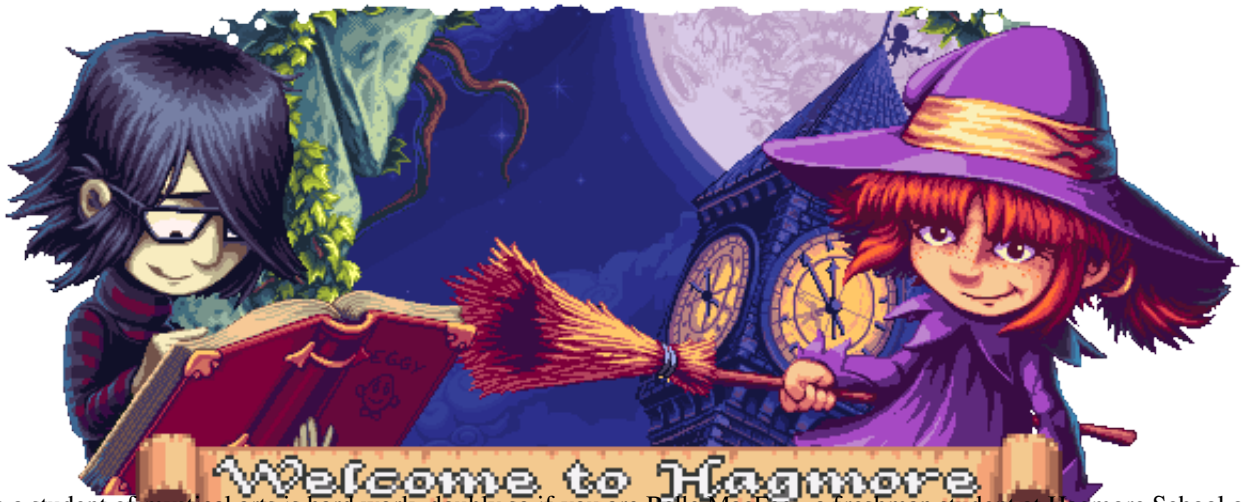

Mystik Belle Ativador Download [addons]



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About This Game



Being a student of mystical arts is hard work, doubly so if you are Belle MacFae - a freshman student at Hagmore School of Magic. The teachers and the staff are mean, her friends are few, and her grades suck. Worst of all – Belle has a tendency to be at exactly the wrong place at exactly the wrongest time. Like tonight, for example, when she stayed up late to practice her fire magic, but instead got framed for upsetting an ancient ritual. And what better way is there to punish an unlucky first-year student, than to charge her with an impossible task on the worst night of the year? Re-create the Walpurgisnacht Brew, or be expelled, and with all manner of spooks taking over the school, expulsion is starting to sound better by the minute.



Inspired by games like **Slightly Magic**, **Puff in Dragonland**, and the **Dizzy** series, Mystik Belle is a hybrid of a classic point-and-click adventure and a modern metroidvania.

Features

You may experience all of the following while playing this game:

- Get hopelessly lost in the massive school building and its surrounding areas.
- Find items and solve inventory puzzles. Or just clog up your pockets with useless junk.
- Interact with other inhabitants of Hagmore. Learn clues, help them out, ruin their day with angry flies.
- Fight through hallways infested by over 60 unique monster types.
- Defeat 8 bosses.
- Learn new magical and not-so-magical abilities.
- Ogle at retina-burningly colorful pixel art.
- Punch Cthulhu in the face.



A Word of Caution

- **PLEASE** be advised: Mystik Belle is **NOT** just a metroidvania - it's a true adventure game. You will not get far without having to solve inventory puzzles or talking to people.
- By default, the game contains some language not suitable for younger kids. A much more kid-friendly E-10 version of the dialogue is included, and can be selected from the options menu.
- OSX version of the game doesn't support the Steam features like the overlay, achievements and trading cards. I will look

for a way to get this sorted out as soon as I can. You can still get the game's internal achievements which will transfer to your Steam achievements once this is fixed.

- I am temporarily unable to update the Mac version of the game due to changes to OSX and introduction of mandatory developer fees. I will resume Mac updates once I have the money to pay Apple their ransom.
- Linux version of the game appears to only reliably support the Xbox 360 controller. This is a known issue of all GameMaker Studio games. More information regarding it can be found [here](#).

