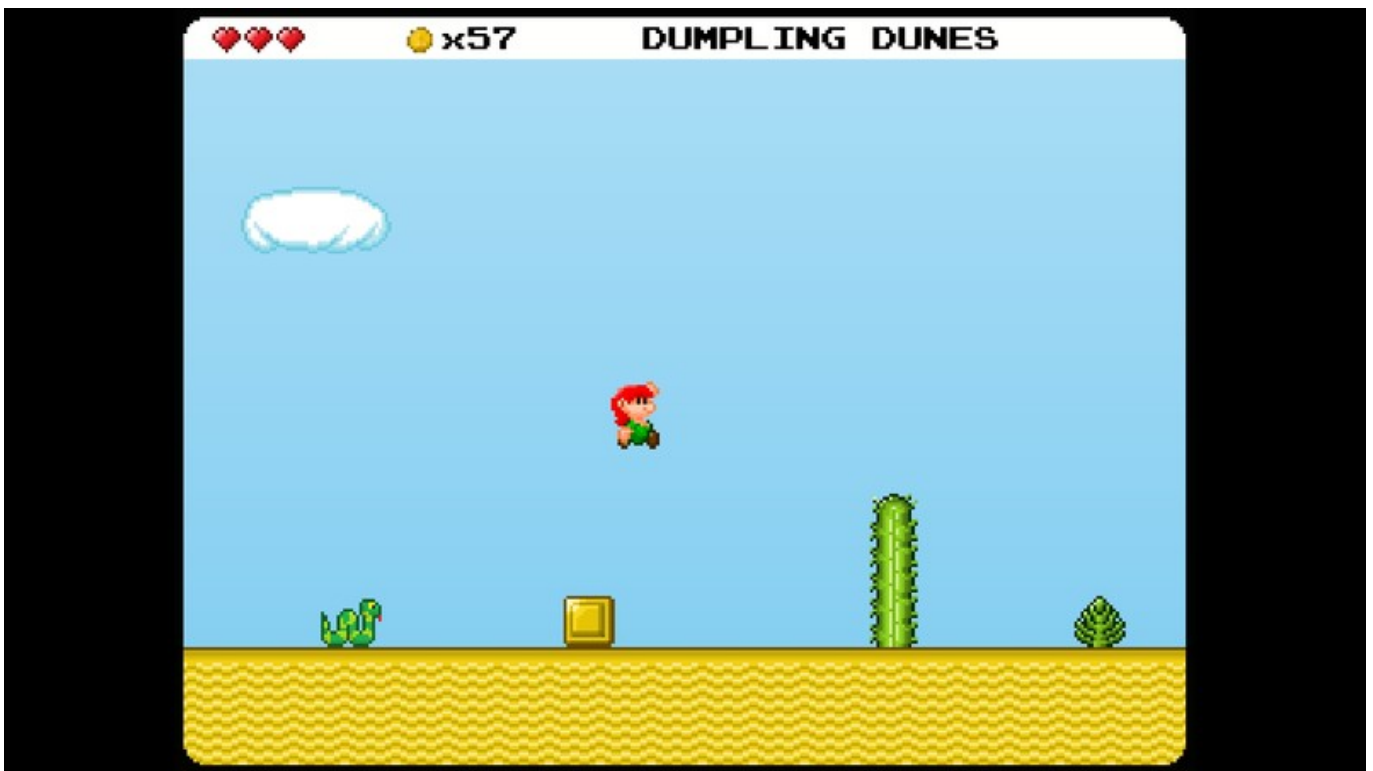

Omegaland Crack And Patch



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About This Game

Omegaland is a cute, simple platformer inspired by the classics.

Princess Omega has lost the five magical keys that open her castle - only you can help her! Explore the Flower Kingdom, from the icy island of Eisland to the hot desert of Sandkuchen Island, meet colourful creatures... and jump on their heads. Collect coins, purchase upgrades, and discover secret treasures on your heroic quest! After all, helping princesses is what heroes do.

What could possibly go wrong?

Features

- 25+ levels!
- 3 regions to explore in the order you prefer!
- 5 castles to plunder!
- Many secrets to discover!
- Treasure! From sacks of coins to big ol' chests, there's plenty to find!
- Lots of achievements!

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- Collect coins and buy upgrades from wizards!
 - Visit the crazy hermit's shopping mall in Hermit Hollow!
 - Face the challenge of Tiny Hill!
 - And be prepared for a few surprises along the way...

Credits

Written and designed by Jonas Kyratzes (The Talos Principle, The Sea Will Claim Everything, Alphaland), with graphics by Verena Kyratzes (The Sea Will Claim Everything, Serious Sam 4).

Gameplay

The gameplay consists of classic platforming, but is more relaxed than other games in its genre. Exploration is encouraged, and the levels are full of secrets. There is no timer forcing you to move quickly, and you don't always have to move forward.

You explore the world using the map, so you can play the levels in a large variety of orders. Not all levels have to be played, but all of them contain stuff to find. There are also safe areas like the village of Happy Hill Homes, the Caravanserai in the desert, and the crazy hermit's shopping mall in Hermit Hollow. There you can talk to the locals and purchase upgrades like Extra Hearts or Double Jump Boots.

