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About This Game

Twilight Frontier's latest release is here!
A Touhou Project inspired work: "MarisaLand Legacy"

Eat mushrooms to increase your height in this easy to control 2D side scrolling action game!

Story

When Marisa was engaged in dubious mushroom magic like always,
she accidentally ate a mushroom that "suppresses her magic and makes her 2 heads tall,"
so she goes on an adventure to find and regain her former body.
Eat whatever mushroom you can find and become bigger!

But it's not only her height which has changed, the number of players too!
Marisa's adventure starts once more...!!

Marisa will appear in sizes from 2 to 8 heads tall.
Enjoy couch-coop multiplayer with all your friends!
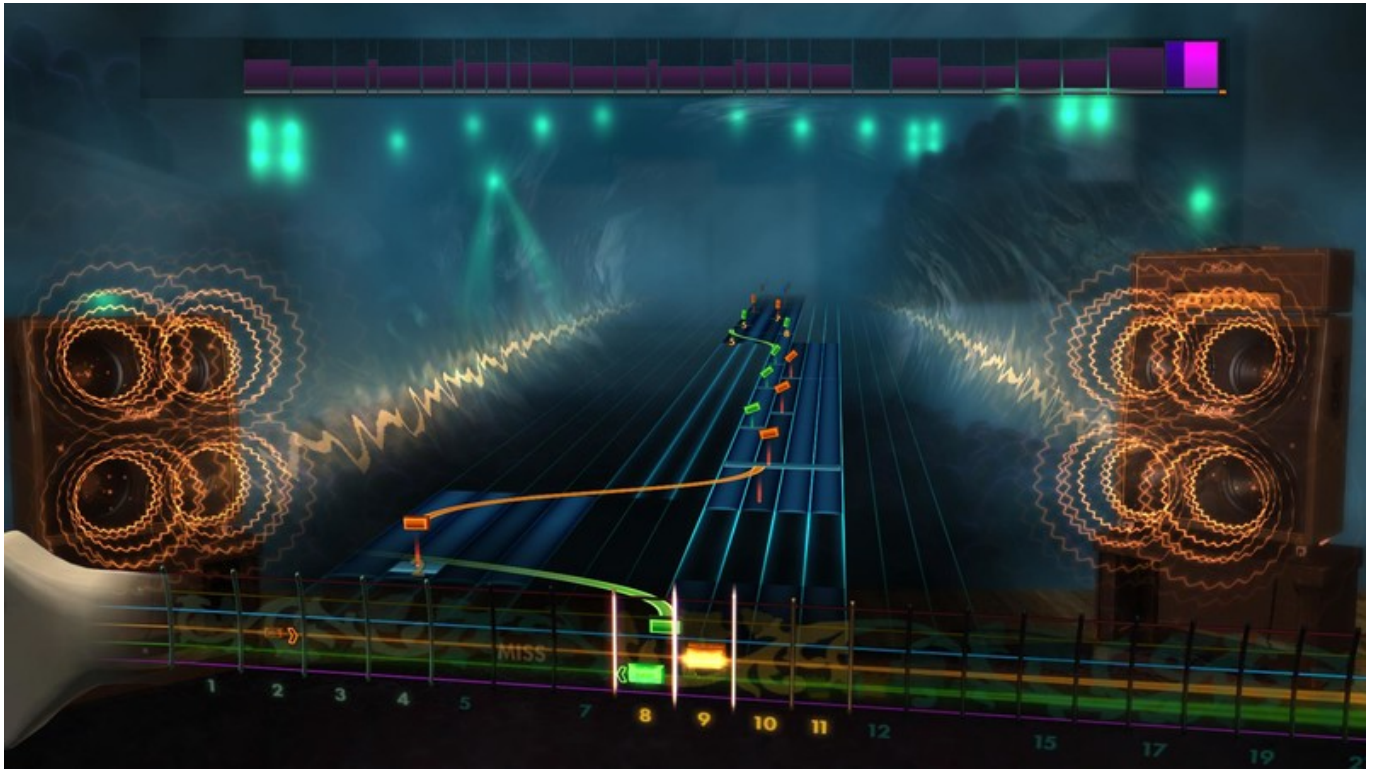(Not Online. Real human interaction!)

64 stages in total! 32 Normal + 32 Hard (unlocked upon clearing normal)

Title: MarisaLand Legacy
Genre: Action, Casual, Indie
Developer:
䃅䃅䃅䃅䃅䃅䃅
Publisher:
DLsite
Release Date: 1 Nov, 2018

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English,Japanese,Simplified Chinese,Traditional Chinese

277

50 | **50** | **80** | **80**

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ICE ARROW

AN ICY ARROW THAT DEALS A MODERATE AMOUNT OF DAMAGE AND FREEZES ITS TARGET

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Quite simple, yet tricky\u2026 and truly addictive. All options are set in the introductory screen (before the game proper) and you don't get most of the ones listed on the controls until you buy a better ship with the credits you earn going through the rings. All in all, quite a good buy, especially on offer (I got it for $2), for a brief intermission while working (although the pause may become longer than you imagine as you'll soon crash\u2026 and you'll want to try it \u201cjust one more time\u201d).. Latest pach made the game unplayable to to clipping the text.. Classic Very good , everyone should buy it. Neat little haunted house walkthrough.
All jumpscares, but it was fun for a free game.
Takes like 25 mins to get through.. 10\/10 would drive again. pros

