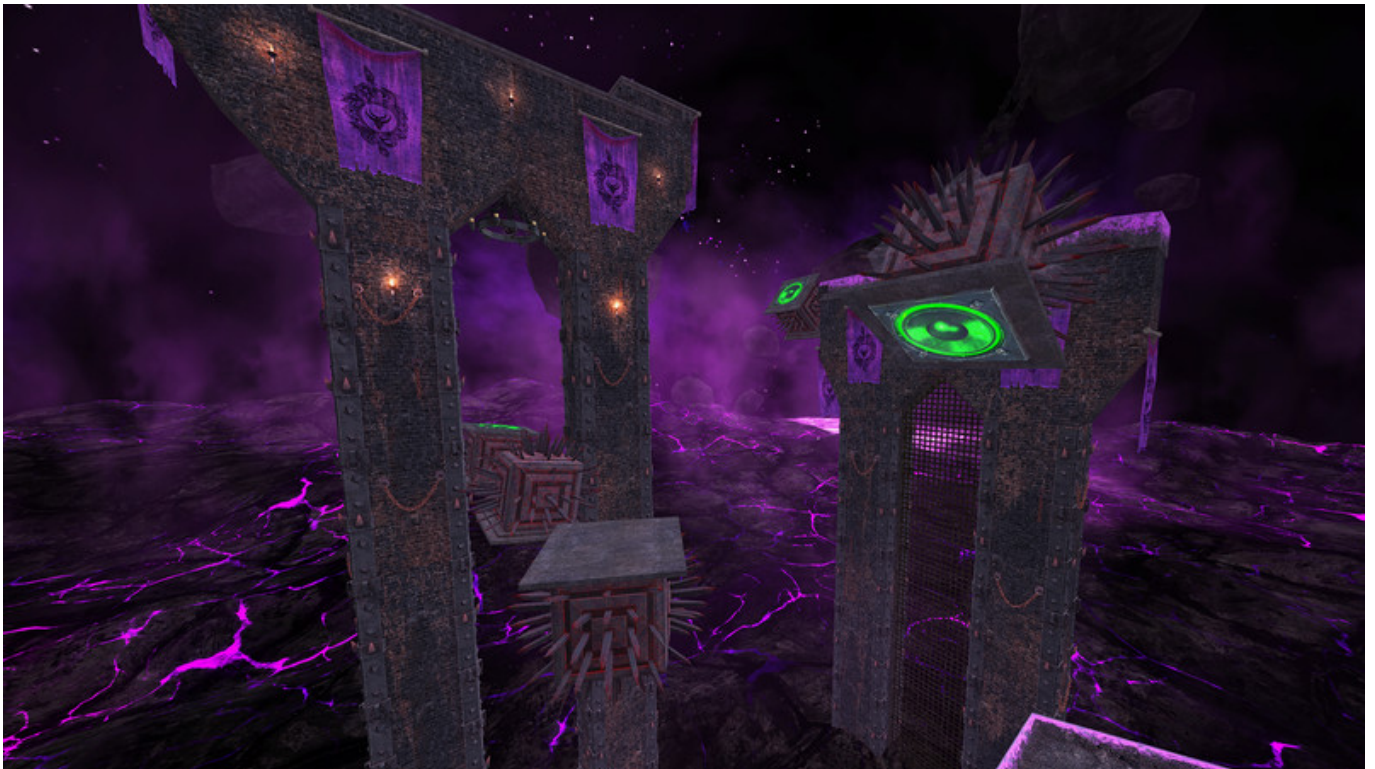


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SEUM: The Drunk Side Of The Moon Activation Code [torrent Full]



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## About This Content

**SEUM: The Drunk Side of the Moon is an expansion which adds 3 new powerups and 33 new levels in the new space environment.**

Speedrun mode now has mutators which allow you to play speedrun mode by having a powerup of your choosing when you start the level. Replay the old levels with completely new strategies.

When you're done playing all the new levels, you can make your own with the map editor. We've updated it with full support for new powerups.

