
Magnetta Crack Pirates Bay



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About This Game

TROUBLE ON PLANET LUCETIA!

The prince has been kidnapped. The royal guard, known as Renova, has gone missing. Aether has returned... As Magnetta, only you have the power to stop him!

Magnetta is a side-scrolling action game in the vein of classic NES titles. Jump, shoot, slide and blast your way through unique and challenging levels as you collect new weapons and upgrades, hunt down secret areas, and defeat your enemies to ensure peace in the galaxy.

You'll need to master every skill at your disposal if you're going to climb Aether's tower and take him out once and for all!

Fight your way through scrambled up levels in the Glitch, where the tilesets shift and change around you. Everything looks like you've got a dirty cartridge, and you'll need to know what you're doing to make it through and rescue your friends.

Time Trials:

The game keeps track of your fastest times on each level. You can return to levels you've already cleared and take them on again with new weapons and abilities, so find hidden shortcuts and master the best tricks for the fastest times. Magetta also supports online leaderboards, so your friends can see how much better you are.

Speed Run Mode:

Once you've mastered the game and shaved down your level times, take what you've learned into Speedrun Mode. This mode clocks a continuous time for a full game playthrough. Don't mess up, there are no do-overs here.

Challenge Mode: Take on a range of themed challenges. Do you have what it takes to clear them all?

Unlockable Extras: Find collectible circuits throughout the game to unlock extra stuff like cosmetic changes or bonus abilities.

Cusomizable Controls: Play the way you want.

Filtering Options: Play in pixel perfect or add scanlines and anisotropic filtering to recreate the look of playing on a CRT

8 Unlockable Weapons: Destroy your enemies and traverse the levels in new ways

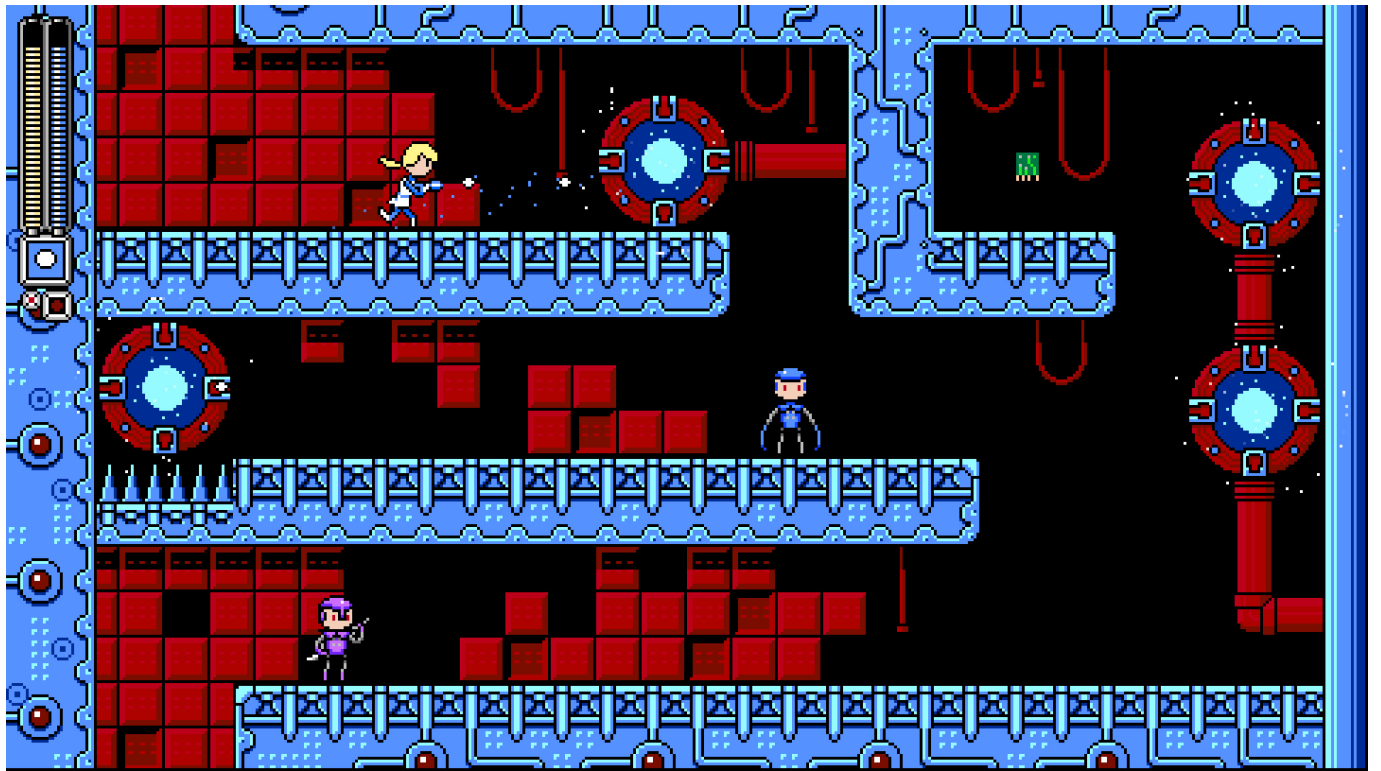
Bestiary: Find and destroy all enemy types to complete your bestiary. Check for other info like weaknesses, kill count, and little flavor text.

