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About This Game

Giga Girl is a retro run 'n gun platformer heavily influenced by, and paying homage to, the original NES Mega Man games

RUN, JUMP AND SHOOT LIKE IT'S 1989 

- **Feel right in control** with the precise platformer physics that leave little to luck
- Blast your way through the **9 challenging hand crafted levels**
- **Take on the fierce bosses** at the end of each level
- **Find secret passages and hidden items** with the special weapons you acquire on the way

COMPLETE RETRO EXPERIENCE

• Feast your eyes on the hand drawn 8 bit ish retro graphics



- Shoot rainbows out of your ears by listening to the **super-awesome original chiptune soundtrack**

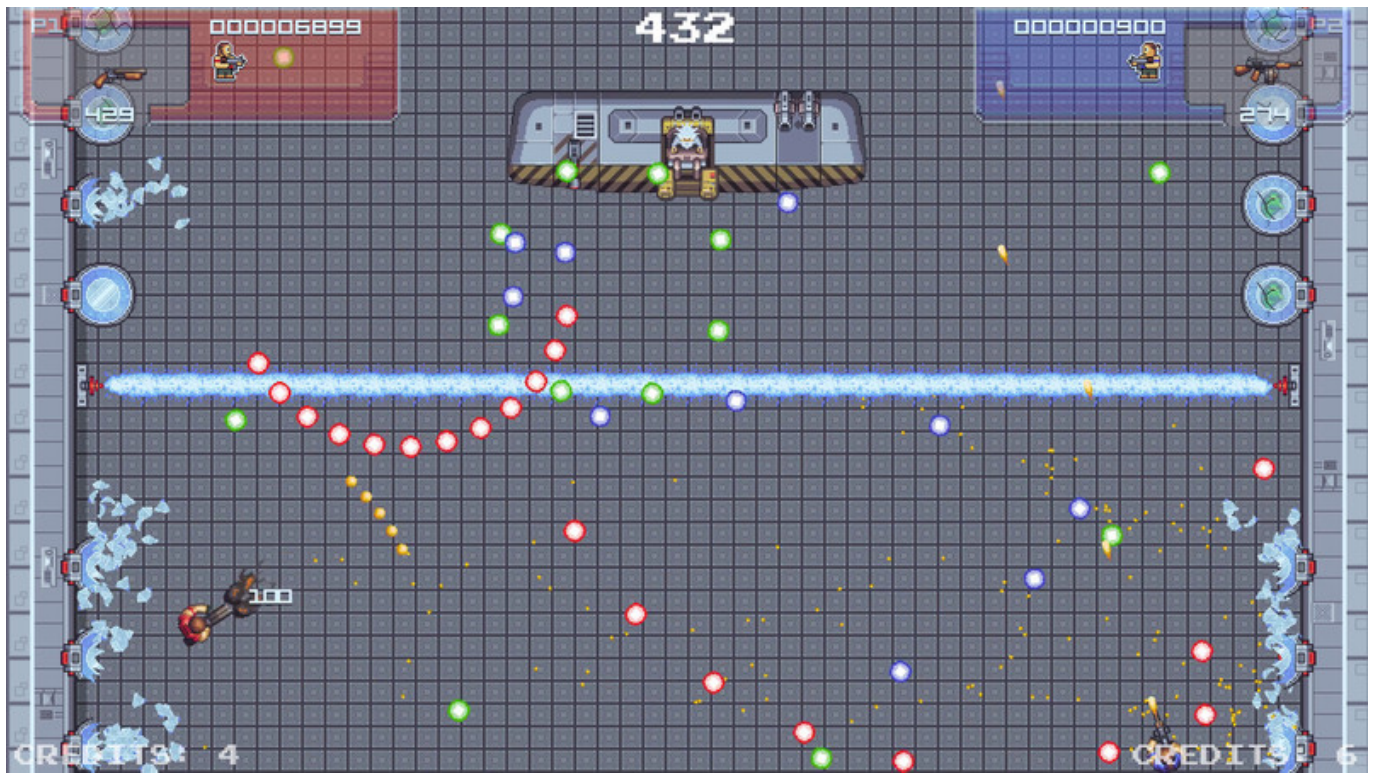
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- **Full gamepad support** allows you to never touch the keyboard. All DirectX compliant gamepads are supported

