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Willful Download For Pc [Ativador]



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## About This Game

Willful is an adventure game that borrows elements from Mega Man, Metroid, and other classics from the 80s and 90s. The Player takes up arms as a sacrificial offering named Will.

As the player explores the different areas in the game they can spend money on powerups and golden carrots which grant access to new worlds.

It's up to you to stop the reign of a mysterious entity named Behemoth, and his group of crazed followers!

Stuff you can do in Willful:

- Shoot things
- Make friends with a rock golem
- Buy from sketchy carrot dealers
- Traverse a giant computer chip
- Battle against bosses
- Explore ten different worlds

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Title: Willful  
Genre: Adventure  
Developer:  
Luke Vincent  
Publisher:  
Luke Vincent  
Release Date: 9 Aug, 2017

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English







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I thought the game would get better after leaving the beta state, but I'm disappointed. It stayed the same. It could have been better if you could play with other players in the same game play. And more stuff that you could do such as other game modes.. Not a bad game.

I've played enough side-scrollers to last me a lifetime, but I gotta say, the jetpack is pretty cool. It allows for a lot of movement options not really afforded by standard gameplay. The powerups coming from money which you then spend to buy stuff is an interesting choice, I dunno if I like it. And the only downside I see to running out of fuel (on which your flamethrower and your jetpack both run off) is not being able to use said flamethrower - your jetpack can continue to 'run on fumes' as it were.

I dunno, obviously you're probably not going to buy this game for this game alone, I expect you're picking it up in a bundle or something.

Mainly, this is a nostalgia game, I think.. Paid Alpha for the 2016 version. It sucks, too.. With roughly 3 hours of playtime I think a good chunk of it were spent just on the ending section alone. I loved the art, the mechanics, the amount of bonus levels, the bits of story found in the items. But the last level's massive difficulty spike undid all the charm for me.

The story opens with some standard 'this weird kid is stressing out her mom, and then she possibly goes to some fantasy land.' It's fine, but the meat of the narrative shines in the item descriptions as you scrounge around levels looking for these little trinkets. The items also allow you to unlock bonus levels that get really challenging.

The main mechanic of the game is using this little ball of light to swing around Little Bug. It takes some precision, but it mostly feels like a fair challenge throughout the game. There are obstacles that constantly ramp up the challenge in the form of spikes, enemies that chase, homing rockets, slippery floors etc. It's all very well done and has a nice pace, until the end.

The design for this level was just too many curve balls thrown at once. The majority of the game relies on swinging and avoiding some obstacles with mostly healthy check point areas to alleviate frustration. The ending level instead has you guiding your light through a maze while simultaneously moving little bug around, on top of that you have death hands rapidly approaching, some parts of this section are brain dead easy but lined up right next to extremely difficulty parts and checkpoints are way too far in between.

At this stage in the game I really started to see the cracks. I started see when either of my characters would get a hiccup on a platform or wall, or when my light would feel sluggish or too fast. I just felt no sense of reward at the end.

Overall it's a great game. Very short and with a painful difficulty spike, but still pretty neat.. The game at 1st I thought was bad. But I kept coming back to play here and there, My highest character was like a lvl 13 with my side beast evolved into a freaking werewolf, that hit 30-40's I was swinging 60+, I sadly just got mobbed. It was a pain keeping the beast alive basically flee stay never fight to keep him alive. great game I got it on steam wondering how I can get it on my iphone???? any help there?. It's a game from 35 years ago that has been remade to be better. The NES mode is hands-down the best one.

That all being said, it's a fun game and would fit very well on a portable console in the modern era, I think. A great way to waste a half hour at a time or so.. a very fun platformer deathmatch.

simple controls, 8-bit sound AND graphics, fast-paced action, and a sense of humour. something you can play with your children.

fantastic as a multiplayer casual game for Friday night parties.

[here is a review / first time playing video](#). Expecting fun mouse minigames like the ones in Mario Paint? Nope, just brutal, sadistic, unfun challenges here. They even show you getting whipped by a dominatrix after you lose to drive the point home.

