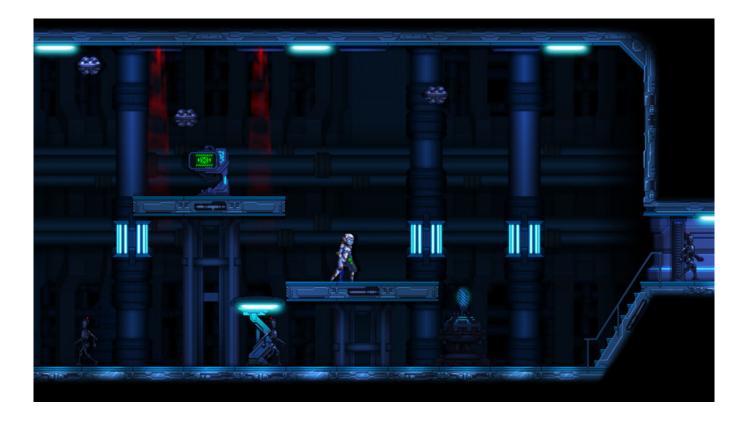Download ->>> http://bit.ly/2SKDhcd

About This Game

"Ghost" is a metroidvania where two super hackers hire a mysterious agent in order to infiltrate the Nakamura Space Station and steal the greatest electronic secret ever. Of course, the space station will defend itself, which is where the fun begins: the station's defences, with their never-ending arsenal of weapons and artifacts, will have to be destroyed. But the story gets more complicated when the hackers find out about their agent's hidden ties...

WEAPONS: Weapons reload on the go and they never run out of bullets. No need to hoard ammo for the boss battle! The various weapons can be found or purchased (depending on the game mode) and each one has its strengths and weaknesses.

GHOST: The protagonist is not the android you see, but the being that remotely controls it: a mysterious digital ghost that can leave its robot chassis, pass through doors and walls, control enemy androids, and use their own tools against them. What happens if the robot you control gets destroyed, you ask? Then your ghost will be free to control something else, or return to your main body.

UPGRADES: You can have as many as you can collect. The upgrades are passive, so they work without needing any special controls, and they don't run out or deactivate. They come in a large assortment, from aggressive drones to bullet improvements. Remember that the more you get, the more OP you are.

ITEMS: Devices you can use at any time. High-tech equivalents to potions and scrolls.

GEEKIES: Spread throughout the game are hidden "geekies". If you find one and activate it, something related to that geekie will change in the game (not affecting gameplay)... and the challenge is to find out what changes. I know, it sounds silly, but

some of them are funny.

SECRETS: 200 rooms have secrets in them that can be revealed by performing a specific action. If you find a secret, you're rewarded with a small permanent powerup that will make your character more powerful. In addition, finding all of the secrets in each level will reward you with something very special.

MAP: The whole map has around 300 rooms, divided into zones. Each zone has its own enemies, its own ambience, its own soundtrack, and, of course, its own boss.

STORY: The story is not to save the world, but rather to go on an intruiging journey wrought with humor. Not to mention all the dialogues and cinematics, all voiced in English.

GAME MODES: Ghost has 2 game modes: "classic" and "survival". Classic is similar to a metroidvania, where the more you advance through the game, the more stuff you obtain and the harder the enemies become. Survival is crazier, as you get stuff much faster and you'll soon turn into a killing machine, but you lose everything when you die.

SKILL TREE: The RPG component of the game is found in the skill tree, where you can spend skill points to level up characters, obtaining special skills for each one. Depending on what skills you select, your gameplay will change in an interesting way.

And the rest is a mystery, one that I shouldn't spoil... you'll just have to discover the rest on your own.

Title: Ghost 1.0
Genre: Action, Adventure, Indie
Developer:
@unepic_fran
Publisher:
@unepic_fran
Release Date: 7 Jun, 2016

 a09c17d780

Minimum:

OS: Windows XP or later

Processor: 2Ghz or faster processer

Memory: 2 GB RAM

Graphics: 512MB VRAM (NVIDIA GeForce) There can be problems with INTEL graphic cards

DirectX: Version 8.0

Storage: 250 MB available space

Additional Notes: To play normally, screen must be no smaller than 1280x720. Best resolution is 1920x1080. There can be problems with INTEL graphic cards

English,Italian,German,French,Russian,Czech,Hungarian,Simplified Chinese,Japanese

POWERUPS

WEAPONS

SECONDARY WEAPONS

UPGRADES

GEEKS

Click to disable/enable.

Click to disable/enable.

Weapon: Linux gun (Lev 4)

Shoots a small container at your target freeing a robotic penguin that shoots lasers from its eyes.
AMMO: 7->8

Right Mouse button to use. Mouse Wheel to swap.

This is a great game. It has a funny, yet well done storyline. Is it too much to ask for Ghost 2.0?. Good game, great graphics, good characters, voice-acting for Ghost is exellent. Enjoyed the game immensely. Then i meet the first boss. It is broken. Some reviewers say it is too hard, but it's just broken. I was happily playing on medium, but even on easy this thing can be beaten only by pure luck, insane amount of grind (or equally insane amount of skill that few of us need). And even after you kill it, it still can kill you. This is just stupid. I don't want to fight this abomination again until it's fixed.

Games must be enjoyable. If you want your game to be hard - that's ok, Dark Souls is enjoyable and hard game at the same time. The key is consistency - the very first enemy in DS can kill you easily and you have to take things seriously (and run). In this game you walk your way to the first boss without any difficulty. You explore, laugh, fight and all of this is very light-hearted and casual. Then you meet this broken boss, and instead of fun you get only anger. No, thank you.

If you want to play something like this game but without broken bosses, i recommend Dex.

UPD: Changed my recomendation from negative to positive. Yes, i was really angry but negative is too strong. After i beat that damned thing i had great time playing. Still think first boss is broken (second one is walk in the park in comparison).. A very competent Metroidvania made by Unepic (another metroidvania) developers. You play as an entity that controls a digital "Ghost" which can possess various machines, collect items and skills and hack her way through the spacestation.

The game feels closest to Axiom Verge but I've had much more fun with Ghost so far. It's less minimalistic, more fleshed out, with multiple items, consumables and interactions. Also it's lighthearted and at least tries to be humorous, while Axiom Verge is quite dark and gritty.

I bought this game on sale and can heartily recommend it to any metroidvania\/action platformer fans! :). A new title for the lists of Indie Jewels. A really good game and the plot keep you expectant. I loved the humor that they put in the history and the end was spectacular. I enjoyed it from beginning to end.
No doubt you should buy this game and enjoy all the magic and love that the indie developers put in their titles.

Un nuevo t\u00edtulo para las listas de las joyas Indies. El juego en verdad cumple y la trama te mantiene expectante. Lo disfrute de principio a fin.
Me encanto el humor que le ponen y el final fue espectacular. Sin duda debes comprar este juego y disfrutar toda la magia y amor que los desarrolladores indies ponen en sus t\u00edtulos.

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