
Missileman Origins Cracked



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About This Game

Missileman Origins is a retro-esque action-platformer set in a world where robots and humans co-exist as civilians. Missileman himself is a humble bot that wishes he could, one day, become a hero. He knows he has the potential to be one, but it's never fully realized just how capable he would be. His father, Dr. James Qworp, is one among a few scientists to bring together a particular group of robots (Missileman included) to set up the first ever *school* for them! Things don't quite go as planned, as chaos occurs when both the scientists and bots least expect it. Could Missileman be the one to keep things under control and find out where evil is being generated?

The gameplay itself consists of running, jumping, and shooting, as well as whatever else would occur throughout the game's levels.

And when the game doesn't focus on the action and gameplay, it will bring various characters and personality to the spotlight with dialogue exchanges and cutscenes all utilizing text boxes. There will be six levels, each with a solid length, variety (as well as the in-game ABSO Robo High school to explore) and many other surprises!

-SIX WIDE, ACTION-PACKED LEVELS AND BOSSES!!
-INTERACT WITH OTHER CHARACTERS AND OBJECTS!!
-EXPLORE AND FIND HIDDEN SECRETS!!
-ONLY **\$1.99** - TRADING CARDS AND OTHER COMMUNITY ITEMS INCLUDED!!

Note: If you use gaming controllers, it is recommended to use a program (such as Joy-to-Key) to manually configure support for this game.

Title: Missileman Origins
Genre: Action, Indie
Developer:
Ryan Silberman
Publisher:
Opium Pulses Entertainment
Release Date: 22 Feb, 2017

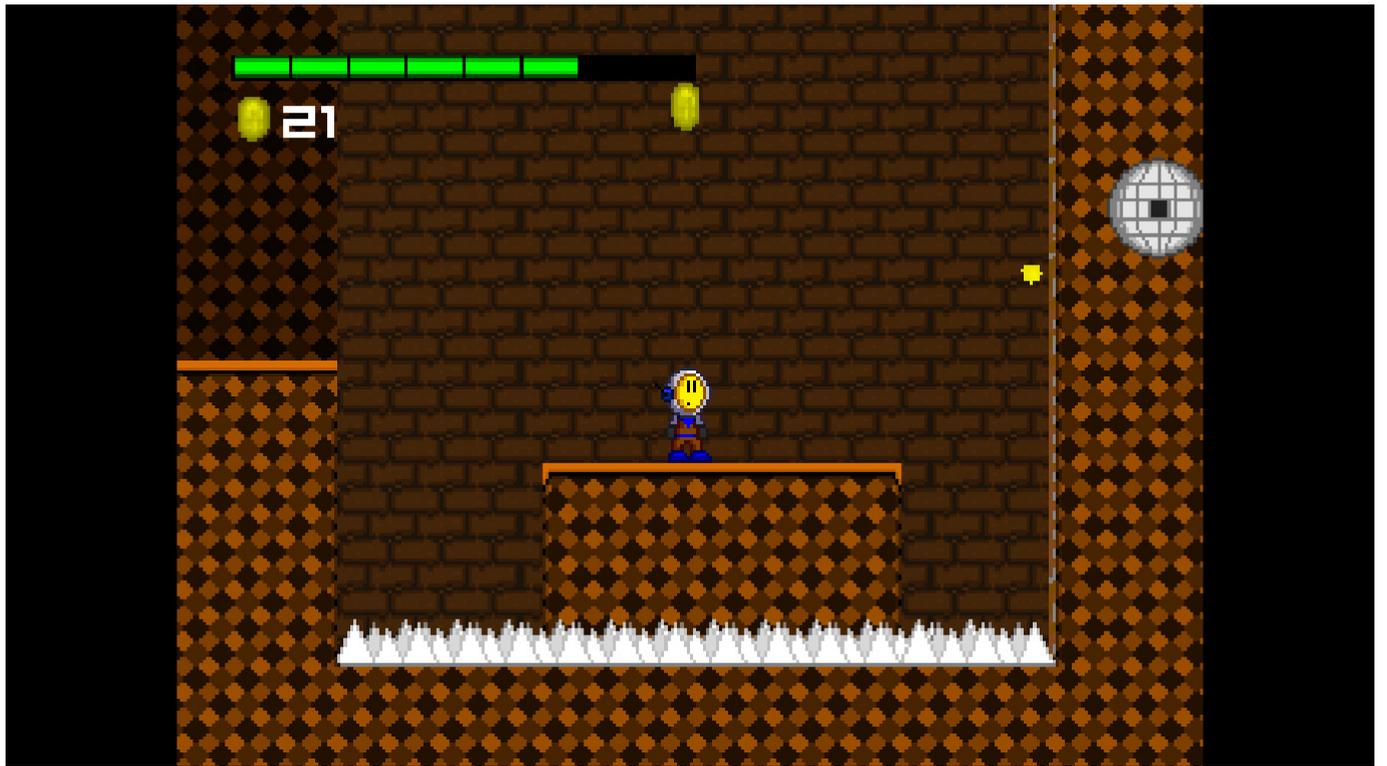
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English

Godspeed, boy! Don't let anything
stop you, Missileman.







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Overall, I think I'd give it somewhere around a 7/10. On my rating scale, that's not a bad score by any stretch. Good stuff.. Man, I have been waiting for this one for a while now. I've only known you since 2012, so I never got to experience the "old" Missleman games besides Spy Strike 2. I always wanted to see him back into action. Did you notice him in Alexander High 2 in the fourth level? If not, that's okay. Anyway, I really wanted to play this game and see how much you've improved from previous endeavors.

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MECHANICS: (4.5/5)

It's obvious you used Zach's old platforming engine, the same for Dynamite Alex. That's not a bad thing, really, as it was a decent engine. You seemed to use it the way it was designed. I did notice some bugs, but there weren't many. The only real issue I can find in this field is shooting while on a wall. While it seems like you can't, you actually can. The bullet is destroyed by the wall. What I'd do is have him shoot the opposite direction from the wall, like Mega Man X.

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