Sigi - A Fart For Melusina Activation Code And Serial Key For Pc



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## **About This Game**

Super tight gameplay and wonderful pixel graphics make Sigi a light-hearted and loving 8-bit adventure to enjoy.



Join Knight Sigi as he runs, jumps, and battles in a flatulent quest to save Melusina, the love of his life! Take down hordes of goofy enemies and crazy bosses. Earn riches, find long lost holy artefacts and make your way up to the top of Mount Stinkup!



- 8-bit pixel graphics and chiptune soundtrack (Saskrotch)!
- Detailed animation, parallax backgrounds, and solid game design.
  - Hordes of goofy enemies and unforgettable boss fights.
- Secret caverns full of loot to collect and long lost artefacts to find.
  - Trading cards coming soon!



Collect all letters and hidden treasures to complete 100% of the game! Platformer junkies and speedrunners could finish Sigi in around 30 minutes! For everyone else, completing the story mode will take roughly 1 hour.

But beware! Aiming for a score of 100% will put you to the test! Are you a standard player or a gamepad master?



We learned a great deal while making Sigi and worked very hard to create an enjoyable experience for the player. Indie all the way, we wish to integrate you and the community in our upcoming projects which, with your ideas and feedback, will be even better.



Title: Sigi - A Fart for Melusina

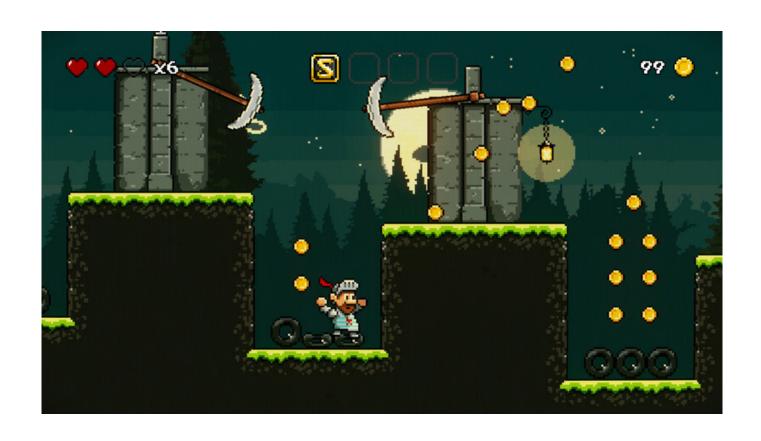
Genre: Action, Indie

Developer: pixel.lu Publisher: pixel.lu

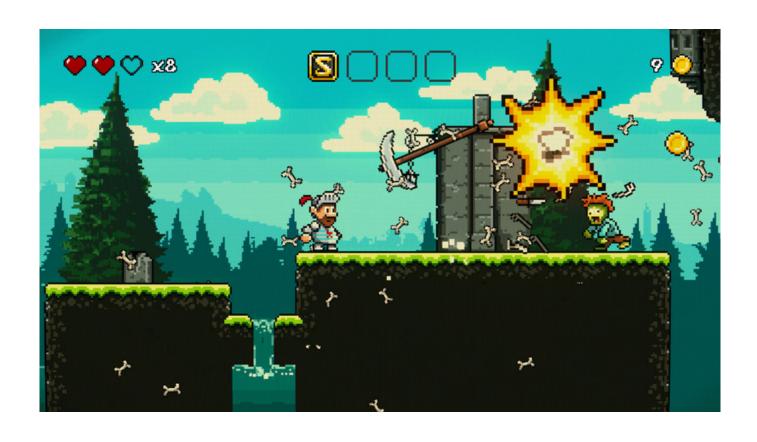
Release Date: 22 Dec, 2017

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English,French,German,Portuguese







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Honestly ? I thought it could be fun but, didn't this game litterally rip off gameboy mariokart sound fx ? I hoped the gameplay would be correct but actually it doesn't run so well and returns always to a small size when you maximise it without using full screen mode. I knew the risks, it's fine I got it on sales. Don't get me wrong, I love pixelish retro games when they are well made (depending on my own tastes of course). Don't get it. Not a great game and not an interesting consept. The best way to describe this game is a kids version of ghosts n goblins. You play as a knight, trying to rescue a mermaid from monsters. The gameplay is very similar in that your main weapon is a throwing lance and along the way you can pick up other weapons like daggers, axes etc. Monsters you fight are also inspired from that series and include stuff like zombies, skeletons, bats and the like.

It feels like ghosts n goblins but is very easy. You can take 3 hits instead of 2, there are liberal checkpoints scattered across the games 20 levels, tons of 1-ups and health power ups as well. Even if you die on a boss, they do not regain their health so you just pick up right where you left off, not that you will die that often, if ever.

The game has a nice 16 bit look to it, tight controls and it is fun to play. You can breeze through the whole game in about 30-40 minutes, and this it is nice once in a while to take a break from challenging games, zone out, and just enjoy a fun, well made game.