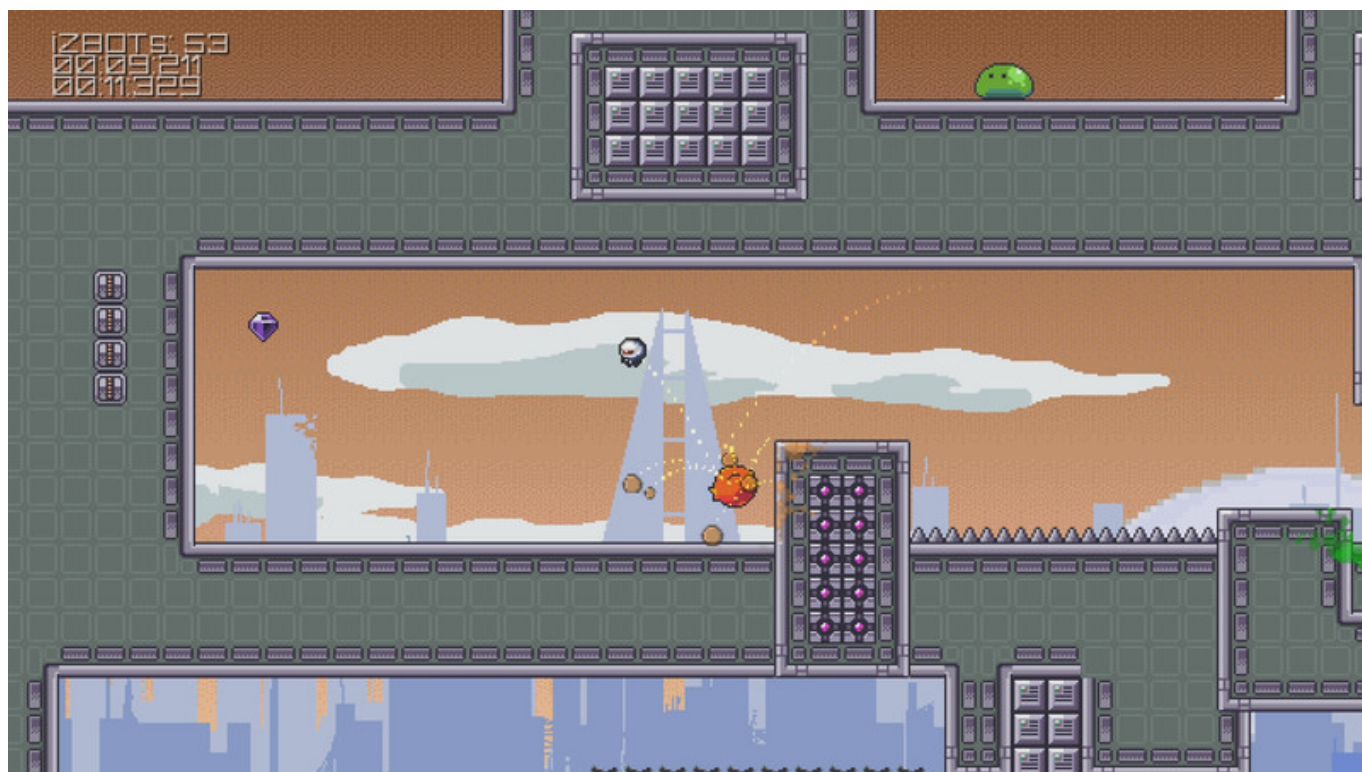


Title: Mystik Belle
Genre: Action, Adventure, Indie, RPG
Developer:
Last Dimension
Publisher:
Last Dimension
Release Date: 15 May, 2015

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English,Russian,French,Italian,German







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Put shortly, this game is a "Metroidvania" with puzzle elements. Some compared it to Simon's Quest, but it actually reminds me a lot of a Gameboy title called Dr. Franken II, which I played when I was really young. So that was a huge bonus for me. So why am I still giving this game a thumbs down? I'll keep it short and simple:

Pros:

- Charming art direction
- Good soundtracks
- Fun gameplay concept

Cons:

