The Indie Game Legend 3D Torrent Download



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About This Game











Independent game developers have gone missing and your only lead on their whereabouts is a distress signal from a remote alien base. It's up to you to infiltrate this hostile labyrinth and uncover the answers you need to rescue them. Explore five diverse biomes while surviving dangerous hazards and obstacles, solving clever puzzles, and taking down ruthless and relentless enemies. The lives of these indies, and the future of independent games, depends on it.

Immerse yourself in this nostalgic, colorful, and quirky handcrafted FPS as you uncover the secrets and lore of a retro world that blurs the line between game and reality. In the process, enter the storied and autobiographical psyche of an independent game developer facing their inner demons while battling the challenges of making games for the love of the medium.











Inspired by the NES cult hit *The Guardian Legend* and other classic titles, The Indie Game Legend 3D provides a fresh lens to what a classic 8-bit game might look like through the eyes of the player character.

Your mission, critical to the future of indie games, will become The Indie Game Legend.







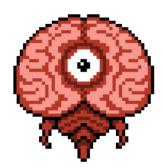




- Over 250 handcrafted rooms across 10 distinctly themed areas
- Solve puzzles and avoid traps in a non-linear sci-fi world
- Blast hordes of enemies and take down unrelenting bosses
- Discover weapons, equipment, and upgrades in hidden shops
- Rescue some of your favorite iconic indie game developers
- Retro pixel art style in a low-poly, full 3D world
- Unlockable secrets, surprises, easter eggs, and more!
- · Original chiptunes soundtrack by a guy named Stevie
- Nearly 8 hours of classic action adventure play
- Your commander is a hairless guinea pig







Title: The Indie Game Legend 3D Genre: Action, Indie, Early Access

Developer:

progrium, phubans

Publisher: progrium

Release Date: 11 Dec, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

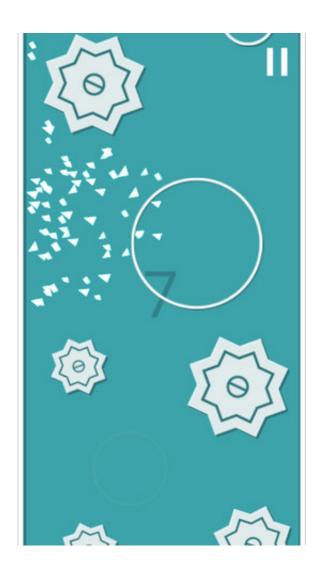
Memory: 2 GB RAM

Storage: 400 MB available space

English







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One of my favourite iPhone games is now on Steam! The mixture of cult horror films and retro NES gameplay is excellent, and the gamepad support is really great after playing it on a touch screen.. Grats, Penny!

Keep up the great work!. If you live a happy life, play this game and feel hopeless.. RSI simulator 2017. Do you feel relaxed? Do your hands not hurt? Ever find yourself able to ejactulate in minutes? If so, you might have symptoms for an undetermined ailment called healthy hands. Healthy hands are not harmful, but could be deadily if left untreated. To be safe and avoid contracting symptoms that might be similar yet totally unrelated to healthy hands, ask your doctor about RSI simulator 2017. A few hours a day may help you experience life at a more real level by rebalancing certain unknown chemicals in your body and changing them into different unknown substances, which may or may not be toxic. Please consult your doctor to see if this product is right for you!

Reaction and reflex game, not a true puzzle game. I find the game to be tedious, boring, and painful. The developers could have made the game less irritating to play, but didn't.

-applause-. hard to tell what is happening, difficully ramps up and drops randomly, Great music. Here I thought I was going to get a nice old retro-tyope game and all I got was disapointment.

Don't waste money on this. Bearly a story and controls only work when they feel like it. >:[. Very linear, which I usually don't like...especially in a clicker title.

The pacing is great though, and I'm enjoying the buildup in activity while working through the quests. (Most clicker titles I've played have been about building up passive resource generation that leads to larger and larger numbers without a real goal in sight...this seems more based on active clicking with quests to complete.)

Encountered a few issues and oddities, but by the time I'd logged out of my first session another patch had already been released that addressed a lot of them.

As of right now, I don't regret spending a few dollars for a couple hours of entertainment. If it continues to improve, that's just icing on the cake.

Edit to add: Logged another half hour offline after the changes, and completed my first playthrough. Short game. Involved enough though to make me go for another playthrough with the opposing faction.

Several updates occurred throughout the day and fixed all the issues I had with the game. It seems like click speed was limited a bit though, which may make certain parts of it harder. Will have to play again to see.

