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## Spud's Quest Download For Pc [portable Edition]



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### About This Game

Spud's Quest is an adventure game for Windows that draws its inspiration from the classic games of yesteryear, most notably the Dizzy, Zelda, and Metroid series.

Take on the role of Spud and his friend Prince Charming on a journey to uncover four ancient elemental essences that have the power to remove a curse upon the royal family.

### Features

- A rich fantasy-based world full of puzzles and secrets
- Five brain-taxing temples/dungeons
- Metroidvania style powerups

### Quotes

*"Wow! It's amazing to see you emulate our style of games 25 years after we created them. It's clear that playing Dizzy as a child has made a big impression on you."*

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- The Oliver Twins (creators of Dizzy)

*"It does look cool! It's obvious which inspirations you have, but you seem to make it your own thing, in a great way"*

- Markus Perrson / Notch (creator of Minecraft)

*"There's honestly nothing like the rewarding feeling of figuring out how to use an item or make it past that seemingly impassable door on your own, and in that regard, Spud's Quest achieves its intended effect quite stunningly."*

- GameZebo

*"Spud's Quest is a love letter to the best of the retro metroidvanias out there. It's instantly enjoyable but provides plenty of challenge and exploration with just the right dose of humor."*

- Jayisgames

*"Spud's Quest is a truly joyful experience"*

- Twinfinite

*"Spud's Quest is one of the best nostalgia throwbacks on offer right now,"*

- AmbushedGamer

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Title: Spud's Quest  
Genre: Action, Adventure, Indie  
Developer:  
Mouldy Toof Studios  
Publisher:  
Clickteam  
Release Date: 31 Jul, 2014

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English







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Expect to get stumped by sometimes-too-obscure puzzle designs and possibly more red herring items than useful ones, but for the most part it was good.. This game is absolutely awesome! It's very reminiscent of the old Dizzy adventure games and using simple SNES-like graphics which really do work very well with this kind of game. There's plenty of things to do, lots of fetch quests to keep you busy, and hidden items that will have you tearing your hair out trying to find the last one. It's an adventure full of traps and treasures like in the Indiana Jones movies. All in all it's how games should still be as it's equally fun and frustrating at the same time and isn't using overpowered graphics like a lot of modern games do, and has lots of cheerful ditties. It's a game all ages can enjoy. I can't recommend this any more than this. Buy it, you'll never regret it, and it's only less than £1.99! It's a bargain to be had.. Controller only moved the character before assigning the buttons, and didn't work enough to leave the beginning room after setting them up. No explanation for a keyboard button was given for the action required either.

Don't buy this game.

I requested (and got) a refund from Steam.. While definitely far from perfect, Spud's Quest feels just like a Dizzy arcade adventure game of yesteryear. The art is cute and colorful, with plenty of unique locations and one-off NPCs. The dynamic day-night cycle and changing weather occasionally create some truly beautiful combinations. The world is huge, and spans multiple biomes, from forest with a very Dizzy-esque treehouse village in it, to jungle, to frozen mountains, and ocean floor, all rendered with a lot of loving detail. Most inventory puzzles are well design, and rarely require moon logic to solve them.

The game is fun, colorful, charming, and on occasion makes you feel really clever.

Now, I would be lying if I said there are no negatives - there are, and plenty, but honestly, I'm just happy games like this are still being made.. Fun platformer with well thought out puzzles. None of the temple puzzles were too difficult, just enough to make you think for a little bit. Sometimes the items you need to give NPCs or use to move forward with the story are a bit of a stretch or intentionally misleading. I liked the red herring items and didn't mind the 4 item inventory limit. The other reviews summarize the pros\cons well.

It is a bit buggy. It's easy to go out of bounds and/or softlock yourself. If you save after getting softlocked your playthrough comes to an abrupt end.. This game is excellent! That's all I have to say.. I was so excited when I discovered this game on here. The screenshots looked really charming and the description really sold me. It draws inspiration from Zelda and Metroid, woohoo! So when it was on sale I immediately got it.

And at frist, it seemed like it was the perfect game for me. It was a nice, dream-like fantasy world and I very much felt like I was a little kid again.

So Spud's Quest is a mix between a Platformer and an Adventure game. You jump around and pick up items to use at other points to continue in the story. There's temples like in Zelda and you gain new abilities like in a typical Metroidvania game. So far the game seems perfect for me. But there's a third title in the description, Dizzy. Which I've never heard of before. Apparently it was an Adventure title where you would pick up items and use them just like in this game. The only problem is, because it was an old game, you could only hold 4 items at a time.

For some reason, the developer of this game decided to not go with the time and limit your inventory to four slots. So at all times, you can only carry around 4 items. So when you find something new you think you might need, you need to drop another of your items. Then when you actually need it at some point (or think you do) you need to head all the way back to where you dropped it. At first this wasn't a problem, but after some time it got really annoying. It doesn't help that there seem to be a ton of red herrings which you don't actually need.

Now some of you might be patient enough, but for me it was the reason to drop this game after the third temple (the ice temple). It just became too much of a hassle.

Another issue I had with the game were the enemies. At first, they're not much of an obstacle. The bats just fly around you randomly, so you can basically can stand where you are and throw red dots (which is what Spud does as an attack). Sometimes they hit you and after a while you will be at low health. The only way I found to restore yourself is to pay for it with some NPCs placed in front of temples. It's actually quite tedious to go and get healed there. In my opinion, enemies should just have

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dropped health pickups instead of money to go and buy health with.

So the enemies weren't a problem, until SUDDENLY, you meet a new type of enemy, a kind of yeti. Which are way overpowered and caused me to drop down to low health A LOT. Which meant a lot of tedious running back to the healer.

The final straw for me was how buggy the game got in the third temple. The goal of it was to find babies and bring them back to the entrance. But carrying around the babies and throwing them was quite buggy. They didn't want to go where I thought the game wanted me to take them and in the end, the only way to beat this temple for me was to glitch them through walls.

If you don't think this (especially all the backtracking and the 4 item inventory) won't bother you, then please, get this game. It does play like a charming game from back in the 16 bit days and puzzlesolving can be quite rewarding. But you need patience.. Nothing but bugs and glitches. I am in chapter 3 and cannot proceed with the game because the climb ability DOES NOT WORK. Went back to double check if I picked up the scroll and I actually did. But no climbing so no more playing. Do not buy this game.



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It is what it looks like. If that's not what you want then move on.. A great throwback to simpler times of gaming with an obvious reference to Dizzy, the adventurous egg. Simple yet engaging, with high-fidelity old pixel art style and a lot to play around. A lot less fun if you were born after 1985, though.

Too bad there are gameplay issues: a few bugs, a dash of illogical puzzles (come on, a crocodile tooth??!?) and some clunky controls (use Xpadder to map the keyboard with custom sensibility). In a way, those problems constitute a great tribute to old games. Maybe it truly was features.. Was really excited to play this game. Absolutely loved the Fantastic Dizzy games growing up which this attempts to pay homage to. I was however quite disappointed once I started playing this one however. The main difficulty of this game lies in its craftsmanship. Really poor hit detection and faulty controls make it very frustrating to play. I made it halfway through the game, 4 hours for me, when an irreversible error left the game unplayable from that point. Items get stuck in the walls with no way to recover them, and guess what? That's it, the game is broken and you can't play any further. I can't possibly recommend this game.

It wasn't fun.

It broke.

It was unoriginal.

And again, it broke.

I want those 6 hours of my life back.

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