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About This Game

Action, upgrades, and one cool cat wizard. Travel the galaxy as a mercenary with a fluffy dragon alongside a cast of endearing characters.

This game is a 2d action platformer with a retro-SNES vibe about it - so expect solid, tight controls with a slower movement speed for clarity of gameplay. I do tip my hand early and give good powerups early in the game - so expect to be traveling on the ceiling and one-shoting enemies once you get into the meat of the game.

Alongside the mechanics is a cast of characters that I really want to stand out - from a talking cat wizard to a skeleton in a kimono, you'll meet interesting tropes of NPCs, but then shortly after they will begin to surprise and grow on you - just like real people do. This is a huge focus for me personally that I strive for - a cast to remember.

So, in short -

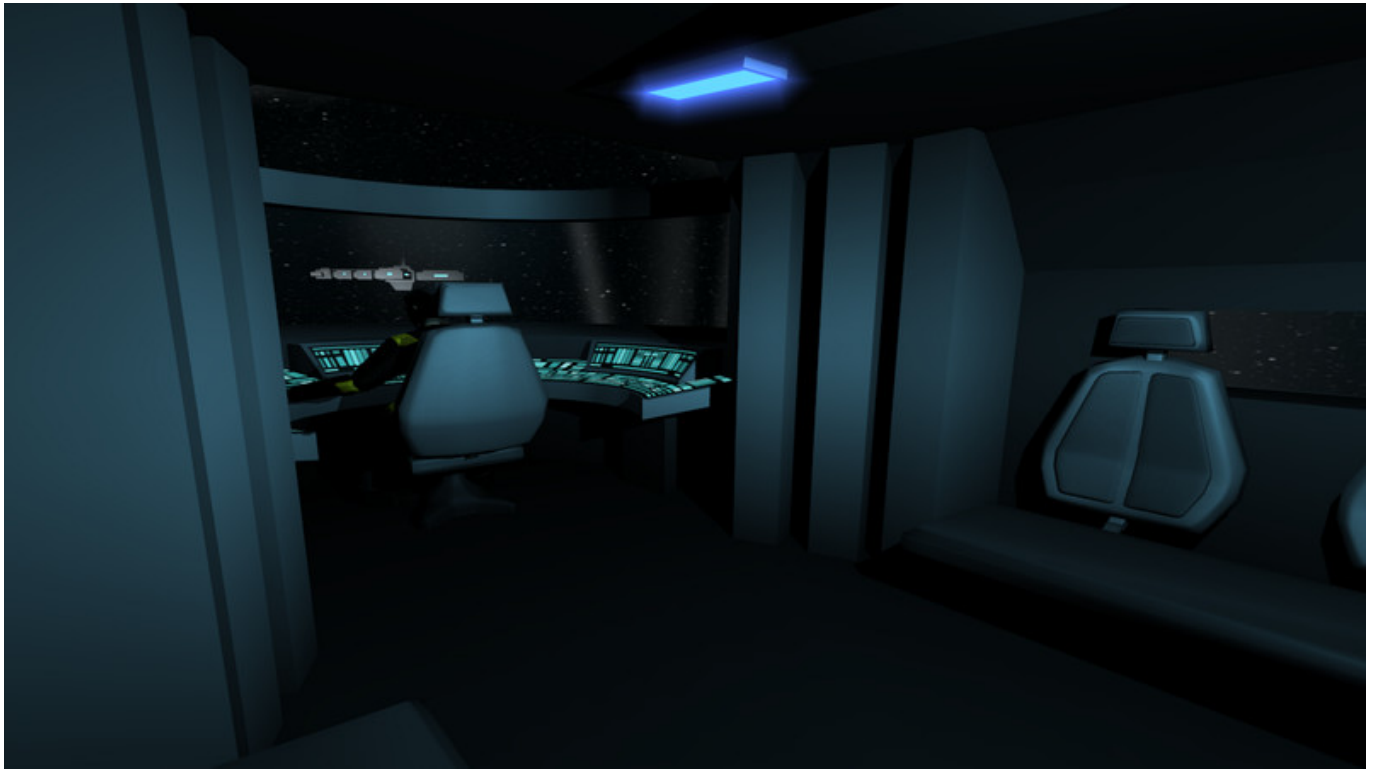
- A short game - currently about 20-25 minutes of gameplay
- Tight controls and movement