Authentic Soundtrack: These songs sound the part, and could play on actual NES hardware.

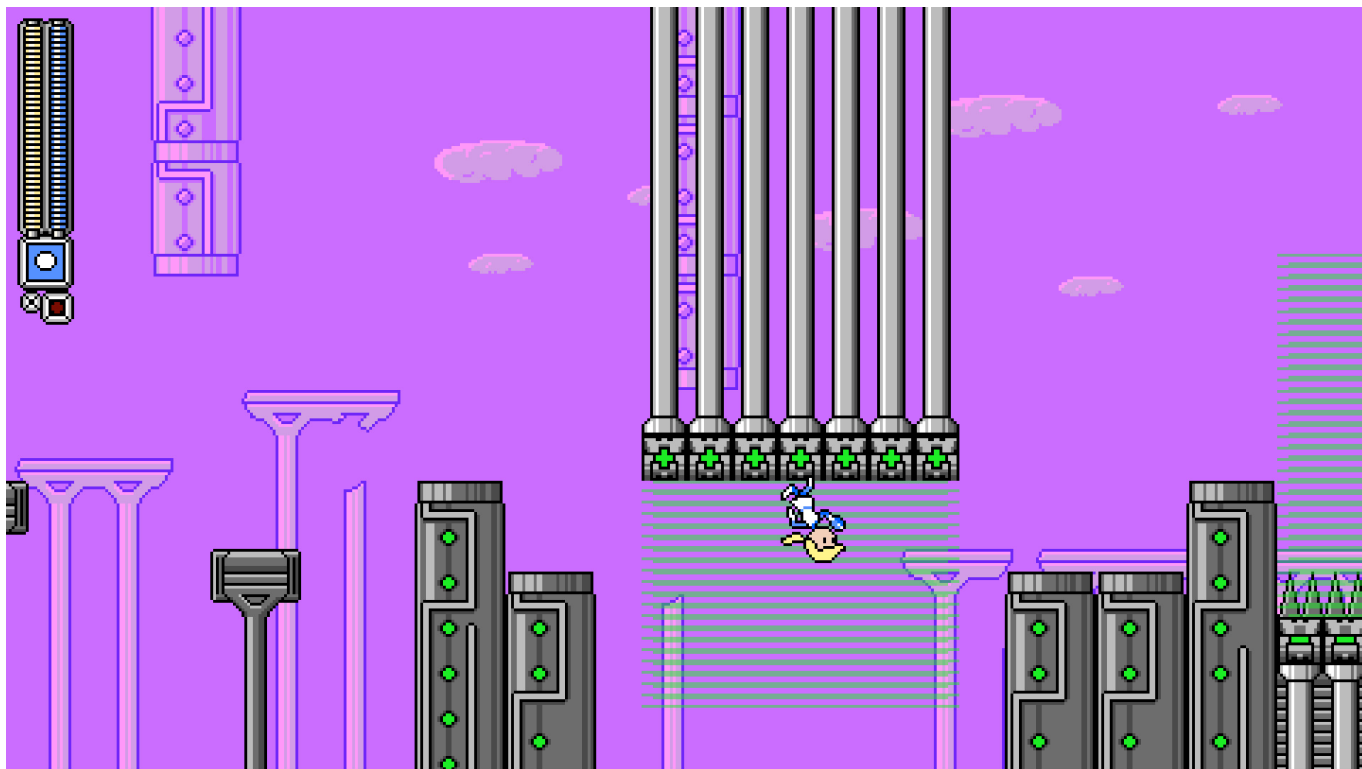
Title: Magnetta
Genre: Action, Indie
Developer:
Heliocentric Studios
Publisher:
Heliocentric Studios
Release Date: 31 Aug, 2016