Title: Giga Girl
Genre: Action, Indie
Developer:
Outgunned Games, Invisible tile
Publisher:
Outgunned Games
Release Date: 23 Mar, 2016

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English,Finnish,Korean







Fun but quick run through puzzle environments. Main challenge is to figure out what the game expects you to do next with what is presented to you. Very little handholding present within the game. It is very short, though, so keep that in mind if you decide to pick it up.. Of course I recommend this game. However, it does make my computer freeze and I have to do a hard reboot. Other than that, this game has been a Linux native title for so long I just had to purchase and recommend all purchase who use Linux to show some love for the devs!. Really good game, Had some practice on my friends account but had to download and finish it on mine. Havent played a challenging game like this in a long time. Worth the money over and over. Super rewarding when you finish it.. It's a fun little game, and when I say little I mean it! The graphics are long outdated and you'll have to run it in boxed mode just to not be annoyed by it. The size of the box though, will not be much larger than the screenshot on this page - that small!

However it's a nice game. I played it for the first time back in the 90' and it has the same features now as then. It has four modes; *Endless Puzzle*, *Stomped Puzzle*, *Fossil Challenge* and *Time Trial*.

In Endless Puzzle you have to shoot eggs at the eggs pushed down the screen, making matches of three or more, to break them and make them fall before they reach the rope at the bottom. When the sand runs out in the hourglass the dino Whirley will come flapping, trying to add a new colour to the eggs making in more difficult and you have to shoot him down for it not to happen.

In Stomped Puzzle the mother dino gets mad when you break the eggs and will lower the roof when her anger reaches the top of the meter. When you clear the screen her anger will go back down and you'll get a new formation of eggs to beak as fast as possible.

In Fossil Challenge you get a formation of eggs with a piece of a fossil in it, the goal of the game is to shoot the eggs to make them drop and the fossil along with them. Take too much time and the roof is lowered.

In Time Trial you have to pop eggs as fast as possible.

Only buy this if you're really passionate about this game or it's on a really generous sale, you'll kick yourself otherwise.. Do not purchase this game. I was lucky I only paid less than a dollar when it was on a major sale but the game crashes to desktop when you break a wall with a pickaxe. I Googled the error and apparently this has been the same bug the game has had since 2014 and nothing was done to fix it. I don't care how cheap it is, it is a waste of money if you cannot play it past a certain point.

I don't know if anyone else got it to work but I could not. Too bad because I may have given it a better review if the bug was ever fixed.. This is a very good puzzle game. The description is quite right: first several levels are enough easy, but most of later levels are very hard and made me give up and watch the solution (I don't very like puzzles in which I don't make some progress every now and then).

Patient and determined players can easily spend 2 hours on each level and spend even more on optimisation of their solution for making 100% score (minimal moves). So if you are feeling that you can spend hours on a single puzzle - this game is for you.

Also I disliked rotating camera before each level - I don't really understand the purpose of this. The puzzles are better solved when camera is stable. And it would be better if we could move ingame camera, try different angles and view all the puzzle platform from the point above it. Many cells become covered by blocks in several layer levels and it's hard to remember which hidden cell has which color.. I knew about this game for a long time due to it's "free version" (which is now considered a demo) on Itch.io, but never knew it had grown into something bigger.

The game is a "walking simulator", but it's more engaging than most, and short enough to finish within an evening.

The story is where I fall apart, something about 4D timelines\possibilities, some guardians called Lily and Andrew, a shadow boy? I don't understand it, but honestly I'm pretty dumb, so I'll give the story a pass and blame it on my own retardation.

the visuals... I love them, all the human characters have this low-poly look, while the monster versions of Anita are more properly rendered and Lily and Andrew have this gross, wet look about them.

I really enjoy the game, and hope to see a continuation of some kind at some point, because my only huge gripe with the game is that it doesn't wrap up in a satisfying way.. I love this soundtrack. I loved it in Homeworld 1 & 2 and I was looking for this one to be as good as previous ones and it is.