- Limited recovery + autosave only coupled with poorly placed warp points leads to a lot of deaths and repetition
- Limited inventory unnecessarily baggages the experience
- King's Quest-level of item puzzle logic
- Swarms of constantly respawning enemies make parts of the game obtusely difficult as opposed to challenging
- The dash skill makes precision jumping harder instead of helping in any way
- Generally unpolished and littered with bad design choices
- Memes and pop culture references are not a substitute for actual writing

And there you have it. Only get this game on a sale and if you have the patience of a saint.. A fun little metroidvania. Fantastic 2D graphics, with smooth controls and platforming. Combat is a little awkward and frantic, but you get used to it.. Really funny and lovely game for 4-6 hours, cool story, a several quest with items and combining, level up with increased damage and health, a few bosses and upgrades of skills after beat their, awesome looks world and main hero, i means little heroine :) As she sweeps aside his enemies with his broom, it's very cute and humorous, but seems very painful for foes at the same time. From what made her broom. I also want such :D

[illegible]

Initially I was stuck because I wasn't expecting the inventory puzzles to work they way they did, but after you get the concept it seems to become much easier.

The developer clearly deeply cares about the characters and setting ad revealed by the art dialouge, and some of the technical details (expanding dialog panels, multiple light source shadows) also show a real attention to detail.

Ultimately I was charmed by Belle, it's worth a look!. It's well made and incredibly charming. It's good to see a game with an upbeat protagonist and bright colors after every other title races to be as depressing and hard (sorry, "classic") as possible, especially if it fits in under 30MB. I hope there'll be a sequel.. Mystik Belle is an appealing mix of Metroidvania and oldschool adventure that deserves much more attention than it's getting now. The map design is simple but effective, the sprite artwork is beautiful and impressive, the dialogue is quirky, and it feels satisfying to play.

One element of the game that I particularly appreciated is that the adventure-esque puzzles are generally neither too obvious nor too cryptic. At times, I got a little puzzled deciding where I needed to go next, but I never needed to resort to a walkthrough. Everything makes sense.

I feel as if it could have used just a bit more refinement in certain areas, though. My biggest qualm with the game might've been Belle's lack of defensive tactics. She's not nearly small or agile enough character to avoid the barrage of attacks coming from all directions in certain situations, meaning that taking lots of damage is sometimes (seemingly) entirely unavoidable and creates some frustrating difficulty spikes, especially during later boss fights. Any sort of magic shield or dodging capabilities would have been greatly appreciated. It also doesn't help that enemies randomly generate from the sides of the screen and sometimes hit you the moment you enter a new room. In short, it doesn't always feel justified when you get hit.

A minor complaint that I have is that while the soundtrack is catchy and suits the mood quite well, I wish it had a bit more variety; it feels like one theme plays through the majority the game. Item management is a hassle due to the very limited inventory space, leveling up feels like a chore until you max out, and I feel like it wouldn't have been difficult for both of those things to be set up more efficiently to keep the flow intact.

In the long run, these issues did no keep me from staying invested in the game for hours at a time until completion. There are a lot of fun little details to it, and the whole concept is right up my alley. For me, buying Mystik Belle was money well spent, and I could picture myself playing through it again sometime in the future.. At first I didn't expect too much from this game for its looks and price, but I must say I was quite surprised. The gameplay and combat mechanics are rather well made. The environments are alive with myriad enemies and subtle bits of activity that give the world the feeling of being alive around you. Characters all have their own personalities that bring them to life without falling back on traditional tropes.

My only real complaints about the game would be that it just felt short, with even a casual run taking no more than 4 hours, and that at points you can feel a bit lost in a bad way, as you try to figure out how to use the items in your inventory with little to no real clues until you eventually stumble on the one area of the map where the (!) pops up.

I would encourage you to pick this game up if your curious about it, its far worth the money spent on it, and I hope to see more from the developers in the future.

tl;dr: However bad you think the backtracking and nonsense logic the other reviews mention might be, I assure you that they're worse. There's no fun to be had here even with a guide.

I've played a lot of bad games before, but Mystik Belle is something of a first for me. The art is fantastic. The music, or at least what music there is, is quite good. Everything works as I assume it was intended. So why am I giving it a thumbs down? Simple: As much passion as the devs obviously had for the game, it is designed terribly and seems built to suck away any possibility of enjoyment. It's everything wrong with retro Metroidvanias and classic Point-and-clicks boiled into a single game with very little of those genre's strengths mixed in.

