
Magical Monster Land Download For Pc



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About This Game

Magical Monster Land takes inspiration from various 16-bit platformers of the past and adds in a few modern elements.

Features:

Momentum based platforming

Play with keyboard or a controller

Option to rebind the controls

Each world has unique music and enemies

Levels filled with secrets and no time limit, so you're free to explore

World maps with branching paths

Ability to replay levels to find secrets that you missed

Collect coins to spend in the item shop or on mini games to earn extra lives

8 save files

Collect Mystery Medals to unlock more levels

Original soundtrack by Gustav Eriksson

Title: Magical Monster Land
Genre: Action, Indie, Early Access
Developer:
Ravengrounds LIMITED
Publisher:
Ravengrounds LIMITED
Release Date: 15 Oct, 2018

b4d347fde0

English

JUGAR

SOLDADO

OPCIONES

SALIR

NOVEDADES



Nueva arma añadida
MAUSER PERUANA

Nickname:

LA BATALLA EMPIEZA EN

39:07

**MULTIPLAYER
DEATHMATCH**



CHAT: Comenta algo

ISMA_HELL
RANGO: 1 Teniente
NIVEL: 11
EXP: 18855 Pts



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Quite good game, what is impressive is how many units on screen this game can handle, like hundreds of them and still go smoothly :). The thing I like most about this game is the concept of champions for pvp where the characters are preset and equal. A concept desperately missing from the cash grab game industry where a level 50 with stacked gear fights a level 20. This feels like a game created by fans for fans. Now just make a Bruce Lee style character with punches and kicks so I can continue my commodore 64 flashback.. Great game with an enjoyable story and interesting antagonists. The graphics are decent for the time of its release. I preferred Far Cry 2's African desert landscape more, however the gameplay mechanics in Far Cry 3 are better. I'm not a fan of Uplay but what can you expect from Ubisoft. I've updated this review after fixing framerate and launch crash.. certainly better than other culture packs. if you want to buy one, buy this or the empires of sand DLC. Too hard, and not in an interesting way. I want to like it. I play many "hard" roguish games like Teleglitch, Cogmind, Darkest Dungeon, and Sword of the Stars: The Pit. This is just stupid. The mobs get ridiculous very quickly (by the second level it takes upwards of 20-30 shots to kill a mob). The levels can generate badly leaving you in a hole, or unable to reach the teleporter, or backtracking for 3-4 minutes which sharply raises the difficulty (as per the built-in mechanic). You have to fight the bosses while dodging dozens of mobs, and activating the boss quickly is the "easiest" way to do it. Definitely a masochists game--not for me.. I got this game hoping it was as easy to play as the trailers showed, but even if i took the same line as in the trailer, I got stuck and had to winch out, then got a penalty for no reason. The game also crashed when I had another tab open.. I would love to recommend this game. I really really would but at this point there is a lot of issues, some of them can be excused due to the Early Access stage. I'll go into it more below.

In the good side I'll say that the idea is wonderful. I love space and managing a space station is a great way to zone out.

Unfortunately that is pretty much the only thing I can say at this point. Despite the devs saying it's fixed on the forums last year you still can not stop the blaringly loud music. The tutorial won't even trigger for me despite having it very clearly ticked on the main screen. This led to me having absolutely no idea on how to resupply my station. Your crew sort of randomly meander around the station once you do have them even if they do have a job and somehow the science still gets done. All in all the game is VERY early alpha. If you're prepared to wait until past the refund period then I'd say wait for quite a few updates.. This was probably the most solid escape room experience for VR I've had yet. It was a lot of fun and there were many puzzles that added to the challenge of the game.

The ending was a bit meh, but it does allow for sequels to be added so I commend them for that.. I bought this game thinking it would give me a good laugh and it did for only a few moments. The voice acting made me giggle but it over stayed its welcome, the story line became increasingly boring despite it only being about a 30 minute game. There were a few quirky jokes here and there but i spent the other 27 minutes pretty bored. For \$8.99 this game doesn't really justify itself, you're set on a predetermined path that you can't really do much about. It's essentially paying \$9 to watch a 30 minutes cartoon and not at all worth it. Interesting concept, bad execution.

Bad UI, several bad design choices (why do I exit levels after I beat them and they have to replay them :|). The game is slightly repetitive and grindy, and quite slow. Game would be better if it had a bit higher pace, less of a grind.

Worst though is the crash bugs. Don't play fullscreen, but even in windowed, the game crashes occasionally. Very frustrating.

THIS GAME IS AWSOME AMAZING IN EVERY WAY LOVE EVERYTHING ABOUT IT ITS CREEPY VERY SCARY AND IT KEEPS ME WANTING TO PLAY IT AND WANTING MORE I TRULY LOVE THIS GAME. <3. This is a very pretty game, the sounds and visuals are great. The game concept is also really interesting, but it is not well executed. It is very easy to forget where the character is because the character is really small and there is a lack of contrast between it and the background. The checkpoint system idea is very interesting but it is annoying that checkpoints activate automatically when you step on them, at least when you are trying to complete the stage without using them.. It wont let me open the game. it says that the game mode was not found. I honestly feel i wasted my money. Reptitive game, time management over and over again. Game is expensive.. THIS IS THE GREATEST RETRIBUTION OF ALL TIME!. The game is essentially unplayable on WASD and Play Station controllers don't work. For now this is a thumbs down for me until it has proper support.. Very buggy on 21:9 display

Buttons needed to proceed with turns are covered with other UI elements.

I am also not able to quite the gamee without alt+tabbing and closing from windows because I cannot click on the OK button.

There are just too many bugs to recommend this given its price tag.. The Philia after Story DLC is amazing.

I could not have ask for more, it is on point, you did amazing work here.. it's a shame you are selling this wonderfull work for almost nothing.

Would love to buy you all a coffee.

I wished for an after story in my review of the main game and here it is.. thank you guys.. Uggg. Seriously, what a horrible experience. The whole time is like, what the hell am I supposed to be doing? Their basic moves, fine simple, I even got a few things done, but then you're just stuck wandering around hoping randomly clicking on things will do something. And there's no help out there. Walkthroughs or videos are non-existent, even here on steam. Just don't waste your time.

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