-
- Great characters to love (or hate!)
 - Fluffy dragon you can pet as much as you want

Title: Mercenary Leto
Genre: Action, Indie, Early Access
Developer:
dragonGlitch Games LLC
Publisher:
dragonGlitch Games LLC
Release Date: 28 Aug, 2018

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English



VISUALIZE



Back (B)



mercenary leto

Is it the next big thing that'll take the indie world by storm?

Well, no, but it's still a heck of a lot of fun for five bucks.

LightWalk is precisely what it says on the tin: You mess around with lasers, walk around on some of them, and solve puzzles. Nothing fancy there. What makes it shine is the surprisingly large number of unique mechanics, plus all the cool tricks that can be done with them. You'll always just be in a one-screen void with various types and numbers of lasers, but the sheer variety of objects keeps the game from feeling too repetitive.

It helps that the game regularly tosses new mechanics at you. Just when you've learned about all there is to learn about the current set of lasers and tools, out pops something else to change everything up.

There are some definitely frustrating bits, though. There were a few levels where I never knew precisely what I was doing (in particular Windmill), and I wasn't sure if I had actually solved the level or if I had actually just tripped facefirst into what the game accepted as a solution. And I am unfortunately currently stuck on what I imagine is the very last level of the game, and even after spending over an hour messing with it, I feel no closer to actually finding the solution. (Though in all fairness, this could be due to simple badness on my part.)

On the whole though, it's a fun time, and I've no regrets on spending five bucks on it. It could do with some better formatting on the level select, and it'd be nice to be able to skip a level I'm stuck on. But hey, there's plenty of good puzzles, it gave me some fun moments. I do enjoy feeling like I "cheated" a level by finding a solution that I don't think was originally intended. So hey, maybe give the game a shot, you'll probably like it.

...

oh and the soundtrack is kinda awesome too. Really good game. I was playing this game before Steam and I'm happy it got accepted on steam.. Honestly, I didn't expect much from this game due to the fact that I got this in a bundle with a great deal. I never really enjoyed platform games genuinely but this game, it honestly changed my view on platform games. It actually got me feeling challenged. Oh and can I just say this game is simply adorable? Definitely worth the time and cash.. An obvious attempt at recreating the original Resident Evil game from a top down angle, complete with terrible controls, lack of mobility, paucity of inventory space, terrible pacing, and frustrating camera angles. Bravo! One star.. A very enjoyable game, I played this game when it first came out back in September 21 2004 after all these years it still looks ok.

I recommend it.. This game, despite some very stark contrasts in it's overall quality, gets a recommend from me, especially for being a unique and intelligent experience. If you don't know anything of French Bohemia or it's historical timeframe, and you don't like court cases, then this isn't for you. If you are intrigued by these factors, and you think you may enjoy the recreation of such a thing, then it is a good buy, especially on sale.

Pros:

Excellent voice acting and music.

Intelligent dialogue and background plot.

Mindblowing revelations if you can find them. (NONSPOILER- Following the "anonymous letter" advice, and subsequent revelatory "punchline" to your "invention" had me amazed!)

Cons:

Controller support is bafflingly bugged but playable.

Slightly higher in price than it's replayability, although it has quite a bit.

Definitely not a Triple A title.

. Pretty cool, slow, but relaxing, lots of potential, and a really cool economy. Requires a good amount of time however, once set up, your bases will continue to mine and run your trade routes for you. I like Rust and LIF and this is enjoyable to me. Original Asheron's Call player and give this a As close to 10/10 rating as possible without lying. Don't give up Devs, Buy this game n00bz! Me name Ali G me out here representin' AKA W7. It's a little ones click cooking game. Not bad for what it is but don't spend more than \$5 on it.. Incredible dungeon exploration in VR

This dev is so creative and passionate....

