. Levels are fun and difficult at the same time. You should pick up this fun indie game!. Was handed a business card for this game and as a person who likes neither platformers nor indie games, I decided this was the optimal game for me to try out.

Despite my taste, I was pleasantly surprised with this game. I played the first world and had a pretty good time. The controls and movement are great as advertised. Definitely a gargantuan step above things on greenlight or flash games. The plug-and-play controller support was a huge welcome. The soundtrack was refreshing and I heard something new throughout what I played. The learning curve was a plus as well. A simple level would introduce a mechanic and test your ability in the next, more challenging level.

If there's anything I'd like to see it's an audio cue for boosting, as well as having the worlds locked until you complete the one prior.

In the grand scheme of things I would not be able to put this game down if it had some kind of level timer and leaderboards.

Otherwise this game is a worth it whether you love or hate platformers.

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