Every other negative review mentions the terrible item limit, whacky logic, and aggravating backtracking, so I won't rehash those points. Suffice to say that if you don't use a guide, you'll spend 90% of your time walking back and forth between puzzles and your item drop point in order to try every remotely plausible combination. Playing with a guide reduces that percentage, but does nothing to alleviate the tedium of backtracking.

Still, I might have extracted something fun for the game if it controlled well. Alas, this game is so floaty that I was initially convinced my laptop simply couldn't run it. There's next to no precision to be had in the platforming, even after you get the double jump and dash, which is a massive problem considering so many of the bosses demand careful movements in the air. Worse still, Belle is slower than many of the enemies in the game, including the late stages of some bosses. These control issues combined mean that the game is riddled with scenarios in which damage is practically or actually inevitable.

Mystik Belle is the best proof I've seen that game design is both hard and absolutely critical to the experience. It's a shell of a good game filled with a terrible one, and unfortunately that balances out to misery. The devs are clearly passionate and may do something great down the line, but as it stands I can't recommend Mystik Belle to anyone. It simply isn't fun in the slightest.. This game is pretty much what it describes itself as: a Metroidvania + Point & Click Adventure game. If you have a problem with either of these genres, you might not enjoy the game but I love both so this is great for me.

For the P&C half you will be rubbing together items and trying to use them on characters/objects until you find a combination that works. This is pretty much a staple of the genre so I always find it odd when people complain about this mechanic. Most of the puzzles I've come across so far are pretty straight-forward, though. You should be able to guess what will work and what won't. The game does let you pick up useless items but I also found a dumpster that lets you throw out said useless items so if you've got stuff filling up your inventory, take a trip to the dumpster and if the game lets you throw it out, you won't need it. A pretty decent system, if you ask me.

The Metroidvania half is pretty much what you would expect: RPG leveling, places/items you can see but can't get to yet, backtracking, etc. You have a fireball attack (rapid fire is present so feel free to spam the attack button), a melee attack (automatically gets used when you try to shoot a fireball when you're too close to an enemy) and jumping to start off with but with upgrades as you progress.

Overall, it's a great game so far with few complaints and those complaints are very minor:

- 1 - The default gamepad controls were awkward and while you can remap the keyboard keys you can't remap the gamepad buttons so expect to open your gamepad software and make a profile for this game if you want to use your gamepad. (EDIT: Has been fixed in a patch.)
- 2 - The game uses the same button to open/use inventory as it does talking to people or inspecting objects so when you're trying to rub items on things you have to stand on the person/object to talk to/inspect them and then take a step to the side to try to use items on them. It's slightly awkward but not anything that breaks gameplay. You get used to it. (EDIT: Has been fixed in a patch.)
- 3 - Sometimes when I try to use items it will exit out of the item menu without trying to use it. Weird. Make sure to pay attention for the SFX for an item being used. If there's no SFX it canceled so you'll have to try again. (EDIT: This only happened for a few hours of my first run and then the controls started working fine after that. Not sure what the issue was.)
- 4 - I have come across a couple very minor bugs. I have a thread on the forums describing them. Nothing game-breaking. The dev is also on top of fixing them.

As I said though, those are all fairly minor issues. The game runs well, looks good, the characters and aesthetic are charming and it has a decent length, taking me about 8-9 hours to beat it the first time and about 15 hours to 100% complete it. If you like Metroidvanias and Point & Click Adventures then you should check this game out.. Great little game!

It is "kinda" like a Metroidvania - but the game its most like is Dizzy (and its bajillion sequels) - What we used to call an "Arcade Adventure" (blooming kids, get off my lawn, etc) A Limited inventory, some puzzles, some platforming - Take Item A and Combine it with Item B to make Item C, take Item C to location D and so on, with the swine being if you take item A, you have to leave item Q behind...Is it important? , will I need it later? Will I remember where I left it...?

