Jellyfish The Ghost Torrent Download [hack]



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About This Game

Classic 2D platformer with graphics drawn on paper.

You play for a purple ghost jellyfish. Help her overcome all the obstacles to get home.

- unusual graphics
- intuitive control
- no enemies
- think your way
- find out the developer's secret at the end of the game

Title: Jellyfish the Ghost

Genre: Action, Adventure, Casual, Indie

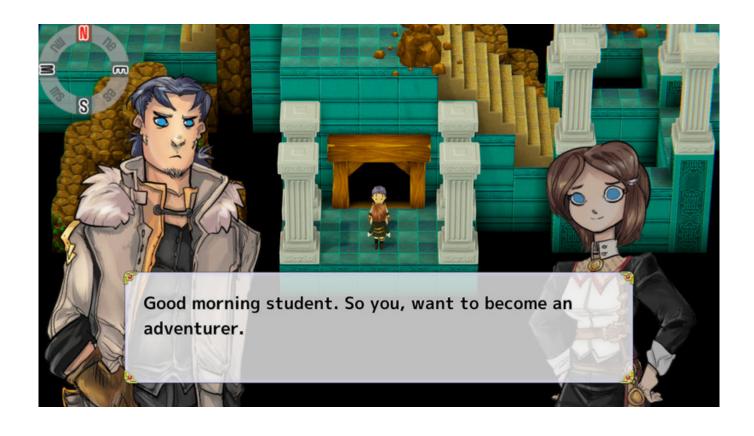
Developer: Randell Lynch Publisher: meokigame Franchise: meokigame

Release Date: 1 May, 2018

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English,Russian







I spent an evening exploring and playing. As some folks have commented, the dungeons are pretty fantastic for playing, but I was happily just killing the heck out of bandits in the fields for the drops. Still haven't completely figured out the combat mechanics - why sometimes my Champion Dwarf kills with a few hits and others I'm stuck in a repetitive slug fest. Either way, my first impressions were positive.

Lag was minimal. I did have to set video settings lower to prevent lots flaring bright spots. There's a good amount of running back and forth which takes time. Not as much lootable material in the town area or even the farm fields. Fighting flying creatures was tougher than expected with melee weapons. Leveling up is a slow grind on the surface, but the crypt is accelerating that now. The onhand inventory is large and the bank has one free safety deposit box for a character (the others require selling drops to earn enough coins to unlock them).

Gameplay is generally like a lower end ESO. Graphics are decent. The combat AI does do some weird things (fireballing the heck out of a door because the caster didn't actually clear the doorway to fire at my character). However, the only glitchy behaviour was spawning mobs directly on top of me. It's happened enough times to know that it's a quirk versus a game topography issue.

To some extent, I wish this was a stand alone local game. Having it as an MMORPG at the current prices seems to imply it will inevitably be shuttered. It's more toony and accessible as a pick up game, and I could see people investing a weekend with friends or solo'ing just for fun, and then setting it aside for a few months before coming back to it. That rarely supports a full fledged online server presence.

Happy to recommend for people who want a nice questing and crawling game with easy to master functions. If you need a fully polished and more immersive experience then you probably want ESO.. a kick in the nuts to all those soulless triple-a games

this is much more than it looks like in the first couple of minutes and it is best to go into the game without any knowledge of what to expect

get it and have fun. An interesting couch game for you and up to 3 friends!. Short but scary demo. Nice environment. Lots of talking.. Too difficult to play, to survive, one good way is when US asked for building a base, then kissed their\u2665\u

That damned Guerilla of 1000 always attacks me, and each expedition against guerilla only killed 200 of them and in next month they have as many partisan as last month.

If trying to kill all prisoners will save you money but peasants and workers will get angry, releasing them will let the people of guerilla growth from 1000 to 10000.

With Saving and Loading I cannot survive quite long.

I think, one way it to increase your own army, but not too fast, because this makes police and army angry, and amis as well, amis will kill you with missile, the animation is boring to see who is the one to assassinate you Quite hard game, if makes more easy, this will be funny

btw, icehole has developped a game called the war of independence Greece of 1828, this game is interesting but seemed very hard, as the Turks are too overwhelming. Wish if it appears on Steam. So far i've played the demo last year, was a bit challenging for the most part. but now that its out on steam officially I'd figure I should give it a revisit. It's surprisingly addicting but pretty hard to be on tempo, but then again i could use an upgrade on my kb. The way the enemies mix in progressing levels is pretty fun, might encounter some bugs, but nothing game breaking. Some dialouge could be tweaked a bit, english must be a second language to the team, but I got the gist of it.

It's cute, challenging, and a bit surprising.

Also the character reminds me of klonoa, hecc yeah.. 10V10 Best game released on steam 2016

A cute game that does not require a lo of thinking - but a bit of strategy on how to best avoid the evil objects is not a bad idea.

A great soundtrack! (Enya style?!) - but the Japanese voices can be annoying once in a while: This is one of those games where I would probable reverse my usual settings so music is at 100% but voices is at 40%.

A great game to kill time - but don't expect to solve all the problems of the world in this game. You like toast, right? You wake up in the morning, pop your bread in the toaster. Maybe put a spread of some kind on it.

Well too bad! Minions are here to ruin your breakfast.

Are you going to let that happen?

Fight back with your 8-bit toaster oven!

Outfit him with unlocked hats and clothing! (I prefer the Monocle and Top Hat)

Shoot toast like projectiles at various baddies!

Break crates to get awesome power ups!

Upgrade your bread to exploding bagels, rapid fire english muffins, or the fire baguettes like missles!

Belly-Flop!

Prevent the enemy from reaching the alarm clock!

SAVE YOUR BREAKFAST!!!. Terrible plus after doors have closed it still looks like they are open.. If you looking for a SteamTradingCard Game, this is one of them.

Otherwise, not recommendable.

But for 1 Buck\or Bundle, there's nothing to whine about.. Man. Talk about underrated. This game has amazing puzzles and mechanics, a must buy if youre into puzzle\hacking games. The game is fun and all but it is very buggy. Gameplay is fine, but whenever a round is over from assassinating all the spies or collecting all the evidence, points were not awarded. The controller also continues to rumbles if you stop collecting evidence mid way. Has potential to be good but the bugs make it annoying.. Arcade sandboxy formula racing <3

Points of interest:

- Make your own car! Can get pretty deep with accessories and paint designs!
- Little to no grind (300 base GC every time you beat your PB with a car in Hotlap Challenge. Records are on a per-car basis!)
- Car setups make a difference!
- Challenging tracks for formula cars!
- Nice solid physics with great feeling!
- Beautiful reactive UIs I am in love with the interface designs!
- Fun race modes with many race settings and well implemented networking!
- Races generated in real-time by the server!
- LAN mode!
- Steering with a keyboard is really excellent!

and in the future:

- Procedurally generated tracks!
- Race editor
- Oculus Rift support

Points of negativity:

- 'Widgets', seriously? Artificial car boosting per race?! The game used to be f2p, so this is probably a remnant of that design. I don't use it, don't even bother, I don't even want to know about it.
- There is fps lag in races with more than 4 players, you can workaround it (?) but to me it's gamebreaking. But I am fully confident they will fix this one and only issue as they continue to develop this otherwise beautiful and very personal racer. Besides, hotlapping is unaffected by this.

Great game, dirt cheap - I will be playing for as long as there are other people!

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