Princess.Loot.Pixel.Again Download Thepcgames

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About This Game

Rescue the King from of a Evil Mage!
Get a beautiful Princess' hand in marriage!
Use various equipment and artifacts!
Dodge from enemies attack and jump over the spikes!
Enjoy pixel retro stylistics!
Have you already done this before? Do it again!

PLPA is a dynamic platformer with a combo system and special strikes, there is also a bit of rogue-lite genre. The principal aim is to get through all floors of the Dark Tower and outfight the main antagonist a Evil Mage. That's not easy due to a instant death which is followed by a full castle structure regeneration.

First of all, success in the game depends on player's skills, not on random. The player learns the game mechanics, operation of certain artifacts, items, skills and also behavior of enemies and bosses. The keynote of this gameplay is for a gamer to learn from mistakes and pump his own skills, but not only the protagonist's ones.

-The main thing about the game is having fun! No farming and excessive complexity.A gamer will face lots of fun things, unusual situations, easter eggs and references to other games. Self-irony also takes place.
-The total generation of location structure, objects, artifacts, traps, enemies and bosses.
-12 characters, different in performance and equipment.
-Create equipment and pump it with stones, runes and enchantment.
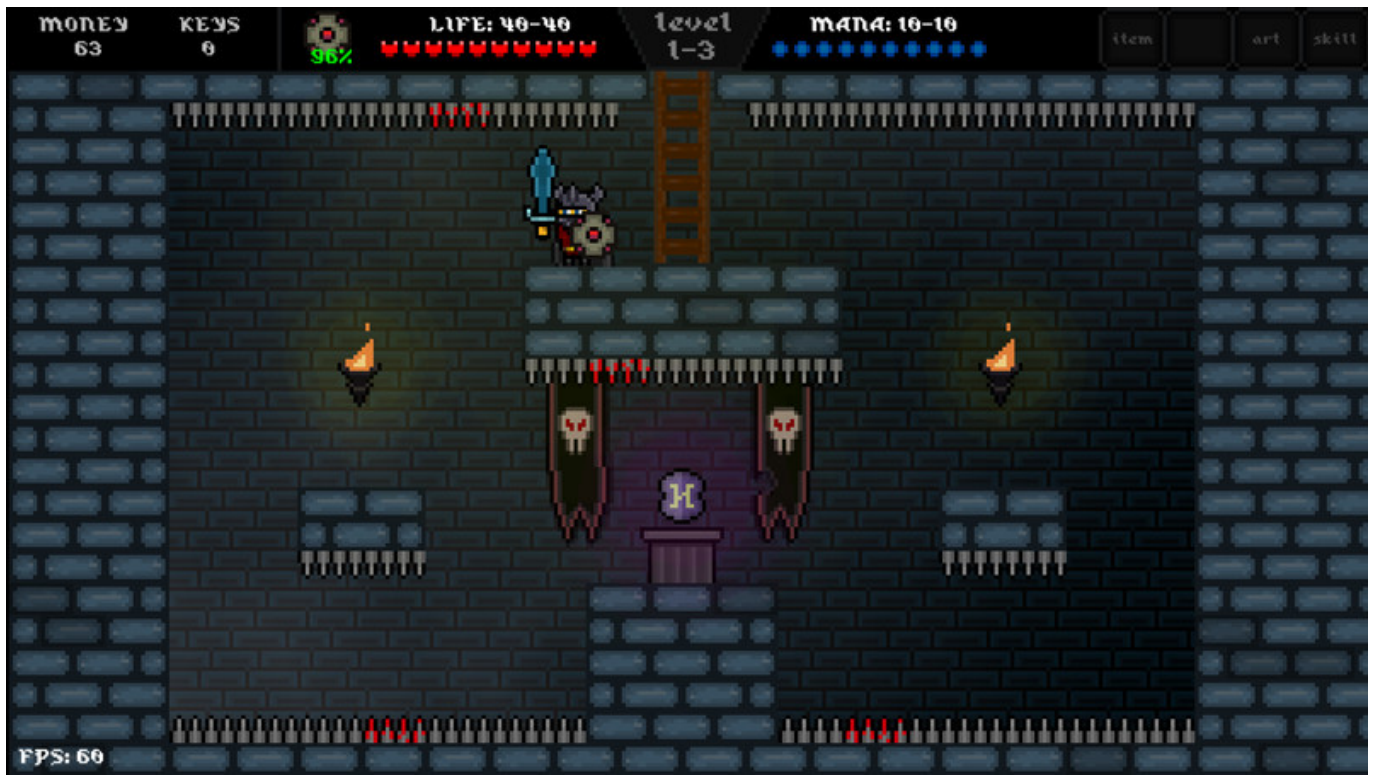-Hidden features and events.