Its Old School in what I personally think, is a very refreshing way - I've not played a game like this since I was a kid :)

Beautiful pixel graphics, lovely chip-tune music, old school gameplay - Love it. I once thought this a teensy side-game that DarkFalzX popped off while working on *Legend of Iya*. Boy, was I wrong -- it's a full-blown adventure that feels that much more epic because of its gargantuan, super-detailed sprites and the wide variety of its environments, not to mention its brain-occupying combo of puzzling and action. The smaller enemies do little to halt your quest, but they do add a dash of fine animation to the scenery; the bosses, though, can be tough enough to kill you a few times, giving you a much-needed slap in the face when you start to feel a sense of witchy omnipotence. The action is necessarily a little slow, since Belle and her foes are so big and detailed, but it never feels sluggish or sloppy or amateurish in the least -- and if the action wasn't slow, how else could you appreciate all the fantastic light and shadow effects?

Of course, this isn't just an action-oriented metroidvania, but a Dizzy-style puzzler as well. That means oodles of objects to pick up, some of which are useless, and limited inventory space for your character; you'll have to constantly sort out what you need to take with you, and what to leave behind for later. *Spud's Quest* (also available on Steam) taught me to take pleasure in Dizzy-style, but after years of trying to fill the bottomless pockets of point-and-click protagonists, I still can't quite acclimate to the whole "limited carry-on" thing. Nevertheless, I liked the puzzles in *Mystik Belle*, and as in *Spud's Quest*, it's interesting how simultaneously managing action and inventory makes even the simplest of puzzles tougher to grasp than the equivalents in point-and-click games.

This is a great game, and if you do decide to buy it, let me give you a couple tips that will help keep you away from FAQs:

1. Try any item you think might be useless on the dumpster.
2. If you can't figure out what to do with an item, or you're stuck on a puzzle, use all your non-junk items on Ms. Willow, Nicky, or Professor Sinclair, and they'll give you hints.. For purposes of a numbered review: 7\10 (This is subject to change pending any possible future changes to the game that may or may not occur)

At the time of this review (5\24\15), I have had many hours of play, and I have managed to complete the game on the "True Ending". That being said, many of the issues that I had with my first hour of play, did not get better, and in some cases did in fact get worse. I will touch base on those later. What I want to address first, is why I believe the game is worth investing in.

This is actually a well planned out hybrid of point and click collection\puzzle solving, and action platforming. Like the genre it pulls gameplay from, you can expect to need to observe your surroundings, and visual ques that the game does in fact deliver, and read what the NPCs have to say, not only about events, but the items you have available in your inventory. As you collect new abilities you are granted more access to the school. As you progress through the school, you gather more items to use and combine to solve the various puzzles that are presented to you. These puzzles are not overly complicated.

The sprite work in the game is spectacular. The sprites are large and detailed. The levels are also masterfully detailed too. The soundtrack to the game is also pretty fun too. All of these features make for a great base for a game. And if you can look past some of the current flaws that the game has, you will get a pretty enjoyable, and fun title that can occupy a good three hours for your first playthrough.

The following information will be a few issues I currently have with the game, and suggestions to fix the problems:

- 1) The backtracking. While this issue does not necessarily bother me overall, I can definitely see where this games flavor of it can and may drive some players off. As it stands, the game only allows you to carry five items in your inventory at one time. The chore of the matter comes from the large variety of items that you can encounter at any time. Several periods of time in the game will have you working with six to ten items, some of which may, or may not be useful. The way the game is designed, you have to do alot of switching to figure out which ones are which.

In classic metroidvania fashion, you go one direciton toward a boss. Enroute to that boss, you may find some areas you cannot access. Defeat the boss then move to a different area of the school. Along the way find yet another area you simply cannot access.

Gather abilities, rince repeat, gain access to more areas of teh school. This should be the only real reason you should have to backtrack and even successful metroidvania games get slammed some times for the rediculous amount of backtracking involved. This game does the player no favors by limiting the item inventory to five.

I personally believe this game does not need the limitation. The way the game runs at the time of this review, the limited inventory only serves to pad the length of the game in an annoying fashion as opposed to a constructive one. Personally, I don't mind the item management to much. I do however understand that other players may, and I will acknowledge that this feature of the game does in fact slow progress down. Considering the other half of the game is action platforming, the last thing you want to do in the game is provide reasons to drag down progress.