It gave the clima of desert very well. It's a one of the key elements of the game to makes it's success.. First of all Hudell I want to say good job so far with the game! I have enjoyed the game quite a bit, of course the game is still in development and has ways to go but i for sure can see the potential here and as a person who has been playing farming games since the first HM it is quite an appealing game.

There are ofc things that I would like to see in the future which I am sure the team behind the game are working hard on such as

More festivals, Dating or just more day-to-day things etc.

Things I love about the game so far :

- Music is pretty cute*
- The layout of the farm, mountain, village are all pretty good and easy to get around.*
- The different animals available is good.*
- The seeds available and the farming system it's self is good and simple enough.*
- The fishing is pretty neat nice and easy!*
- The foraging items are sweet! Quite a lot of them around which is nice.*

Things I don't like so much at this present time:

The amount of stamina used when using tools even when they have been upgraded I think still uses too much, after clearing a few rocks or branches my stamina is pretty much gone and the amount of stamina available from the foraging items does not really make up for it. I find myself out of stamina really quickly and just going to bed. (hope this can be reduced in the future) :)

- Finding the Big Blue Crystal for the mining quest was super annoying took me almost a month for me to get one even going mining for it everyday, Maybe you can increase the chance of finding one a bit :p

- There isn't really much to do on a day-to-day basis after attending the farm, animals foraging items around.

So I normally just go the bed early.

These are just some of my likes\dislikes of course not everyone will feel the same and I am in no way bashing the game or

anything, I do enjoy playing the game considering it is still in development.

I would give the game 7\10 as it is now :). This game is cancer. Everything bad about free to play games. Its both pay to play and pay to win. There is nothing free about this game except frustration. Its just a trap to suck money from suckers wallets. There are much better games that are actually free.

Could it be fun if all the terrible money sucking features were removed? Sure a little bit. It still wouldn't be a very good game. The art and music is cutesy but mostly the paywalls disguise the fact that it isn't that much fun to actually play. I don't know what company uses 'kreds' as their paid currency but they suck. All their games are like this i've seen others.

Fantastic game. If your looking for a classic action styled RPG and love toe hard grind to get gud, this is the game for u. Dont dobut the graphics off jump!. Waste of money, they claim this train goes up to 200mph. The fastest it goes is 161mph. I see why this whole route is just \$19.99. Save your money, don't buy.. It is a really fun game, but unfortunately the automatic mix makes it too limited and destroys your creating possibilities.. The story needs a lot more work, sure the art is nice, but without a good story it's just not a good visual novel. If you're more so in it for porn or ecchi then it's great for you I suppose, but personally I buy visual novels for a good story, and this one is extremely lack luster (way over priced seeing I have 2 endings and have played an hour, and I'm a fairly slow reader, so it says a lot about how short the game is.. seeing there are 5 endings it will be extremely repetitive).. I usually bash cheap games for using Unity for things that could be done in flash, and now it's the opposite. When you plan to do something better than a scroll shooter with 3 enemies, you should actually take something different so it doesn't lag as hell. Dev promised to port this to Unreal (not the best choice for such game tbh), but it was a year ago already, so it's safe to say we have another eary access forever.. Many reviewers call Deep Sky Dereicts "Darkest Dungeon in space". These reviewers are all wrong.

DSD and DD share the same genre, they kind of resemble each other visually, but they have very little in common gameplay-wise. DD is a sadistically hard, moody, unmercifully long game designed to make the player be very careful, because any mistake (or just a bad dice roll) could mean total party kill. DD, on the other hand, is short, entertaining, and pretty easy. Cleaning the derelicts feels like a routine work, not an expedition to hell's maw. You can hire additional party members, but the achievement for doing so is one of the rarest, because you don't need to: without permadeath, you're likely to end the game with the same party you start it with.

The mood is different too: while DD was a horror story, dealing with both cosmic existential dread and moment-to-moment visceral fear, DSD feels like it came from the pages of a pulp magazine called something like "Astounding Stories of Super-Science".

DD and DSD are booth good games, each with its own strong and weak sides. DSD is unlikely to enjoy the cult status of DD, but it can give you a couple of entertaining evenings.

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