
Free Download SWR JST DX Selective Memory Erase Effect .exe



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About This Game

An atmospheric platformer where players fight weird monsters that keep on claiming that they're part of an operating system.

Have you ever noticed the similarities between old platformers and dreams? Locations are flowing, consequences are twisted, and discoveries don't always follow everyday logic.

With 9 worlds to conquer and over 40 levels to discover, SWR JST DX: Selective Memory Erase Effect is inspired by classic console titles, books and movies too numerous to mention, delivered in authentic 256*256 resolution in 256 colors and designed for practice-to-improve style of playing. Other features include: a unique plush model / pixelart integration, great level variety and joypad and keyboard support.

Note: this game does not support saving, but there are unlimited continues which only reset ingame points. **Please test whether**

the game runs on your computer by downloading the free tech demo archive first. It can be downloaded [here](#).

Game controls:

Joypad is autodetected.

Keyboard:

Cursor left/right = move,

Cursor down = ducking (slightly extends sword reach!) or ladders down,

Cursor up = ladders up,

a,s,d = action buttons.

For customization, see system controls.

System controls:

Esc = Cabinet menu (exit game, change controls),

F10 = change video mode (resets game!),

F11 = fullscreen/windowed mode,

\ = CRT filter toggle,

[] = CRT brightness.

Please see the announcement on the Community Hub, or readme.txt, for more technical notes.

Title: SWR JST DX Selective Memory Erase Effect

Genre: Action, Indie

Developer:

Nekomura Games

Publisher:

Nekomura Games

Release Date: 20 Apr, 2015

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English







On my system this game is subject to a very strange bug: SWR runs at half speed unless I have a dinput device plugged in like my PS360+ based stick or 3D Extreme Pro flight stick. SWR doesn't recognize the directional input on the former and the latter is wildly unsuited to platformers. So I have to plug in a controller and then use my keyboard. Weird, lazy stuff Nekomura Games.

Having said that it's a perfectly serviceable indie platformer, well worth the five bucks even with the gamble that you'll run into the same bug that I did.. It's an 80s-esque arcade platformer, just shy of being a MAME title or something. It even has the menu set up as an operator menu. It's pretty solid, my only gripe is that some of the platforms can be a little deceptive about where they end (turning your double jump into a single jump to your death...), otherwise though, it's a game you can play through in an afternoon. And you have to, as it has no save feature, only the ability to infinitely credit-feed. That said, it's forgiving enough. Any levels longer than a few screens seem to silently checkpoint themselves, there's no timer, and powerups are relatively frequent. The game changes tactics from world to world as well, so it doesn't run the risk of repetition.

I dig it. Well worth a pickup.

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