
Lunye Devitsy Download Apunkagames



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About This Game

Lunye Devitsy is the story of an alien who falls from the moon onto a huge mountainside on the planet below. Explore strange locations, aid mysterious characters and find your way home.

Key Features

- Find all the ways back home - some logical, some abstract
- Explore a strange mountainside
- Unlock abilities, build cannons and spaceships
- No death
- Relaxing exploration gameplay
- Fully universal - no in-game text
- Xbox 360 and standard controller support
- Includes full MP3 and FLAC soundtrack

Title: Lunnye Devitsy
Genre: Casual, Indie
Developer:
Boss Baddie
Publisher:
Boss Baddie
Release Date: 1 Jul, 2009

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Minimum:

OS:Windows XP

Processor:2ghz Core 2 Duo

Memory:512 MB RAM

Graphics:DirectX 9.0c

DirectX®:9.0c

Hard Drive:400 MB HD space

Sound:Any

English







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I bought this game as part of a bundle along with Wake, for \$5. Yeah, this is one of those games (along with Wake) that you kinda are willing to spend money on just because you can. "Ah, I got like 5 bucks left... Can't really buy anything. I guess I'll just take this..."

At first I was intrigued and relaxed. But upon only finding half of the ways to get to the moon, the game became so boring, I had to quit in order to save some sanity. So, I got a better computer and played this on it as one of the first games to test its intensity of RAM (since it lagged like crazy on my laptop). So yes, I gave it a second go. Apparently, it was not my laptop...

The game was just so SLOW paced that you can't get anywhere in a decent time. The level design along with the slow paced gameplay makes finding all the endings take probably more than several days. That's just not how to design a game. I explored every area and got two powerups, then there was nothing to do, so I stopped. For good. I will never come back to this game because I'm one of those people who want to experience everything for themselves. If you tell me what powerup you get in a game, that will suddenly render the game unplayable for me, because I want everything to be exciting, new, and not spoiled.

I don't like writing down rates for games that are pretty good, but really, this belongs on a flash website. It's one of those flash games that you really shouldn't spend money on. Not because it's short or anything, but just the amount of enjoyment you'll get out of it. Again, it's soooo booring. I understand it's supposed to be atmospheric, and it was. But after about halfway through the game, you just simply cannot find any ways back to the moon, no more upgrades, and literally nothing to do.

Call me biased because I didn't technically complete the game, but a human being cannot go through so much loss of sanity by playing a game like this. Again, it's "okay" but the pace is way too slow, goal way too indirect, and progression even worse so.

I don't know what else to say for this other than to save your money. I don't know about anyone else, but I'm one of those people that would rather spend on a game I end up disliking due to genre or whatever rather than a game I just end up not enjoying because of its experience. Buy it if you want, but I don't want anyone else losing any sanity or time either.

My suggestions to developer (even though I know the game won't get updated ever):

- Smaller level design or less filler areas just to slow you down
 - More quick movement speed and not so much "moon" gravity
 - Add a decent title screen with some possible, oh I don't know, options, then tell the player what to do in some way fitting to the game's atmosphere (basically, not a tutorial, but still telling them what to do). Lunnye Devitsy is a casual exploration game, kind of like Proteus, except 2d; it is played for its atmosphere. Though the world is not dynamically generated, Lunnye Devitsy does have dynamic lighting and weather effects, with silent figures scattered throughout. The goal of the character in this game is to find different ways to return to the moon after jumping off of it to explore; a strange plot, indeed.
- In attempting to fully complete the game, though, I encountered one platforming challenge near the end that seriously frustrated me for hours. The challenge involves firing the character out of a cannon that is basically random in hitting or missing your landing area, and a series of hard-to-time jumps afterwards, in which one can easily fall all the way down back to the cannon if one messes up. Plus, there are bouts of lighting that are not dissimilar to camera flashes going off in front of your face every 10 seconds, so one either slowly becomes blind over the course of playing, or one looks away and gets hit by one of the regular mini lag spikes, resulting in a plunge back to the bottom of the stage. If you are a Super Meat Boy enthusiast, you might be resilient enough to push through the endgame.. Bought this a while ago and just now getting around to play it. Its enjoyable and worth a play, The graphics are simple. Only cons is that the controls are a bit rusty, Trying to get all of the coins is infuriating, Thanks to areas 3 & 4. Pretty chill game otherwise.. A fun little platformer presented with nice graphics style and calming music. The concept is this: you are a Moon Spirit (or something along those line) and you have to get back to the moon. The 6 solutions are unique and entertaining. The game does not overstay it's welcome and if you want plus challenge there's a seventh way to get to the moon which requires precise and high platforming skills. Definitely recommended.. One area is bugged, the game is impossible to ending. Never buy this game.... Nice casual puzzle V platformer game for when you've got some spare time. It's got a cozy atmosphere, great soundtrack and the visuals were very pleasing to me, though I don't think the game in itself is in any way extraordinary. The game doesn't hold your hand in any magnificent way; there's no tutorial though there is hadly any need for one as the basic controlls are hidden throughout the map as you progress. It is worth a play-through but I'm uncertain whether or not it would actually have some replay value.

