
Newt One Torrent Download [PC]



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About This Game

A nonviolent, relaxing, & colorful journey through a musical 3D world

The land of Groovy Hue was once bursting with music and color until the Great Slumber. Take control of Newt, a new tone in this musical land. Awakenning this sleeping, silent world is Newt's rite of passage. Restore music, life, and color to the your world!



-
- Non-linear 3D Platforming fun
 - Music adapts to the world as it awakens
 - Cute, memorable art style
 - Nonviolent gameplay
 - Enchanting music
 - 4 unique Worlds each with 6 levels
 - 165 Achievement Badges
 - perfect for the whole family or anyone who wants to relax

Title: Newt One
Genre: Action, Adventure, Casual, Indie, Early Access
Developer:
DevNAri
Publisher:
DevNAri
Release Date: 8 Feb, 2019

a09c17d780

Minimum:

OS: Windows 8

Memory: 2 GB RAM

DirectX: Version 9.0

Storage: 2 GB available space

English,French



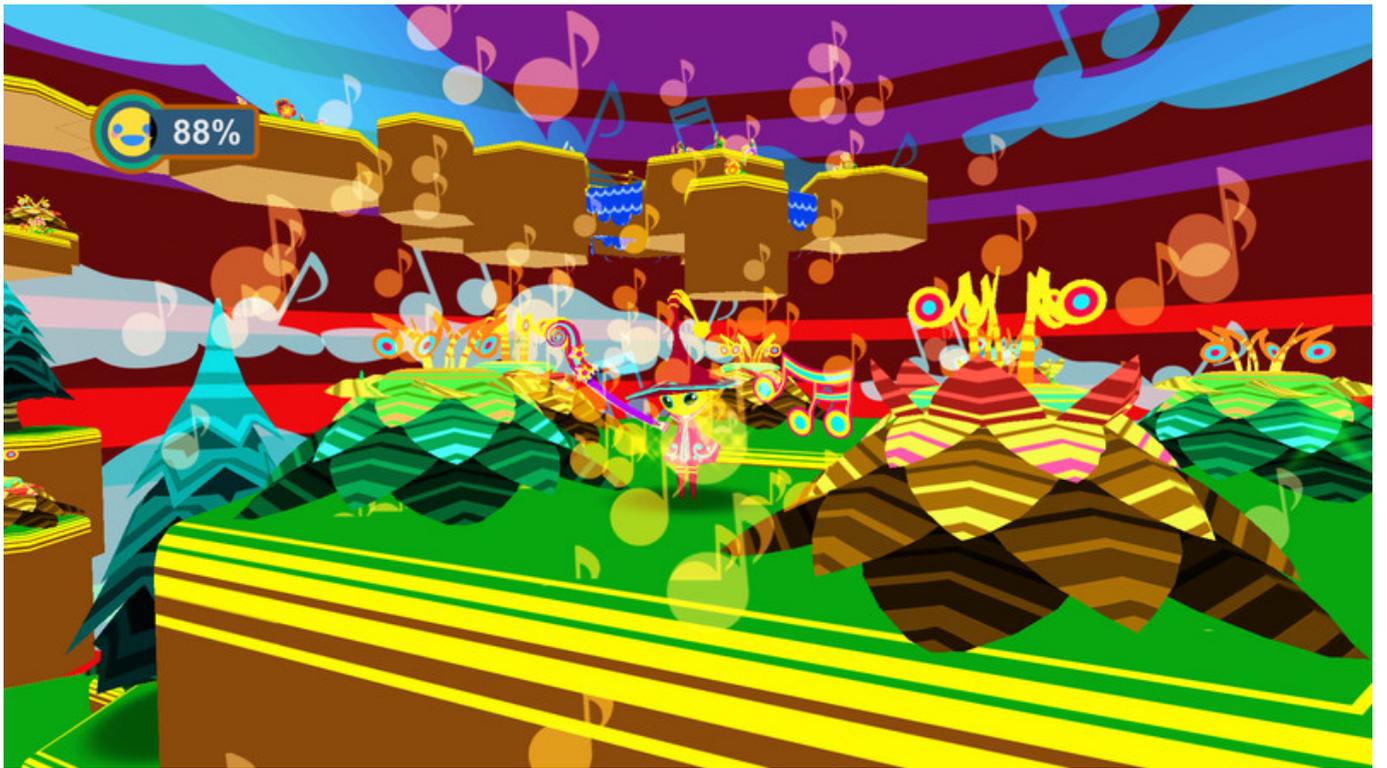
Next Skip

By the
percussions of
the Glacier

the Steady
Melody of
the Islands

the High Notes
of the Sky

and the Music
and Color of
the Forest



newt one game. newt scamander x reader one shots. one newt in the sequence is the leader crossword. newt and tina one shots. one way newt fencing. newt gingrich one second after. newt the cute one. one eyed newt. destiny 2 newt xbox one. newt one shot wattpad. newt scamander one shot tumblr. newt x reader one shots. newt gingrich air force one. newt scamander chosen one. newt one shot tumblr. newt scamander one shot. newt one review. tmr newt one shot tumblr. tmr newt one shot. omega one newt and salamander pellets. newt one steam. one newt in a suit. newt sterling snare one. newt tmr one shots. newt one shot. series about one newt becoming leader. newt maze runner one shots

This is a beautiful game with an interesting and vast world. The progression of the musical elements as you go through the level and colorize the world is absolutely breathtaking. The colors are vivid and the and all of the game elements are SO DARN CUTE! This is truly a masterpiece with both sound and substance.. I completed the first level 100%
So, what did you do in your musical 3D platformer to complete it?

I just ran into objects, till they got colorized.
What, you were expecting something else?

I sure was. If this evolves into some incredibly deep gameplay loop, don't think I'm going to see it.

Here's the straight and narrow - the UI looks like a free to make engine was used, and only the most basic templates applied. You have no d-pad movement, every single option (yes literally every option) is just hard mapped to a face button on your controller.
except to quit the game, you ned to hit ESC, there's literally no escaping the game. You have to pause, quit to hub, quit to main menu , and THEN you can hit ESC.

The game is coloroful, sure - and there's no textures anywhere? Weird stylistic choice.
Your " levels " are just floating geometric blobs spattered throughout a cylindrical skybox.
You (without any animation whatsoever) float along the world in a weird, accelration sorta movement. There's literally no animation, so I hav trouble seeing where this sudden speed sprouts from.