+ good looking and detailed graphics
+ puzzles are enjoyable. you can also collect ingridients and make potions
+ creepy atmosphere. i like Louisiana setting
+ voodoo story is intriguing
+ hidden object elements are fun.
+ hint system very helpful
+ there is auto save

cons

- game could have been longer.
- there are no steam achievements
- game doesn't drop cards.
- abrupt cliffhanger ending is rushed and clearly designed to set up a sequel.. great game totally cool but the only fact is you have to the things for your aparmen only with currency that cost money. BUT it is still a great game to meat new people. I actually played through the whole game. Its an achievement in of itself in the game's current state.

Pros:
I get to shoot zombies, and head shots count for more.
Get the game on sale if you want a fun drinking game with your buddies. You can beat this in one sitting.

Cons:
- Save your game constantly due to bugs and crashes.
- I spent more time in loading screens and crashed games, and reloading the game, than I actually did playing it. My 4.4 hours was easily 3 hours of loading and crashing. Playing on a gtx 1070ti too, so I'm not sure where the issue lies.
- You are experiencing low FPS pops up in the game and enemies can still hit you. It should pause the game... and the warning is caused by the game!
- The AI is horrible and based on triggers. Meaning, if I walk off the beaten path some enemies wont even engage me even if I run up to them and start fighting or shooting. It seems like you have to move in a linear sense to get the AI to respond. This allows you to cheese half the game.
- The AI also cheats, by running through or over walls in several levels, or getting stuck in walls and still being able to hit you without you being able to hit them easily.
- It rains inside buildings...
- Not enough ammo and health in the game. It could be upped per pickup, or made a lot easier to see so you don't miss any, especially Bandages.
- The story doesn't make sense until the end of the game, and even then its a pretty loose story. There could be a lot more substance here.
- Cant change the control layout.
- The Health beeping, my god. If you have less than 100 health (out of 100, by the way) you hear your heart beat. Even at 99 health. Its extremely annoying. It shouldn't beep like that until you're under 30 or something low to actually signify you're almost dead.
- Some levels can be completed by running from start to end without engaging any enemies, in a faster time than it took to LOAD THE LEVEL.

- Enemy hit boxes are very inconsistent. Clicking too fast can cause a crash too.
- Picking up melee weapons will over ride your existing weapon, even if its worse.

To the developer:
If you're still working on this game, consider updating the following:
Clean up the save_game and main_game crash errors. I had at least 20 during the course of my 4.4 hours.
Make the boss fights actually a boss fight. One boss didn't even move. The 3rd boss was much better than the first two.
Remove the stupid floor damage from the 2nd boss, or add way more health to the room to find.
Get rid of the rain. It adds nothing but a visual nightmare and lags the game.
The transition from chapter 5 to 6 makes absolutely zero sense, and the platform jumping is just dumb.
The story could benefit from the letters you've left around the levels being presented in a better way. They did add a nice touch though.
You need to just remove the wall you have to "blow up" in chapter 6 with the gas canisters. That late in the game you shouldn't be doing something you've never had to do before. I thought I broke the level for like 20 minutes.

Could have been a good game but released well before it should have been. Lots of things to clean up. Could easily add 6-7 more chapters too, based on the ending.

Do not play this game, it is 100x worse snake oil, then 'No Man Sky'. If you think No Man Sky was a scam, then this game is much worse, it is a pure money grab, huge pay2win, almost 0 balance.
Every update is made to make 2-3 month old tech obsolete and almost useless, average fleet build time(1 fleet) is around a month and half.
You need to constantly throw in 5h+ a day to grind most boring gameplay. There is no diversity, just plain hit 100-500 times that the X fleet and you have a chance to get something. Every MMORPG grinding is much more fun than this.
I used to play this game because it did not require 1-2h dungeon clearing time or 40min siege which you should not miss - as your teammates will suffer cause of that.

!!Starting to play this game was the biggest mistake I have made. In every other game I had some fun and nice gameplay, but here you start to feel sic at the first week still you QUIT.
. A boring gem matching exercise. To complete the game you do have to go through a lot of levels, just gets a bit tedious really.. There's POO on the LOO. more of the DLC should be free. I really wanted to like this game. It looks like it has a lot of potential and is the kind of game I've been enjoying lately. However right now all it seems to amount to is five summer game days running around like a fool trying to accumulate enough food, liquids, and wood to survive twelve winter game days without starving, dehydrating, or freezing to death. There is some crafting that may make that easier but you don't really have time to do a lot or you won't get enough supplies to last the winter. Like I said, I think there is a lot of potential here and I will keep an eye on how it developes. But right now I can't really recommend it. There is a lot of balancing to be done.. Can't seem to build the first building in Level 1.1 :\/

 Diesel Power Update 1.3 - Vehicle Physics Overhaul:

 Changes. **Release Week Sale: 20% Off**:
Hello word,
Diesel Power has been released and we have a sale going on to celebrate it.
Grab your controller and jump in!. **Steam Summer Sale - Save 31% and get mad**:
Right now is the best time to jump into Diesel Power!
Don't hesitate! Best bang for the buck VR game out there.