I enjoyed it, if you like the ghouls n ghosts series style of gameplay it is worth checking out, and if you have kids and want them to play a game like ghosts n goblins without giving them high blood pressure it is well worth a look, For such a cheap asking price there is no reason not to play this game if it looks interesting to you at all.. Fun, but very short casual platformer. its 99% fun to play. but the last boss is a horribly piece of s\*\*\*. even Cupsouls makes more fun to die. than grinding dozens of ups just to luckily random hit that boss. that boss could have been done better.. Bought this game, most likely on sale, a little bit ago, and started it up last night on a whim. That's exactly what it's good for, a play on a whim. It only takes about half an hour to complete (in fact, one of the achievements is to 100% it within a thirty-minute run), and, while some might argue that that's too short, I think it's exactly the right length for what it is.

The visual aesthetic clearly harks back to Ghouls And Ghosts, but, believe it or not, with the exception of the projectiles, the gameplay is more reminiscent of Donkey Kong Country.

- Fast-paced and well-constructed platforming
- Bouncing off of enemies and inexplicable tyres
- Collecting four letter icons grants an extra life
- Drop from a height onto certain spots on the ground to unearth hidden items
- Breaking open walls reveals bonus rooms, which also serve as a completion metric
- Firing out of cannons
- Dancing to a short jingle at end of level My only critiques are:
  - o In spite of the titular fart jokes, they don't surface in the gameplay at all. I was expecting weaponised or

propellant farts, but no, it's just in the sound effects.

- The screen shake effect is a bit excessive, but fortunately it can be toggled.
- Some weapons you collect are clearly a downgrade form others, but it does vary the gameplay rapidly.
- Extra lives are more like an additional (and copious) HP count, in that there's barely a penalty for dying. For some reason, the end boss is a big green Hulk. Yes, you know, that one. The one whose shirt rips.

This is a great little game which will give you an hour (or so) of fun. It has the flavour of classic video games with a comedy twist. It's Ghosts 'n Goblins with farts and wennies.

I hope I'll see more from this developer soon!. Very tight farts. Game's good.. ABOUT SIGI – A FART FOR MELUSINA SIGI – A FART FOR MELUSINA IS A 8-BIT RETRO PLATFORM GAME WHERE YOU CONTROL SIGI, A KNIGHT THAT FOUND THE BEAUTIFUL MELUSINA, BUT WAS NERVOUS AND FARTED IN FRONT OF THE GIRL AND NOW HE NEEDS TO FIND HER. THE GAME WAS PUBLISHED AND DEVELOPED BY PIXEL.LU, RELEASED AT DEC 22,2017 BY THE PRICE OF \$2.99.

Criterias

Gameplay

Graphics

Duration

## Gameplay

In this title you need to find Melusina as telled before. For this you control Sigi, a brave knight across 20 levels, with 4 boss battles and need to also find all the letters 'S' 'T' 'G' and 'T' across the levels to win a life. You also need to find 3 treasures across the levels to complete it with 100%. Most of the levels have a secret cave that you need to found by shooting walls and waiting they make a noisy sound. The controls are simple, needing only your move with WASD, arrow keys or the controller, and two action buttons, like on the retro consoles, one for jumping and another to attack. You'll found some weapons across the levels that have a limited quantity of use(not showed in the game).

Read the full review at <a href="http://crassbee.com/sigi-review/">http://crassbee.com/sigi-review/</a>. When I've first tried it was really hard and stopped playing with it. After updates the game balanced properly. It provides fun and challenge at the same time. It's a must have Mario clone.. Bought this game, most likely on sale, a little bit ago, and started it up last night on a whim. That's exactly what it's good for, a play on a whim. It only takes about half an hour to complete (in fact, one of the achievements is to 100% it within a thirty-minute run), and, while some might argue that that's too short, I think it's exactly the right length for what it is.

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For some reason, the end boss is a big green Hulk. Yes, you know, that one. The one whose shirt rips.. Nice little gem with great feeling of Amiga/C64.. funny platformer game just as Super Mario - everything is done properly, game is fun, playable and extremely addictive

most of platformers offer this "jump and gather stuff", some add to it some more shooting, but this one tops the rest - first, its fun to shoot the lamps - they appear to be destroyable! second - lots of different weapons with their own effects and

trajectories, third - supermosters - when a platformer turns to some fighting game for a level -

i enjoyed the game, its great for the price, and i even honestly think it should be sold more expensive!. Nice game! Funny and good pixel art!. A fun little game but rather one shot. It's easy, it's pleasurable, it's fun. Music is in the chiptunes style, graphics are simple but tidy.

I have but a few gripes with the game:

- what's the point of ghost enemy? he shoots once and then freezes in place
- the whole game is easy but the last boss is insane in comparison to whole game better to collect those 30 something lives through the entire game, you'll need those one ups
- the game is way to short it takes about 25 minuts on the first playthrough
- imo there is little to no reply value per se. Maybe after some time have passed when I forget the level layout

Otherwise be sure to give it a go, it's a really fun game.. great game i have alot of fun with this game i recommend buying it this looks like a game you could speed run

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