-All of this and much more are seasoned by hurricane-like action with various strikes, skills and spells!
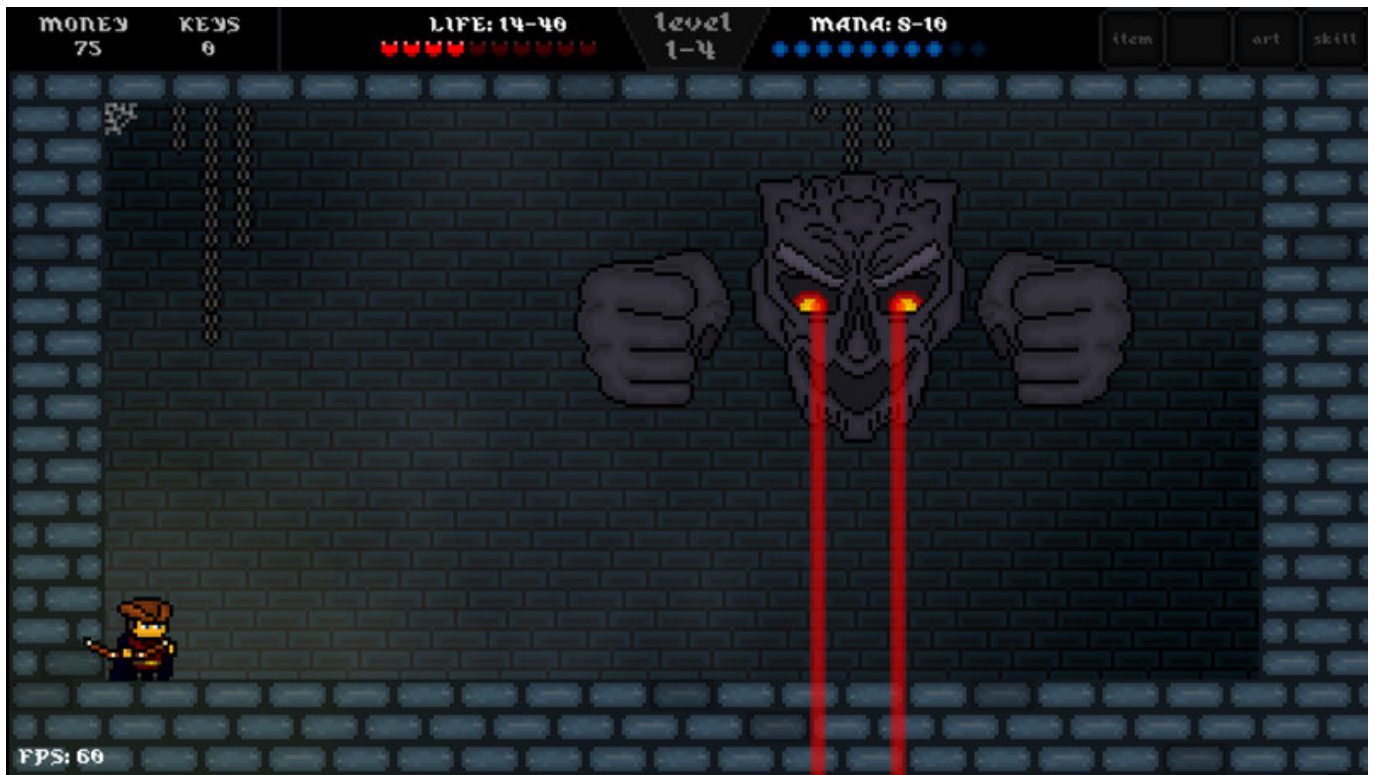
Title: Princess.Loot.Pixel.Again
Genre: Action, Adventure, Indie, RPG
Developer:
EfimovMax
Publisher:
EfimovMax
Release Date: 15 Apr, 2016

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English,Russian

It is hard.. This a very addicting game that can be a quick play, or eat a whole 2 hours of your time.

P.L.P.A. Is a 16-bit dungeon crawler full of randomizing rooms, Traps, enemies, bosses, an tons of items.

The item system used is a "Grab-n-Go" style where you find a power up and decide to take it or leave it. The enemies randomize just like the rooms, and the maps often times consist of 20 or so rooms. It always keeps me on my toes because its so EASY TO LOSE! The second you go "hey a potion!" you have a boulder crush you or an enemy hits you. Stay awake or sleep for good. Overall a fantastically made game. I am eager waiting for updates and play it regularly. Give the weak graphics some mercy, because this gameplay is GOLD.. Highly addicting game. Each class has its own feel to it which adds to the depth of the game (though the two hardcore classes are really just that). The music is quite good and adds to the intense atmosphere of the game.. Finnished this within 42 minutes, probably wont be playing again. Most characters are simply horrible like the "hunter" whose arrows have a very tight hitbox etc.

And the enemies are just moving around, not attacking (some of them have incredibly simple attacks) Bosses were ok.

. Hello!

Princess.Loot.Pixel.Again is a rogue-lite platformer, featuring a variety of character classes and a number of boss fights.

Upgrades in the game include equipment upgrades, Artifacts (which can have Active or Passive Abilities), unknown bottles (similar to the bang potions in Rogue) and runes (which grant (mostly) temporary boosts).

You objective to to make it to the final boss and defeat it in order to rescue the King.

Personally, I had quite a bit of fun trying out the different character classes and their respective skills, while learning more and experimenting with the Artifacts in the game. For a short-form rogue-lite platformer, I would definitely recommend this!