2) The action platforming elements. I found that the game has an issue registering double taps of any action that is NOT your attack button. I found that attack, responded 100% to every button press, where double tapping a direction to dash, or double jumping did not reliably work all the time. When portions of the game literally rely on accurate dashes and double jumps to gain ground and progress, it really hurts playability when these two actions do not work 100% of the time. I honestly don't know if this is a simple programming issue, or if there is something else wrong like unclear rule definitions (IE the limitations, and requirements to pull off the actual abilities. Timing and delay rules). There were countless incidents during my live Twitch streams where the Dash ability was not working, and the Double Jump ability did not respond when it should have.

I STRONGLY recommend adding an extra button that can be applied to the dash special ability. Performing the dash ability is single handedly the worst aspect of this game, and a total gameplay destroyer in my opinion. I found that the seemingly random activation of the dash ability was by far more annoying and infuriating than anything and everything else that the game has to offer. By applying the dash button to one key/button, it will help to constructively accomodate what is currently a broken dash system, by limiting the amount of times an accidental dash occurs. There were times when I hit left then right and ended up dashing. This issue sends me off ledges, or into shots and enemies that I would not have otherwise experienced. Like dashing in a chose direction, these accidental dashes seem to happen randomly, and only when I was frantically dodging enemies and their bullets.

I am not saying to remove the double tap all together. It would be more constructive to just simply add an option to turn double tapping on or off, and enable an actual dash button. In the end, I seriously found the dash to be one of the most detrimental elements that this game had on my enjoyment. Of all of the issues, (even the game breaking ones), this NEEDS to be fixed.

3) There were numerous occasions where I was unable to actually finish the game. Once, I had the science ninja fight end, and the science ninja ended up dropping the copper wire on the ceiling, preventing me from collecting an item nessesary for completion.

I also had an incident that happened twice (one with a happy ending). I finished a boss fight, and died due to the left over bullets during the bosses death throws. Before I was even able to learn the ability from the boss, I was teleported back to the council chamber, and denied the actual ability I was supposed to earn from the boss. This, as expected, left me unable to complete the game (the boss in question was the evil tree boss BTW) I had a similar incident occur during my live stream, but I did manage to get the ability.

All of these three issues taken into concideration, the game doesn't feel like it is an early access title (meaning it feels like a flawed full release that is waiting on patches to fix the launch issues.) I had alot of fun with the game, but think I will wait on my speedrun attempts until the dash\double jump issues are fixed. Given the price point, the game is worth a look. And should the three issues I have with the game be addressed, I would say that it is definitely worth a purchase.. It\u2019s a beautiful and cute game with great soundtrack and criminally low sales. You definitely should buy it, if you are into cute metroidvania-esque games with some quest elements.

You can call this game \u201ccutelvania\u201d: it\u2019s cute and it\u2019s metroidvania. You will explore a big magic school with paths blocked here and there, fight nicely designed but, sometimes, generic bosses and progress toward the end. The \u201cTrue end\u201d can feel a bit of anticlimactic, but I think that in it lies a twist and a lesson about how humanity evolved and became much stronger than SPOILERS.

Gameplay: it is your metroidvania: you explore the school; you find bosses; you defeat bosses; you gain abilities to progress through previously blocked paths. Some path requires you to solve puzzles just like old point and click adventures: here, have a bunch of items, now try to think how to combine them. Sadly, Belle\u2019s inventory is limited, so you need to think what you will carry around and what will you leave near the portal. Jumping and moving are kinda slow and \u201cfloaty\u201d which leads to

frustration at some sections (mostly, with bosses). Hitboxes are big, unfair and make me sad.

Story: it's cute and nice. No betrayals, no backstabbing, no evil plans \u2014 find ingredients for potions and enjoy colorful levels and enemies. I would surely play this game with my daughter (if I had one)

Characters: My teacher loves to unwind at nightclubs. Which is lovely.

P.S. For more awesome hidden gems, follow the steam [CRIMINALLY Low Sales curator](#).. It's a Metroidvania, but with all the fun and moon logic of a point-and-click adventure. Also, you can't keep everything in your pockets, so you're forced to build item caches around the castle (warp points).

The rest of the game is fine. It's pretty, it sounds good, you level up to gain health and better fireballs. There's two endings depending on how many hidden mcguffins you collect (I saw both. I like the "bad" ending better.) In every way other than the inventory system, this is a good game. The inventory was a constant annoyance. It was enough of a thorn in my side that I cannot recommend this game. Find your Metroidvania fix somewhere else.

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