Seriously in my top 5 games and I own + 200...top textures, top 3d objects, top lightening, top ambiance, top sound... creepy inferno.

I would like to play this game, but the few I played was so much incredible, I am just waiting next update. ""I keep this game for the complete experience.

I cannot wait to have a total bad-trip journey inside this scary dungeon.

Very dark, very creepy, very mature. Today June 2017 the best dungeon . It s not an fps, it s more based on casts with hands movments, a bit like in Arx Fatalis in its time.

I can't say that it was anything special or unique, but it was a good enough game to keep me entertained for a couple hours.. This is what people say about this game,

- bad graphics
- bad AI
- bad Controls
- bad interface
- not alot of planes

Now look at all of these things and let me say this, Do I look like I give a ****? NO, the game is still an enjoyable experience.. This game is amazingly good and i will strongly recommend you to get it if you like a good horror puzzle game with a story, and i'm not able to say anything bad about this game when the price is 4 euros.

The controls, the atmosphere, the graphics, the story, the jumpscars and the puzzles are just amazing compared to the price. Thank you devs for making this! :)

I made a full gameplay walkthrough of the game: <https://www.youtube.com/watch?v=cV17nL5CWAY>. Good:

- [Shooting ghosts, ghouls and zombies](#)
- [Halloween style](#)
- [Twin Sticks](#)
- [Works great on Linux Mint](#)
- [Demon in the title :-\)](#)

Bad:

- [Nothing, I have spotted, maybe samey, but not bad thing](#)

My linux gameplay:

- <https://www.youtube.com/watch?v=gG2mGEXADSQ>
- [. I won't let you buy this. https://youtu.be/nwqg26_HgmY](https://youtu.be/nwqg26_HgmY)

[The dodging action is a bit too fast to be chill but far to slow to be tense, leading to an over all mediocre pace.. Anthropomorphic rabbits beating the heads off of each other. Grand job.](#)

New Beta Build out!:

I uploaded a new beta build which has quite a few things fixed and added to it!

Level 2-4, right after the second boss fight, is LIVE! Enjoy Tabris making friends and using his overpowered weapon. It's still rough and very much a work in progress, feel free to give me feedback in the Discord!

Fixed Leto's animator so it's more snappy and responsive. This was a big thing that many people noticed, so I got to fixing it!

Fixed an audio bug where Leto would fire her gun and it wouldn't play any audio
Fixed a bug where the camera would snap somewhere randomly on level start
Other small things that I'm forgetting...

Issues - jumping is a little sticky right now

Have fun, and be sure and ping me in the Discord if you need me!

Happy playing!

. New Alpha Build Out!:

NEW ALPHA BUILD OUT ON STEAM

We're still in Lava Fields territory - Includes **loads** of animations for Lurkers and the entire cutscene that plays out at the end of Level 3. The boss fight that follows is less buggy and has separate phases, too!

You will notice that I am using a new font for dialogue! That's how you know you have the latest version. :)

There is some bugs I'll be fixing this week, as always. Dialogue text can break out of the box, and audio likes to cut out, for instance. Still, there is a TON of good content in there. I am getting close to releasing the full spicy update for everyone!

NEXT - Get this update out for everyone!!!!

As always, PLEASE feel free to talk to me however you like below!

Warmly,
Summer

Discord - [<https://discord.gg/NaYCDwk>]

Twitter - [<https://twitter.com/dragonGlitchLLC>]

Email - summer@dragonGlitch.games. **Hey, where's the Spicy update?:**

Well, I bit off more than I could chew for two months of work, and I decided to show off the current build to a local convention in two weeks... meaning I need to drop 'Spicy Update' work and go back and polish/fixes for the first few levels.

I'm talking old problems that should be fixed sooner than later. Like Leto's weird running and gunning animations. :V

I think I'll release a Pre-Spicy-Update once I do this convention in two weeks, but only as a beta build for safety reasons. The lava level is still pretty wonky so I want to 'protect it', but that's no reason people can't enjoy some of the new content I've been working on.