I am sure very few will make it to the end even after hours in.
Rage quits are strong these days ;). **Diesel Power Update 1.2.1 - Bug Fixes & Engine Update**:
The return of shadows! To ensure constant performance for low level PC's Diesel Power makes use of Unreal Engines Forward Render which did not have dynamic shadows until now.
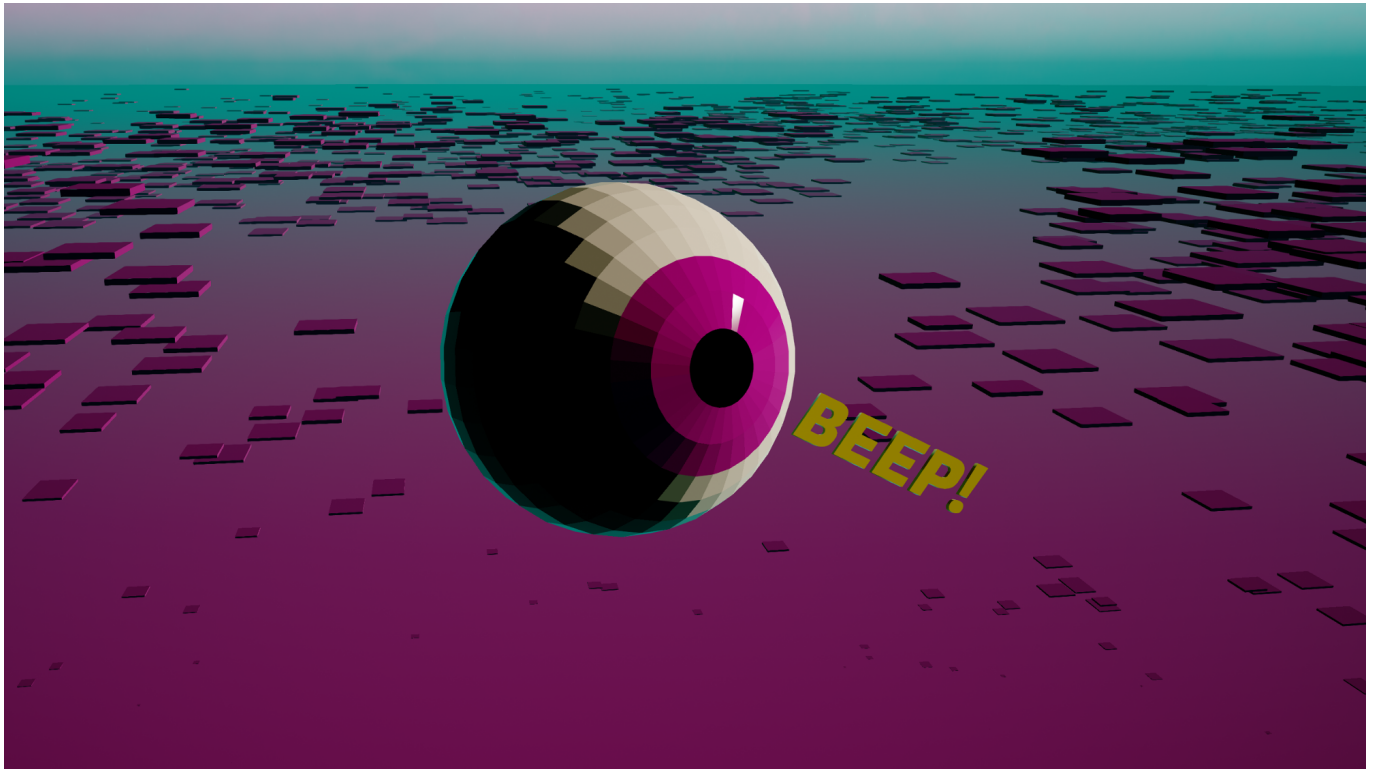

Changes
- Update to Unreal Engine 4.15 to make use of Forward Renderer with dynamic shadows and more
- Added sound cues to menu items
- Added controller dummy in menu for visual represantion of controller mappings
- Lobby colours adjusted
- Minor text fixes

Bug fixes
- Vehicle shooting in the sky should be fixed. Please report in if you encounter this issue
- Menu selection needing mutliple input actions fixed
- Motion controller jet effect (visual and sound) fixed
. **Diesel Power Update 1.1.2 - HMD & Visual Optimization**:

Added. **Steam Trading Cards Live**:
Have fun collecting cards and badges for Diesel Power.
Good luck on finding all the rares.