
Canyon Capers Free Download [cheat]

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About This Game

Remember fondly playing old style platformers, where you didn't have to learn a hundred button combos to play it successfully? Canyon Capers is just for you if that's the case.

Canyon Capers is a retro style **arcade platformer** for all ages, created by the authors of the 1992 original.

Starring *Dino Jr* and his many friends as they venture through the canyons and caverns of ancient ruins in historical locations, to reach the ultimate goal, retrieval of the **Golden Mollusk**, source of all universal power and a mighty fine trophy at that.

With a finely tuned difficulty curve, from nice and easy, all the way to rock hard, just like old school platforming used to be. Canyon Capers will make you rely on your wits, your memory and at times, seat of the pants twitch gaming.

- Simple to play, hard to master classic retro platform gaming
- 50 levels each with 3 levels of completion, each with many ways to complete... find your best path to fame and riches
- Race to the end, collect all the items and the unique bomb mode levels
- Unlock new characters, each with their own unique abilities as you complete canyons and worlds
- Tongue in cheek nods to your favorite classic retro games
- Tons of secrets and collectibles
- Full STEAM integration, cloud saves between versions and 30 Achievements to earn

Title: Canyon Capers
Genre: Indie
Developer:
Crazy Moo Games
Publisher:
Kiss Ltd

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English

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Reminds me of old early 90s DOS platformers. Obviously it looks a bit nicer and has a nicer resolution, but the core is basically the same. This is a good thing to me. :) Furthermore, the dev is implementing changes based on feedback from the community.

Thumbs up.. Need an option between recommend and no recommend. This game is not great, and it not terrible. It is somewhat interesting though dose nothing unique, you either collect a an item, and others are for higher score, collect bombs in a certain order before a short timer runs out, or collect all 4 type of items to open 4 doors.

Having health is pointless, only in a couple maps I had to try not to get hurt to get 3 stars, others it made it easier to get hurt (you get a few second invulnerability). a few things kill you instantly, game often put you right on an enime or swinging axe you you die again right away.

If some flaws in a game make you angry, I would skip this. If you like achievements, this one is easy to get all the achievements. I would rate it 5V10.. I picked this up on a Steam sale and am glad that I did. Canyon Capers is a fun side scroll game. I suggest using a game controller unless you have great reflexes (I don't). The graphics are really good, gameplay is solid. Fun to play. Highly recommend.. Canyon Capers hearkens back to a time when platformers based on item collection were as common as puzzle platformers are today. That makes it difficult for me to recommend, because almost every time I try playing one of those old platformers again, I quickly lose interest. It's not that I'm against item collection by default. It's just that the act of collecting items needs to remain fun and varied throughout the game in order for me to enjoy it. In my opinion, very few item collection games successfully accomplish that. They usually become bogged down in tedium and make me feel like I'm just going through the motions.

The goal of each level is to collect whatever the game tells you to, such as gems, coins, treasure chests, or food. Doing so will unlock an exit portal, which you then have to find and enter before time runs out. Along the way you'll have to dodge enemies and various environmental hazards. The levels are usually open-ended and you can choose which area to clear first. As you finish levels, you can also unlock different characters with special abilites, such as magnetically attracting certain items, or having immunity to certain hazards.

The main problem I have is that it just feels like a chore to get anything done. Your jump height is low, so there are plenty of spots where you have to jump up multiple platforms stacked on top of each other, which feels awfully monotonous. Your movement speed is slow, so if you have to backtrack through an area you've already cleared, or loop around, it can take a while. Collecting items usually doesn't involve any creativity on your part; mostly you're just jumping from platform to platform a lot. Level mechanics don't evolve that much either, from what I've seen (about half of the game as of this writing). The game adds things like moving platforms and springs, but I never felt like there was enough to make individual levels stand out from each other. Level distinction is something I value very highly in platformers, and I don't see enough here, personally.

Also, this game can't decide whether it wants to be easy or hard. You can get hit multiple times by enemies before running out of health, and once you do, the game just respawns you somewhere nearby. In addition, you're invincible for a couple of seconds every time you're hit. So, there's little incentive to pay any attention to danger. On the other hand, each level has a fairly strict time limit, and if you run out of time, you have to start over from the beginning. On top of that, both health and time

factor into your rating upon finishing a level, and if you get too many low ratings, you won't unlock the next world. What does this game want me to do? If I carefully dodge obstacles, I could run out of time; if I rush through everything, I could get hit plenty of times and get a low health rating. What usually ends up happening, especially in later levels, is that I have to replay stages to get higher ratings. That's a lot of item collecting- much more than I have the patience for.

Finally, I don't like the menu interface. You can't use the mouse. The main menu constantly gets swapped with a high score table even while you're navigating it. There are buttons with pictures instead of text, and it's not obvious what all of them do at first.

If you loved the original game this one is based on, or if you're more fond of item collection games than I am, you might enjoy this. For everyone else, I can't recommend it.. A very nice and easy to play platformer to be played with the kids. Recommended for such a purpose. Working very well with the gamepad (Xbox controller).. Canyon Capers is a great little game.

Don't be fooled by the cute graphics, as this has some really good hardcore gaming, even with the super simple controls. You'll breeze through the early levels, and then it starts getting harder, or at least that's what I've found.

There's a good mix of achievements in here too... a few you'll get straight away, and some are way more skill based, that will take some time to earn.

I've given this a good couple of hours play now, and it's really got that 'one more go' thing, as the difficulty ramps up, and I'm going to be giving it a good few more at least. I'm finding I'm learning the levels, and pathing some fastest routes around them. It takes me back to when we used to make maps of levels as kids. I want 3 stars on every map.

I really hope the developers keep doing updates. There's a lot of promise in this one. It's great that indie's make games like this.

It's probably not for everybody, but if you like platformers... you'll love this one.

. I've been playing Canyon Capers for near enough the last 2 Hours, and it's really fun and easy to get used to. The controls are great, and support for controllers 'just works' fantastic. It was just as much fun and easy to play with keyboard. There is a nice learning curve from the easy to hard levels, it's very fun and I love the retro look. Will be playing this one a lot, and can not wait to play more. I want the Afro character in the trailer... he looks mint.

I recommend everyone buys this game reminds me of crash bandicoot, mario and even super meat boy. Very happy with my purchase.

Generic, storyless platformer.. It's a simple game with the old fashioned visual and a lot of platforming. Worth the money spent.

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