You also have the deft agility of a 32 wheeled truck.
you do not : turn on a point : you turn on a wide, slow angle, perfect for platforming. (this is sarcasm)
you literally just bump into objects, they turn into color - you get a % of evel complete. you don't even need to color everything, but that's the primary goal. You also collect notes.
Idky this is labeled as anythign for music, I was expecting some sort of Wandersong-esque game. What I got was a very amateurish, probably college-student level first attempt at a game.

There's a skeleton of a game here, and to be quite honest - this bored me to tears.
Let me know if level 2 ramps up beyond the " grabbing wings so you literally float " mechanic (which is where I just quit)

It's also one of those games where if you keep the JUMP button held down, your char just keeps jumping (a pet peeve of mine, reeks of Game maker lite stuff)

anywho - sure looks early access, possibly this game improves - idk.

I'll come back when it fully releases.

I'd also liek to mention the game was sold as an empty folder for two days, and peopel did try to contact the devs about it.
I was just extra b**chy, so I think I got through to them a bit faster.
Apologies for being a b**ch.

In summation - this is not so much a musical game, as it is a -point character in a direction, and touch things - game.

if the premise interested you, please - go buy Wandersong, You will not regret it in the slightest.
early access - not recommended
and like I said, i'll come back after they fully release the game.
cheers. Newt One is a surprisingly chill and relaxing experience.
It isn't a deep and mentally taxing game, but rather keys into subtle progression in a relaxed mind.

I may only have an hour logged on steam but have played it at a few conventions.
It is loved greatly by my children.

. Newt One is awesome! It is certainly off the beaten track in terms of what you would expect from a 3D platformer, but that is kind of the point. At first glance, you would read the words "non-violent" and quickly discard the relevance of it, but as a parent to a younger guy, I completely appreciate Newt One and its Developers focus on this. It is no small thing to compete in the video game world and design a game that makes this center to its design. I would imagine it is so much harder to make something non-violent but still is engaging, which I think Newt One achieves.

Overall, we (my little guy and me) are only a little ways into it, but we are having a blast! The music is spectacular and it's plain to see a lot of intentionality here as well. Subtle things like the music picking up as you awaken more and more of the world. The whole thing is a sublime, relaxed experience that focuses on the great parts of what makes games fun.. I completed the first level 100%

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cheers. Such a cute and super chill game! Super unique! Not sure if it's actually worth \$10, since it's pretty short (finished everything in around 3-4 hours, give or take) and simple, but hey... If you want the unique experience, go for it, I guess.