Overall, the price is still worth it to me to check this game out, and about to get more value for my money with the next play. Best game 420/10 would shave a wiener onto a mans face again. Game is amaizing for real time rpg fans, but I being one of them find it enough difficult to progress. But visual side is next gen I suppose so worth additional cost.. Very Stylish and fun game!

Great game! I can already, after two hours of playing this game, fully recommend it. Amazing devs and a super duper cool concept!. Best \$5 ever spent. Rest in peace to a good concept that is only now starting to gain traction.. Yellow: The Yellow Artifact is a game that I can't recommend because:

- the price is too much for it's quality
- it is boring
- it has issues
- the design is really bad
- the loading scene is very long
- there are no options/menu
- it looks more like an unfinished game because it is very short
- the controls are horrible
- there is no fullscreen mode
- it has a really bad soundtrack
- the only good reason to install this game is for the trading cards. All in all I do enjoy the game. It's affordable, good time killer and easy to pick up or put down with the group I play with. Sadly though it is short lived for us all as we always seem to get locked up at the 4th boss just over the bridge as either the boss will survive infinite damage at half a bar left or the cleared screen never comes forward for us and we have to restart. Would truly enjoy playing it the rest of the way through but not really sure that will ever happen at this rate. Until that gets fixed I would suggest holding onto your cash for something else sadly but worth playing if/when this issue is resolved.. Great game if you enjoy CCG's or TCG's like Magic, Hearthstone, Pokemon, Hex, etc. Free to play is very fair and access to competitive decks should take less than 10 hours of gameplay.. A couple of days late, but regardless:

After years since I first received the game, I finally managed to finish all the puzzles. I'd say it is a pretty good game from "Last Day of Work" studios.

My only complaint would be that one quest is more luck-based because you cannot lead the villagers to work on it.. pew pew pew

10/10. Don't buy this game, because developers are quarreled and left. How example: official site http://thelostwood.com/ now is offline.

Home stretch!!:

We're almost done with the game! I haven't been able to get any devlog videos made, but I hope to make two more over the next month or so leading up to release in ... shhh ... June. Release date announcement coming soon!

In the meantime, be sure to tell your friends to wishlist and follow along with me on Twitch: https://www.twitch.tv/progrium. **Devlog Update 13**:

A quick update showing the new dialogue system and the beginning of our bonus stage minigame!

https://www.voutube.com/watch?v=88LOzMvMjlw

Follow along development on Twitch: https://www.twitch.tv/events/u8CUDwsGS4W8bi38eRO2wg. Announce day! Team hanging out on Twitch today:

Today we're announcing the project so we'd love you to spread the word. If you'd like to learn more I put together a blog post [medium.com] on why this project is special to me. There is also a press release [indiegamelegend.com] if you're into that.

Later today at 2pm central time, Stevie, Paul, and I will be hanging out working on the game together on Twitch

[www.twitch.tv]. If you'd like to say hi or get to know us or ask us anything, we'd love you to join us.. **Devlog Update 17**: We've been making these but forgot to post here! This one is from a bit ago, but might be new to you:

https://www.youtube.com/watch?v=yKUs5lGqAJ0. We reached early access!:

Thanks everybody! We made it. Who cares if it sells, we got it out there. Well, mostly. Even though we have more done, early access is the first half of the game. Luckily it works because this is basically the length and arc of the original game. When we release the final version, it'll include part 2 and hopefully your great feedback!

See you in the forums.. **Devlog Update 18**:

Here we have the last devlog update before going into crunch mode for early access. Early access is coming in a week!

https://www.youtube.com/watch?v=9jubtcKAjeo. **Devlog Update 12**:

Hey everybody! Here's the latest update from our devlog video series:

https://www.youtube.com/watch?v=Yb2I8ao5L2o

If you haven't seen the rest, be sure to check out the whole series on YouTube:

https://www.youtube.com/playlist?list=PLw1XoTpvjkthw3yKkVEZzyuoFuIIHA06C

And don't forget, you can join the development stream on Twitch every weekday afternoon:

https://www.twitch.tv/progrium. Devlog Update 14:

Latest devlog update!

https://www.voutube.com/watch?v=cxCabTwmbtM

 $Follow along development on Twitch: \underline{https://www.twitch.tv/events/u8CUDwsGS4W8bi38eRO2wg}. \textbf{Devlog Update 15}: \underline{https://youtu.be/Ap60YZ9aZLg}$

 $Follow along development on Twitch: \underline{https://www.twitch.tv/events/u8CUDwsGS4W8bi38eRO2wg}. \textbf{Devlog Update 16}: \underline{https://www.voutube.com/watch?v=HqlFB1MYIpw}$

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