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English







jennifer magenta joseph. magenta line route. magenta meaning. magenta riddim official video. magenta kolor. magenta power. magenta riddim mr jatt. magenta produccion de moda. magenta livor mortis. magenta shoes. magenta riddim video download. magnetta kft. amanda magenta-ottati. magenta wedding dress. marisa magnatta. magnetta sv0.25/12.5. youtube magenta riddim. magnetta gfe 1200. magenta riddim ringtone. magenta lehenga. magenta purple. magnetta mpw201-1.4 отзывы. magenta webshop. james magnetta. magenta pantone. magenta red. maggenta duvar kağıdı. magenta shores. magenta line timings. magenta llc. magenta mp3. magenta song download. marla magenta. michael magnetta. magenta reforma. magenta name. magenta rocky horror. umbra magnetter. magenta rae dunn. magenta mp3 song download. magenta pink

Good retro action game. Having a great time so far.. Ehhh.... I bought this game, and it's good, but not that great.... "It's pretty much a spin-off of Super Metroid," was my first thought. And I LOVE Super Metroid. (Except the first or second one, never played it.) But when I played the first level, I was confused by the controls, then DIED because of the confusing controls. Twice.

Also, as far as I can see, there are no checkpoints. I got pretty far, then died, expecting a nearby checkpoint.

IT PUT ME AT THE START.

If you hate doing repetitive stuff, do not buy this game. If you're a professional gamer that likes Super Metroid, play it.. Really fun game. Controls are clean, visuals are appealing, and music is grand. Pretty difficult game, don't expect to run through untouched. Hours of fun for the cost of an hours worth of work, can't really beat that value.

Support good indie devs by spending your money on finished games, such as Magnetta, and stop feeding into the early access junk.. Polished and pristine.

Heliocentric Studios, you've brought back fond memories.

Huge, unique levels, solid difficulty, nice enemy variety, and unexpectedly forgiving (depending on your difficulty choice).

Terrific particle effects and transitional backgrounds.

It's the little touches that make me smile; Magnetta's blowing hair, her shimmer, idle interactions.

This game will make you think at times, not so much to puzzle, but how to optimize.

Power-ups and secrets a-plenty.

Glitch-Me-Not!

Magnetta, Mega Man...you two are one.

. Revised Review:

Before the patches, my first impressions of this game shortly after launch were not very good at all. Between the technical issues and gameplay plagued by floaty physics, it didn't take me very long to decide this MegaMan-like wasn't worth much of my time. Nonetheless, the developers patched up several of the issues I originally took. Despite some reluctance, I decided to jump back in and give the game another fighting chance.

So post-launch, is the game as bad as I feared it to be? No, its definitely not. Does it do an adequate job of living up to its retro inspiration? For me personally, my original thumbs down remains.