All in all; If you like little puzzle platformer games with a relaxing kind of feel to them then this game is worth a try for the price of \$5, even more so when it is on sale.. Intrygująca platformówka utrzymana w bardzo ciekawym stylu graficznym. Naszym celem jest powrót do domu (na Księżyc) na wiele różnych niekonwencjonalnych sposobów. Polecam, choć nie udało mi się dokończyć gry, gdyż finałowe zadanie jest dla mnie zbyt trudne. Klimat gry - rewelacja.

An intriguing platformer maintained in a very interesting graphical style. Our goal is to return home (to the Moon) in a many unconventional ways. I am recommending the game, though I could not finish it because the final stage is too hard for me. Atmosphere of the game - a revelation.

This is an interesting game. The premise is very simple - you are a little alien that drops off the moon and you need to find your way back. The gameplay is 2D platform style, and involves exploring a huge floating mountain trying to find 6 different ways to return to the moon at the top of the map. The game offers very little instruction, tasking you with figuring out everything on your own. None of the tasks are overly difficult, but some require thorough exploration, experimentation and deduction. Overall, the vibe of the game is very laid back and mysterious, which is probably its best aspect. I love that there's a game out there in 2013 that offers no explanations and just wants you to explore and figure stuff out on your own. It reminds me of the good old days, playing the original Zelda and Metroid for the first time. Playing a game with a sense of mystery and no hand-holding is a rarity now, and I guess that's what I like about this one so much. It's probably not for everyone, though. At its core, this is a fairly casual game (though it does get surprisingly difficult at the very end) and it doesn't last too long. Also, I am well aware that some people probably won't appreciate the lack of direction/instruction as much as I do. That said, for the price, it's hard to not recommend if you're at all interested in trying out something new and are up for a bit of mystery and exploration.. I want to say this game was a charmless waste of time, but that's not entirely true- the music and visual style are quite charming, in a "so indie it hurts" and formulaic kinda way- big-headed shadow guy running around vaguely sinister and shadowy world with no intro, dialogue or instructions.

From there, the game hides basic gameplay tips in the background textures, and unless you've got the brightness/gamma cranked up so you can spot them, the lack of a menu means you are forced to use an faq to learn to play the game. You're then forced to use an faq to finish the game, because while some of the challenges are doable if you're lucky enough to find the powerups before falling down a hole you can't escape from, the last few areas are difficult for the sake of being hateful- have a look at the excellent steam community guide for this game (by noibn) if you don't believe me. Then once you finish, there is no acknowledgment that the game is finished- just puts you back to the starting position until you hit alt+f4 a few hours overdue.

It's unfun, uninteresting, and feels unfinished- the hidden credit in the game for the person who did "quality assurance" is strictly ironic. There are countless better entries in this genre.. A very nice sandbox open-world platformer with a nice atmosphere. Very simple in gameplay, but quite fun. However, it's not a game to be played for hours, but rather a small little game for an evening or two. Hence I do recommend it, but only on a sale.. I want to say this game was a charmless waste of time, but that's not entirely true- the music and visual style are quite charming, in a "so indie it hurts" and formulaic kinda way- big-headed shadow guy running around vaguely sinister and shadowy world with no intro, dialogue or instructions.

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It's unfun, uninteresting, and feels unfinished- the hidden credit in the game for the person who did "quality assurance" is strictly ironic. There are countless better entries in this genre.. I have always loved platformers that look amazing, and Boss Baddie's title Lunnye Devitsy definitely makes that list. Now if you're looking for a story that tells you every single piece of the puzzle, you're not going to find that in this title, but you will have to go looking for them. See, one day, a little Moon Maiden, our heroine of the story, falls off the moon! On a normal day this would seem like a serious misfortune, but our little friend never fears, because throughout the bizarre world below there just so happens to be several helpful ways of getting back home. With helping a geologist find his moon marbles, a scientist to build a rocket and blastoff, a relay station to get its message out, discovering that gravity has some very "loopy" consequences, finding a springboard with some astonishing power, or having the postman make a very long-distance delivery, getting home has never been such an adventure! Even more so, because once you've made it home all those ways, you'll discover a magma monster has lost all his pocket change and once you've collected it for him, he'll give you quite a lift.