Title: Omegaland
Genre: Casual, Indie
Developer:
Jonas Kyratzes
Publisher:
Jonas Kyratzes
Release Date: 12 Jul, 2017

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English







I love everything about this. Charming, cool concept, crisp design and amazing music!. A wonderful, cheap, five hour platformer. Recommendable to anyone who stared too deeply into Game Design at one point or another.. Really unpolished and basic. No controller support and no way to reconfigure controls. If you're a fan of Jonas Kyratzes, you might enjoy the narrative, but there are better options out there for gameplay, even at this price.. Nice, simple platformer with gradual difficulty curve that can be alleviated by occasionally finding or buying health upgrades. Also the general tone of the game is consistent. If you're interested in making a platformer as well this is a good game to study.. Definitely a fun little time waster. There is a bit of a challenge, but nothing that you cannot overcome by trying one more time. Be sure to get any upgrades you need prior to turning in all of the keys.....and that's as close to a spoiler as I will get ;-). Omegaland is a simple, yet charming Super Mario Bros clone... or is it?

The game is what it looks like - a neat little platformer that you wouldn't expect to be particularly serious or well made, with a cheerful tone, simple graphics and not a lot to actually do. Or, at least, for a while. This game takes a turn so sharp that you may as well call it two separate games. The second half, while *literally being built upon what you have already seen in the first part*, is entirely different and unique, not just within the game itself but also between games in general - a distinctive concept that comes at you fast, pulls no punches, and leaves you wanting more and more.

This game is made by Jonas Kyratzes, an indie developer who stands out with very creative video games and the way he approaches politics in them. As any game he's made, this one is certainly worth your time and money, even if it might seem like a waste of both upon first glance. If you want to try something really good from the *indie tier of indie games*, I highly recommend trying both this game and other games made by this developer.

As for the game itself, well, it's no *The Sea Will Claim Everything*, but it's got a whole bunch of its own tricks up its sleeve. The first part, while not outstanding besides a few funny jokes, is alright - it's not bad, but it's what you'd expect from a low-budget platformer with some quality, but lacking anything new, any direction, creativity. The second half turns that around completely, with a strong change in tone and level design based on pre-existing levels, but entirely repurposing them for something else, unique for each level. Suddenly, it's a creative game with a message, purpose, direction, aesthetic, story.

Jonas's work is overflowing with creativity and charm, Omegaland being no exception. As all of his work, Omegaland is massively overlooked, this game deserves attention that it doesn't have, so if you haven't heard of this game or have seen it and decided that you're not interested, trust me, get this game and give it some time - you'll know when it takes a turn, and you'll know that it's brilliant.. quote;Sometimes I think about how beautiful the world could be."

I give it 8/10 guillotines. [Nominated for the "Defies Description" Award](#)

A very fun, simple, and interesting platformer with a load of content. Lots of great style and humor. Definitely worth the cheap price.

You don't know what you are missing here! But you can tell the fun from the screenshots and trailer. Or can you...? :). A delightful platformer that gains in depth at about a third of the way in. Definitely worth a shot.

I nominated this game for "Best Alternate History" Award 2018

this game was fun, i also liked that you could resize the window. Omegaland is a coin-collecting platformer reminiscent of early 90's cd-rom games. The story is standard save the princess fare with a nice twist mid-way through the game. Level design is a mixed bag, ranging from downright awful to ingenious. Some require specific character upgrades to complete, while some are quite trivial. Overall, I had a fun time with it.

- + Story twist is neat and rather well done.
- + There are multiple ways through multiple levels.
- + Does not take itself too seriously.
- + Music and sound design is great.

- No controller support. Keyboard control scheme that is absolutely brutal for left handers. I had to use my right hand for WASD and crossed my left hand over my right to hit ENTER for jump.
- Some levels require specific upgrades to beat, which for story reasons you might not even know is available to you.
- Considering how powerful you are by endgame, the final level is a bit underwhelming.. Great little game!. I play A LOT of indie platformers & let me tell you...this is a good one. There is a nice sense of open ended-ness to teh world and most of the levels provide JUST THE RIGHT AMOUNT of difficulty where you are never pulling your hair out. Hella fun.. fun
- + music is somehow quite perfectly done
- + quick restarting. This is not the game it looks like.

It takes a while to blossom, but you will know the big turn when it happens. Like many of Jonas Kyratzes's games, the writing and setting are cute and clever with an undercurrent of rebellion and poignant horror.

The platforming itself is just fine, but it's the setting and writing that you should really be looking at. If you liked Kyratzes's Alphaland or Phenomenon 32, or if you like games like Frog Fractions or Undertale, you should check this out.. No controller support for a platformer??? I Cant stand playing this type of game with the keyboard. Not worth the \$3 as it is right now :(.

Before the "few surprises," I liked this game a lot. It took a while to get used to the physics, but the art was cute, the collectibles and other jokes were funny, and figuring out the layouts of the castles was a fun challenge.

After the "few surprises," I loved this game. The music and sprawling levels create a real sense of awe, the sparse dialogue gives me just enough to care about the characters, and the Omegaflow mechanic is a brilliant metaphor for the capricious world Jonas experiences (e.g. cat emergencies). There are also great callbacks to previous games in the Kyratzesverse (a term I coin precisely because Jonas will hate it). Try it out!. For \$3 this is a steal. A neat (if a bit on the easy side) little adventure from the guy who wrote TSWCE and The Talos Principle with some fun twists along the way. Bring the kids!*

* Don't actually bring the kids. Trust me on this one.. A simplistic platformer with stiff controls, dodgy hit detection, questionable level design, and no gamepad support. At least Kyratzes found time to include lots of bone-brained communist propaganda!

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