Lily is just so damn wholesome, anyway.

Just wanted to drop an update - I work on this game every day when I can, but honestly, with PAX South and the Global Game Jam in January, it cut into my development weekend time as whole. Plus with how big Spicy Update really is, I simply didn't plan it well enough in the first place.

Being honest is how I roll,
~Summer

(PS, if you like these updates here, let me know! Don't forget that I have a twitter and discord that you can ALWAYS find me on, as well!! <3)

. November 6th build out for everyone!:

NEW BUILD ON STEAM!

This update is about a month of work - The big things are an additional 20 minutes of gameplay, jumping is a load more responsive, parts of a cutscene engine, and random lines about feeding Alma carrots. Also character development.

Like best dad Tabris.

I went ahead and opened up the lava level for everyone, but please be advised it is VERY rough right now. Like no music and it's borderline not-fun right now. Also you can one-shot the boss because the AI is buggy.

Please bug me on the Discord for thoughts and feedback, it's ALWAYS welcomed!

~Summer. **Oct 7 - New Beta Build out!:**

Another beta build is out - the file version ends with `033, make sure you have the right version!

In short, it's the next 20 minutes of the game - getting out of the caves, going back to John Mule, enjoying a ton of story and

dialog, meeting Lily, and seeing Issac and Scylla later down in level 3.

The big BIG thing is that jumping feels really really good now.

HOWEVER this is VERY rough. Cutscenes are missing animations. Dialog is really exposition heavy right now, ie terrible and bad. Portraits aren't showing up. Sprites are missing. Past the caves you'll be seeing some VERY rough parts of the game, ie, 'beta' indeed. :D

I am aware of all of it. What do I need from you? Soft ideas or any strange bugs you don't think I've seen before. :thumbsup:

Regardless, enough of the apologizing, go hang out with overpowered dragon dad. :dragon:. **I forgot to bind the keyboard correctly... new alpha build! :D:**

The third party software that handles user input needed an update - I fixed the xbox controller but forgot a few keys for keyboard. I fixed that for you early users in the alpha build. :3

Also a few other things from yesterday -

- Gilbert will talk on the ship now...
- fixed Gilbert's bullets
- fixed the audio cutting out bug
- fixed keyboard mapping so debug menu works again (
- Gilbert animations corrected during abberation landing cutscene
- dialog for Gilbert on day 3
- bugfix - Lily behind the table

As always, PLEASE feel free to talk to me however you like below!

Warmly,
Summer

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Email - summer@dragonGlitch.games

. **Spicy Update - BACK IN BETA <3:**

Howdy! Just released a patch of updates for the BETA version of the game!

If you want to get to the new content ASAP, you can run the debug menu and select the first "other option" - Debug-Chan will set you up. If you don't know how to do that, check the Discord, we have a channel for that command. (Discord - <https://discord.gg/tB98bB>)

- Alma has the cutest idle idle animation and that alone is worth playing the demo. Seriously, it's adorable.
- If that isn't enough, then Lily has a cute portrait you'll see when she's really happy. Again, wholesome.

-
- Ceiling dashing is a TON BETTER OMG IT WAS AWFUL BEFORE
 - The cutscene for when you run into the baddies at the end of level 3 got art, animations, A NEW SONG, and better dialog. Instead of the bad guys being one dimensional, you'll get hints they are more than just flunkies... and Leto has a connection with one of them!
 - Seedlings have a rad effect behind them now. I'm so proud of it. Reminds me of a Playstation demo disc effect.

Issues - Don't talk to Tabris the first time you meet him - he might flip Leto the wrong way and he'll reverse your controls until the level reloads. Lol. And as always, there are always some small issues with level design, animations, and how dialog flows in places. Will slowly be patched out. Tabris and Gilbert love either being IN THE FLOOR or floating above the floor in cutscenes....

NEXT - Polishing the boss fight against Issac. Small changes and tweaks. Make Lily more happy. Stop being a hack in Audacity. </3

As always, PLEASE feel free to talk to me however you like below!

Warmly,
Summer

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