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Terrible narration, utterly stupid story, and most of the puzzles made no sense.. Gives ranged units more roll in the human warbands and also gives a lot of utility to warbands. Worth it.. Bought this game for me and a friend just because of the Steam trailer. 10V10. It's not super polished but it's free, short (no save states but you really don't need them tbh), and fun. Almost feels like a proof of concept. I'll be keeping an eye on these guys!. This game was so much fun and I've found a new universe and lore that I enjoy!

It is a point and click game with great humor, abiet extremely dark humor. Some small memes and easter eggs too scattered throughout. It's not exactly a kids game, due to some language and subject matter, but it's not too extreme either. It heavily reminds me of the old Monkey Island point and click games, which is a good thing as those are classics.

I got it on sale for about \$10, I don't think I'd pay the full price for the game, as it's lacking in some parts but for my \$10 I was extremely satisfied with what I had. I got about 8 hours out of the game, but as with most point and click games I get stuck/just wanna experince the story so I started to use a guide. Some of the items to me feel like you wouldn't even think about trying them, so I guess if you had time on your hands and randomly trying to click on everything you'd get longer than 8 hours out of the game, but still 8 hours is pretty long for a point and click game. Or maybe if you're smarter than me you'll get it done faster. There's also alternate dioulague options which extend gameplay if you want to go back and try all of the options and not just click on the obvious ones relevant to the plot.

Overall I enjoyed the game, but a few problems to note are some minor visual glitches + one single line isn't voiced in the game. First of all, I'm not sure if it was a stylistic choice or not but Cid stands out as if he doesn't belong in the game, making it look slightly unfinished. He has no shading, and compared to the bueatifully done backgrounds and the fact other NPCs had the coloring and shading to match the bg, it's kinda odd. Though it could of been purposeful so he DOES stand out against the world, I just personally think it'd look better if he had the propper lighting and shading on him + I did find concept art online that had him drawn with the lighting done correctly. That aside though it doesn't really break the game and the game is still enjoyable. Some other NPCs look like a diffrent art style and aren't up to par with others, like the Romero brothers look like they are done in a diffrent art style, more pale and washed out, espically the small one, Mongoose. I also noticed Mongoose is missing a line in the cryptd, though the subtitles still display so it's not a problem, and the Imp Scout's body just didn't load in so he was a floating head and limbs. Again nothing that outright broke the game.

Getting into spoilers now, so you have been warned... The ending felt a bit lackluster... as soon as you enter the underworld and see that stained glass you know it's gonna go the typical route - Cid is actually a lost prince, and thus the actual rightful ruler of the underworld. I was expected to finish the game and Cid take his place, but he just completely brushes it off thinking its a mistake, and blows up Vigo's castle and then head's home to Darkestville... Humble I guess, and points for not being cliché, but It just felt unstatifying knowing he didn't resolve that and no one pointed it out to him. They also don't explain what happens after the Romero brothers find out Cid is a demon, and lied about being Dan Teapot. I'd love to see their reactions and opinions about him once he tells them this, espically how it effects his small crush on Foxy, etc. It's never resolved though, we just get the credits. I'd also like to know who the narrator is too, all we know is that they are a demon and find the ending sad because Cid can do good... Room for a sequel mabye?

My complaints aside the game was very good and fun and I enjoyed it, money well spent. As I said I love the universe and lore and it's so sad there's not more content for this game. It seems to be originally russian so over in the russian forms or something maybe I'll find content but as for english users there's like little to no content or fanart about the game which is sad. I really do enjoy the universe and characters, and If a sequel is ever made, I would totally buy it!!! I had fun and I'm sad the joruney is over.

Please play this game, you won't regret it!. The interface feels a bit lacking in some areas but Puzzle Strike is still a very enjoyable, easy to learn game with tons of depth.. Have almost 1k hours. Fed up with this game. Same consistnt issues that devs are incompetent to resolve. Consistent 3 man lobbies due to someone DC'ing or not even being able to load into the game at the loading screen. Tons of bugs that have been in the game since launch. I can go on and on. RIP decent game.

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