Pros:

- REALLY unique concept and super nice on the eye graphics. Love how new mechanics keep getting introduced so things stay fresh. Love how extra bits of music play when you restore stuff. I also love how the art style changes slightly when in a disruptor zone. Speaking of disruptors, though, I'd honestly prefer if you took that little jump that Newt does when he touches one out, find it kind've annoying, tbh.
- The OST is SO chill! PLEASE release the full collection ASAP! <3
- A decent enough story.
- Nice powerups. I just wish the wand was permanent after collecting it the first time; feels a bit tedious touching everything individually after running around with the wand.

(Extra stuff you can ignore if you want, just wanna express my opinions)

- My favourite world is the Glacier one btw, love how well the colours and physics work!
- That extra level for collecting every parrot though... it ACTUALLY requires you to use your brain, which I really like. I also like how you made it extra long.

Cons:

- (A minor thing, but still) You have to press a button to switch to controller, and imo you should just be allowed to play automatically with one.
- Text is WAY out of the text boxes sometimes at certain resolutions, might wanna fix this.
- Speaking of resolutions, I noticed the game likes to change resolutions on you at points. For example, right before writing this, I went from 1440x900 (which the game gave me, I didn't pick), to 1280x720, for absolutely no reason. Huh.
- Controls SOMETIMES feel slippery, causing some bs deaths. Also, I swear the jump is delayed sometimes (which has caused a lot of bs deaths, but hey).
- The music in the Glacier world sounds pretty quiet compared to the rest, might wanna turn it up a little?

Overall though, charming game, recommended. BUT... wait for a sale if you can.. **Sadly, Newt One just doesn't have enough content, polish, or really even strong enough game elements for me to recommend. Yes, it has a bit of charm, but I think it's all 'feels', really. I like the idea of what is being pushed, but when it comes down to brass tacks - it really isn't all that engaging or fun to play.**

Essentially, this is a 3D platformer with linear levels. The levels can feel sandboxy and open at times, but there is more-or-less a path you have to take to get to the end. There are no penalties for anything; you can fall off ledges all you want. We have four worlds and apparently less than five hours of content. The music and artwork are good but both aspect suffer from not having near enough diversity. By the time I was finishing the first world - I was sick of the music. World two was more of the same with slightly different colors and slightly different music.

Now I don't want to simply complain about things without offering potential solutions. I do know the Early Access campaign is quite short for this, so I also understand that some of these suggestions are probably unreasonable. First thing I'd do is get rid of that sterile world completion % meter. This game feels like a fairy tale and that thing breaks the immersion. Why not show world completion graphically? Like, have a frame slowly build around the screen to show completion. Maybe make it look like stained glass or whatever. I think the lack of a walking/moving animation can cheapen the experience at times, so I'd maybe work on that part a bit. I also often wonder if a subtle screen filter would make it feel a bit more storybook, instead of hard-edged polygons. Just food for thought. I think it's a bit silly to have a 3D platformer that only has a few hours of playtime. You've done the heavy lifting with building the foundation, so why not add in heavy collection elements?

Also, there really should be some penalty for failing. You can always have an optional 'free mode' for children or whatever. Finally, I'd put more effort in trying to make the worlds more different. You could do this structurally or graphically, or both.

Pros:

+It's cute

+While repetitive, the music and artwork are nice

Cons:

-This is really an Itch-level game, and I think the price-point and that whole list of awards is going to give some misleading impressions

-The base idea and game are okay, but this really could be expanded upon in nearly every aspect

-No penalty for death doesn't really work for this kind of game in my opinion

-The worlds don't feel different enough

-Other than the initial experience of exploring a new kind of game, this just doesn't keep me interested

Unfortunately this is a hard pass for me. I do wish the developers the best of luck with this, and any future projects.. I never knew a platformer could be relaxing before playing Newt One. The music and colors are amazing and the levels are challenging. I had a lot of fun with it when it was at PixelPop so I'm excited to see it here on Steam!

Now in Early Access!!!:

Hey everyone! **Newt One** is live on Steam now in Early Access!.

Current version (1.4) supports the following controllers:

- wired PS4
- wired XB1
- wired XB360
- wired Switch Pro (PC only)

In the following languages:

- English
- Spanish
- French

It also has all playable levels and content!

We've got a new version coming up soon as the 14th is the *official* launch. The next version has some UX and UI updates as well as more language support including *Italian*, *German*, *Dutch*, and *Portuguese*. We're also working on expanding controller support.

Thanks for the few folks who supported us through the 1st day of Early Access launch the some technical difficulties in the first 24 hours. Releasing our initial game on Steam was a bit weird, but I guess that is why Early Access exists! Particularly, I'd like to thank Ryan Dorkoski for being super helpful in helping get things iron out - a true champion among mere mortals, that one!

Shortly after launch we'll be releasing some new artwork and the official soundtrack. Stay tuned for details!

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