Lunnye Devitsy puts wonder, entertainment, and, of course, that good old feeling of accomplishing something so much bigger than you in the genre of platformers. There's mystery, a few scares, and a good bunch of cursing involved for everyone. It's the journey home that makes Lunnye Devitsy such a fantastic title to add to your Steam Library. Run, Jump, Double Jump, and Dive into this platformer for an excellent adventure with outstanding music and sound effects. It's a great excuse to spend some time with a little friend from the stars and send her on her way back home.. Lunnye Devitsy is an atmospheric exploratory platformer that lacks substance. In attempting to create a feeling of the unknown developer Boss Baddie went too far and ended up with a game that has no direction, and by the end feels just as hollow and pointless as when it begins.

You play as a odd little alien, literally dropped into the world, who's sole goal is to make it back to where it came from. To do this you much explore the lifeless and convoluted structures around you, collecting various objects to use to send yourself home. However this is where the game runs into problems, as environments are designed in such a way as to require copious amounts of tedious backtracking, to say nothing of the plentiful dead-ends and empty caverns that serve no purpose but to confuse and disorient you, as you attempt to traverse them with no guide or means to mark your progress. It's tiresome to say the least, and the game as a whole suffers from what seems a poor means of elongating the still very short experience (I was able to finish it in just under an hour).

I won't deny that the presentation is very artistic and creative, but again the developer got overzealous and failed to realize that less can often equal more. This is most evident in the excessive use of bloom and fog, as well as other needless effects that obscure and distort the image until it is simply painful to look at. Taken by itself I actually found the soundtrack rather lovely, but in this context it feels displaced and sets an oddly sinister tone which clashes with what is otherwise a more curious and relaxing adventure.

Even considering the very low price as half of the Lunar Bundle, I couldn't say that Lunnye Devitsy is something I found to be worthwhile. Nothing fits right together and even after finishing it I would be hard pressed to pick any point that stuck out as memorable or enjoyable to play. Whatever potential I felt was here ended up falling on the wayside, replaced with a shallow journey that feels akin to a tech demo, and in a similar fashion amounts to little more than a mildly interesting experiment.. It was tough not to recommend this game, because I did enjoy it for a while.

At first I really appreciated how organic the game was: there were no clear directions, controls were written in the ground, no options, and you had to hold down esc to make your screen slowly fade into an exit. The game had nice spare looking style and sound.

The goal in the game is to return to the moon in a few different ways. The first few puzzles were extremely simple (for one of them you just wait in a post office and the mailman delivers you to the moon), but then a majority of them ended up being exercises in tedium.

Lunnye Devitsy is lacking. It has open world that is not interesting and stops being mysterious fairly early on. Sometimes messing up means having to trek back and forth between the boring areas. The controls and character are also a bit finicky and take more maneuvering than I think should be required. There are also puzzles that are all about guess work rather than puzzle solving (a completely blind maze, and then cannons take brute trial and error). And the "organic" aspects just got on my nerves: you can edit a text file to turn post processing on and off, you can enter full screen with "F" and you can't pause or change any other options.

This isn't a terrible game, it's just a game with terrible pacing and some poor choices. Its not even that this game is challenging on a puzzle or platforming level, because it's really not. It is quite simple, and, aside from the mentioned nuisances, the platforming is easy. The problem is that the game seems to deliberately want to inconvenience the player. Instead of being open, this game would have done better to be contained with levels and/or check points.

The price may be tempting, but I think you should consider other games.. I have always loved platformers that look amazing, and Boss Baddie's title Lunnye Devitsy definetly makes that list. Now if you're looking for a story that tells you every single piece of the puzzle, you're not going to find that in this title, but you will have to go looking for them. See, one day, a little Moon Maiden, our heroine of the story, falls off the moon! On a normal day this would seem like a serious misfortune, but our little friend never fears, because throughout the bizarre world below there just so happens to be several helpful ways of getting back home. With helping a geologist find his moon marbles, a scientist to build a rocket and blastoff, a relay station to get its message out, discovering that gravity has some very "loopy" consequences, finding a springboard with some astonishing power, or having the postman make a very long-distance delivery, getting home has never been such an adventure! Even more so, because once you've made it home all those ways, you'll discover a magma monster has lost all his pocket change and once you've collected it for him, he'll give you quite a lift.

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