So first things first, I railed on this game earlier for its graphics. I'll go back on that partially and say the environmental/stage graphics are pretty decent. They're nice and clean and exude enough of that retro feel we like. However, I still find the character design to be very off-putting. For the most part, you've got a bunch of similar-looking humanoids with the occasional switch up of a firearm or piece of headgear. There just isn't a lot to latch onto as far as personality goes; very little pops out or catches one's attention. I think that's my general problem with the presentation from music even to the clean stage art: it feels lacking in inspiration. Cookie cutter, if you will.

OK, but what about the gameplay? The floaty physics got fixed to be in line with the crisp movement we expect from a MegaMan-like. Did this allow the game's inner beauty to shine through? Well, if you want new ideas, Magnetta certainly brings some of those to the table and its actually one of the best parts about the whole experience. You have a stage focused on creative use of teleportation portals, a giant swamp monster boss instead of another humanoid... things like this help give that personality that Magnetta is otherwise missing. I applaud the developers for being willing to step out of the mold on some fronts, and the game is better for that.

But despite all this, the gameplay simply didn't hold up for me. Why that is is a bit tricky: if we were to compare this to MegaMan on a "does have/doesn't have" basis, you could draw a lot of comparisons to the MegaMan series. Those similarities are definitely there. But the sum of the parts didn't hold up for me here in Magnetta. Something is just off.

Again, I'll go back to the term "cookie-cutter." That's how Magnetta felt to me, like you've got the puzzle pieces of a good MegaMan game but you're actually missing a few and the ones you do have aren't snapped together properly. Perhaps the best example of this is seen in the boss fights. Whereas (most) MegaMan boss fights have well-telegraphed moves and sequences that the player can learn and take advantage of, Magnetta seems to opt for a "use moves at random intervals" approach that just doesn't give the same sense of mastery when you finally win. You might get a couple of those "aha" or "wow" moments, but I found these to be few and far between. I didn't feel like I was engaged, as if I was just moving from one bullet sponge or random jumping challenge to the next.

So all in all, the MegaMan touch is present in this game but doesn't feel fully developed. Magnetta doesn't seem to control the chaos quite like MegaMan does. I would consider it an OKVgood game that some will probably enjoy, and more power to them. But reviewing this from the perspective of its retro inspiration, that spark is just not there for me.

Sidenote: the developer response was for my original review, which isn't seen here anymore.. This game has all the nostalgia of a NES platformer down to the game manual. With clever artwork and style that makes you miss game cartridges. The movement mechanics are very reminiscent of the MegaMan series which is perfect.

Despite its classic appearance Magentta does add some unique twists for replayability with challenge and speed run modes. Which will have you competing with your friends for best times. Overall this is an enjoyable platformer that scratches a nostalgia itch in a fresh way.. Revised Review:

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It seems I have the privilege of writing the first review for this new MegaMania game, so alas, I'll make this one quick and snappy.

There are a lot of Mega-Man clones out there, most of them are not worthy of being in your library. However, this may be the first clone that truly delivers on what a blue-bomber inspired game should be. The gameplay in this game is based on the original Mega-Man NES games so don't expect wall-jumps and such, but there is a slide button.

It's everything we wanted from Mighty No.9 but half the price. Great but simple 2D pixel graphics, a female protagonist, a cliché story about saving a prince but with interesting characters and thankfully no awful voice-acting!

What this game excels at is the character designs, the enemies and their designs were meticulously created and you're not just facing robots but also mutants. It's their subtle animations and their crazy weapons that make this game stand out. Truly a marvel, you will feel like you are playing a new unique take on Megaman 2 when you play this game. Level design is creative and fun while still keeping things familiar to fans of the games that inspired it. The sounds and sights take you to a new world to discover but while doing so, tingling your nostalgic senses. We finally get to have our cake and eat it too.

If there's one thing I would complain about, it's that the controls could be a bit more tighter. They are super smooth but so smooth that I found their response to be not as great as the NES classics.

TLDR:

The first clone to capture the true magic of the classic NES Megaman games and what made them so special. If you're looking for a Megaman fix and have tried everything else, you should give this one a go because this is the only one that's done it right so far - raising the bar and hopefully inspiring future MM clones to step up their game.