For more gameplay footage:
https://www.youtube.com/watch?v=zZA3s9zSuec&index=1&list=PLJERKFsvP1WXtbDoydP05TYV56FpFPQw2

. Not really a bad game at all, but there's just not enough content even at this price. My first playthrough took me 45 minutes exploring every single room. Prices for items are steep and resources are scarce if you want to open every crate and door. This would have been fine if the game just had gone on for a bit longer.

All in all there's just not enough effort put into this to release it with a price tag. It's close and everything's functional, but it needs more.

Interesting game but is lacking in many areas.

I got this game in a 10 pack of steam keys and was somewhat disappointed, though my expectations weren't very high. I expected this to play somewhat similarly to Shovel Knight in the way that they were both 2D side-scrolling platformers however, the difference showed me how much I truly took for granted in the latter. Such as remapping keys. You'd think in this day and age it would be standard to be able to remap keys to what ever would best suit the player how ever their isn't anyways to adjust them. This was particularly annoying for me as the default keys were mapped to W,E action keys, Q,L item keys, A,D movement keys, and J,K as primary and secondary attack.

Nor can you adjust the graphical settings. Which, I would like to add, ran very poorly at 24 fps, despite not even using 1/10th of my GPU's full capabilities making the game feel slow and choppy.

The game nailed the retro arcade art style and is very beautiful though, it lacks any plot or story. The "Story" mode literally shows you a scene where am old man, presumably the king of somewhere is abducted by a shadowy figure. There is no dialogue, no text explaining anything. Which brings me to my other gripe, the "combat system" is very strange and not explained at all. There is no short menu page explaining abilities, items, equipment, or even what the stat system means. You start the game entering a randomly generated dungeon and just seem to try to grind through all of them until you reach the end. This may be because I tend to gravitate towards story based games but, this just wasn't very enjoyable for me.. Release Update: This game looked like there was going to be more content to offer and had potential, but seems the devs either ran out of ideas or considered it to be done. My view of it doesn't change overall, but I am disappointed that this is the final product of it. :(

Early Access View:
This game was given to me as a gift after giving my friend a gift... yay gift exchaning!

You don't need much gameplay time to understand how this game works. I would get this game on sale than $5 though, despite how long you may be playing it.

The screenshots reminded me a lot of Rogue Legacy, but more pixelated. Apparently I was wrong on that... so much.

I see this more as arcade style than Rogue-Like though. Difficult with randomized level layouts, but doesn't seem that all punishing as other Rogue-Likes are when you die.

The controls feel... very awkward and difficult getting used to. Be great to rebind them. Pretty much the only issue I have.

There's no bugs or glitches, doesn't crash, story is purposely generic with a reason. This will be a good time waster when I have nothing else to do, but I don't see myself investing too much into it.

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BluePaw's Underrated Games List
Join and/or follow if you wish.. For the players: This is an honest review after spending some time checking out this game. This game is perfect if you have a child with around 3-4 years of age because this will mostly challenge him and not frustrate him as much. So far the gameplay is pretty simple, along with a nice catchy chiptune background music. But if you're looking for a challenge or neat mechanics or ANYTHING fresh and new, there are none... there's nothing much to offer except a great price for this game, which reminds me of the golden era of MS-DOS and NES gaming, mostly MS-DOS.

For the devs: Considering this is early acces, the game is quite simple so far, somewhat entertaining but extremely easy... if that's your dev team goal, keep it that way, if not... you need to increase the difficulty past floor 1, because... seriously... you don't give much of a challenge, everything seems TOO fair on the player.

The game needs more sound effects, I know it's early access but... a sword swing sound, a jump sound and a body land sound wouldn't hurt you know? Also the animations are too stiff and rusty, retro things are memorable and nostalgic but... try to remember why we got past that era... like, add ladder climb animations, a jump animation and most importantly a hit knockback animation, to feel like you're getting beaten. You got a decent project in your hands, try to polish it the most, but as it is in its

current state I can't recommend it, but I won't refund it because I got it on sale and I'd like to have a kid someday and probably show him this game to get him started on gaming. If my child enjoys something like this out of ignorance, when the good stuff comes, IT'LL LOOK BETTER! Like he plays this then he meets Legend of Zelda A Link to the Past UMFFF... I CAN HEAR HIM CRY OUT OF JOY AND HE ISN'T EVEN BORN YET!. I decided to buy this game because I got a voucher for 90% off, and tbf it's a nice little time waster which has had obvious effort put into it, and it really surprised me.

The gameplay is simple but fun, occansionally I would get a little bit messed up from the character not turning properly but that's probably just me being bad at the game :P Another thing I really liked about this game was the soundtrack, I would be interested to know what the music is for the first floor if anyone knows\/dev responses to my review.

In addition to this there are achievements and trading cards, all in all, a solid little game for 40p!

7\/10. good game, i loved the music, it's a very 90's rpg style of game, chose a hero save the king, cool spells and artifacts (theres an eletric guitar yeah!! \m/) a litle expensive but if you get it do it with soundtrack included it's worth in my opinion. I enjoyed it but the controlls are weird and some of the interfaces are difficult to use.