It's beautiful, brilliant and the main character still has blue. It's a love letter to all of you who have suffered and felt betrayed by Mighty No.9, this will renew your faith that classic shooter-platforming isn't dead. Let this game breathe life into your soul!. Magnetta is an action platform game that draws heavy inspiration from the classics of the NES era. While the Megaman similarities can be seen in screenshots this game is very much its own beast. It combines a lot of the aesthetics and sound design of a NES game (it uses the NES color palette and the sound and music are done through emulation of the NES sound chip) with a ton of modern amenities. Many of which I have not seen in many indie retro throwbacks. It features multiple layers of parallax scrolling, particle effects and controller vibration. The story is interesting and is told through awesome sprite art cutscenes with charming dialogue. The attention to detail in the animations of enemies and characters is awesome for anyone who enjoys great old school sprites. It has tons of game modes, options, unlockables and achievements.

Magnetta is a very enjoyable and difficult game that any fan of titles like Ninja Gaiden, Castlevania and Megaman are sure to love. Put on your big boy and big girl pants because in order to succeed you are going to need to learn the level layouts, enemy patterns and boss order. The small team at Heliocentric did an excellent job with the game and I will be spending a lot more time with this one. Looking forward to further games from the team.. It seems I have the privilege of writing the first review for this new MegaMania game, so alas, I'll make this one quick and snappy.

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It's beautiful, brilliant and the main character still has blue. It's a love letter to all of you who have suffered and felt betrayed by Mighty No.9, this will renew your faith that classic shooter-platforming isn't dead. Let this game breathe life into your soul!. I am a huge Mega Man fan, so in theory a Mega Man clone sounds great. This one... isn't. I tried most of the levels, and with the sloppy level design, charmless aesthetics, and most of all the sssssllllllloooooooowwwwwwwww pace, I just couldn't get into it no matter how hard I tried. I've played plenty of other similar indie games that were much better--the Momodora series, for example, or of course Shovel Knight. I wanted to support this game, but it's just such a lackluster production that I can't even say it was worth the \$4.99 sale price. It's not that it's a decent game with lots of flaws; it's just an inherently boring gestalt of a game.. As of version 1.1 -

Overall I have had a very positive experience with Magnetta. The game play is solid, the mechanics are easy to learn and the level design is creative and interesting. In true NES-style the game requires some planning and memorization to get through each level. Each stage has taken me about 4-5 tries to truly learn the best way to navigate them. The enemies are also diverse enough to keep the challenge up. Even with these challenging aspects the game is forgiving enough and saves your progress as you complete stages. Each stage also has added replay value as you revisit them to collect circuits or challenge yourself in the glitch-mode. During my time with the game I have come across some very minor bugs and Heliocentric Studios has been incredibly kind and quick to respond. Most reported issues were patched within a few hours. Magnetta is highly recommended for any fan of jumpin' and shootin'!

Pros:

- +Jumpin' & shootin'
- +Tight controls
- +Interesting enemies & levels
- +Multiple challenges/modes
- +Challenging yet forgiving
- +Great replay Value

Cons:

-Soundtrack is a little flat, using the NES style. Mediocre Mega Man clone. I didn't really want to put thumbs up or down yet, but it came little closer to thumbs down...

- + Playability is fine
- +/- Controls are tolerable, when you jump, you kinda "glide" in air
- Music is mediocre, nothing too catchy
- Level design is somewhat boring, there isn't too much of details around
- Enemies feel simple and nothing too special, pulled out of an♥♥♥♥♥br>- Hit recoil doesn't affect when touching spikes, that♥♥♥♥♥me off.

If you are a Mega Man fan and enjoy these kinda games, it might be worth your while. It just seems to lack creativity and/or effort.. A lot of fun and a more than fair challenge. As far as the game as a whole, the developer seems to be familiar with their strengths and weakness, and knew their limits. Leaving us with a game that feels like it is exactly as it's meant to be, which is fun, challenging and with elements that motivate you to replay. I hope more people give this game a chance !

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