## Key Features

- Roar (New Powerup!): Point and fly, super-fast way to fly through levels. It feels like guiding a Redeemer on steroids.
- Rocket (New Powerup!): Now you can rocket jump, and it's fun. But we haven't stopped there! You can actually jump on the rocket and ride it! Going too slow? No problem shoot the rocket with a fireball to give it an extra boost.
- Shadow World (New Powerup!): Explore specially crafted levels from the two viewpoints: the world of light and the world of shadows.
- A cool new environment set in outer space.

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- Additional speedrun mutators: Roar and Rocket.
  - A new song by Jitz.
  - And more secrets and easter eggs. ;)

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Title: SEUM: The Drunk Side of the Moon

Genre: Action, Indie

Developer:

Pine Studio

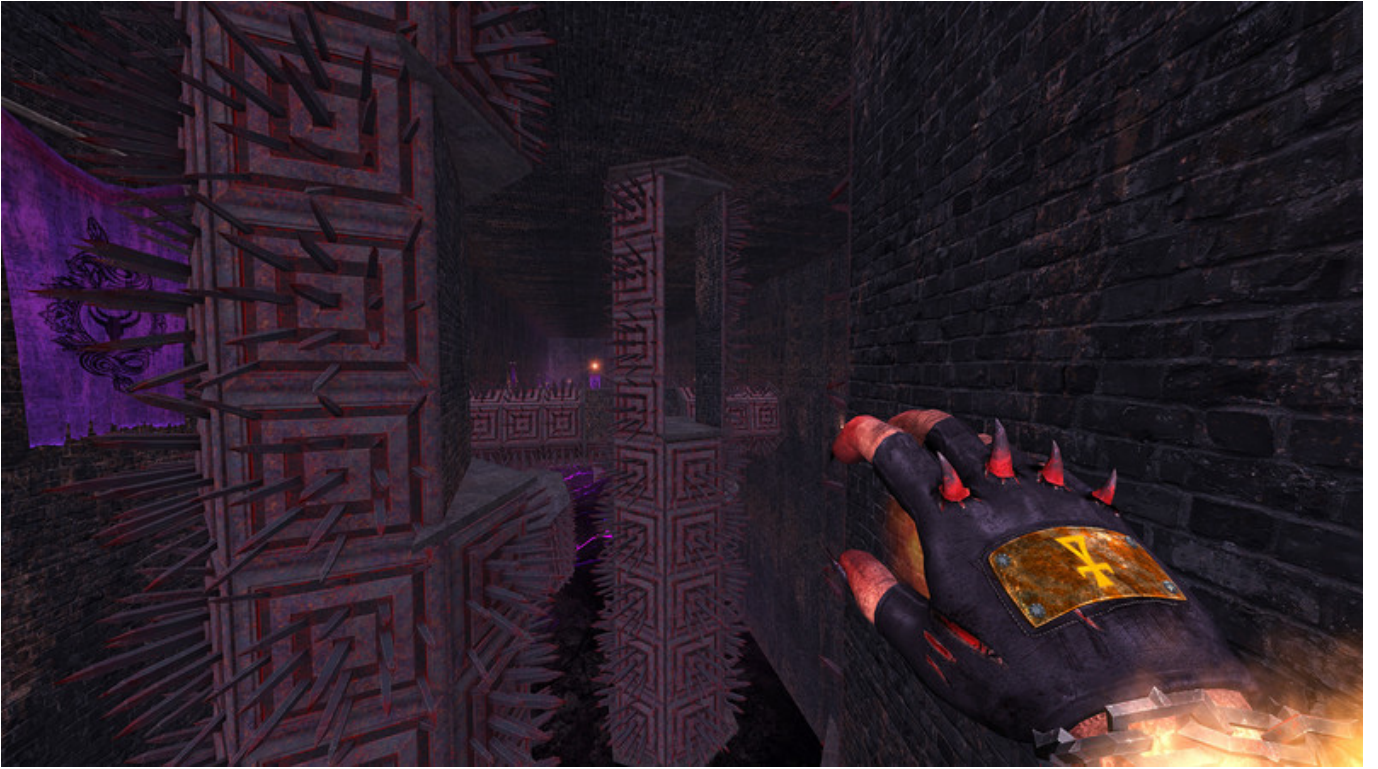
Publisher:

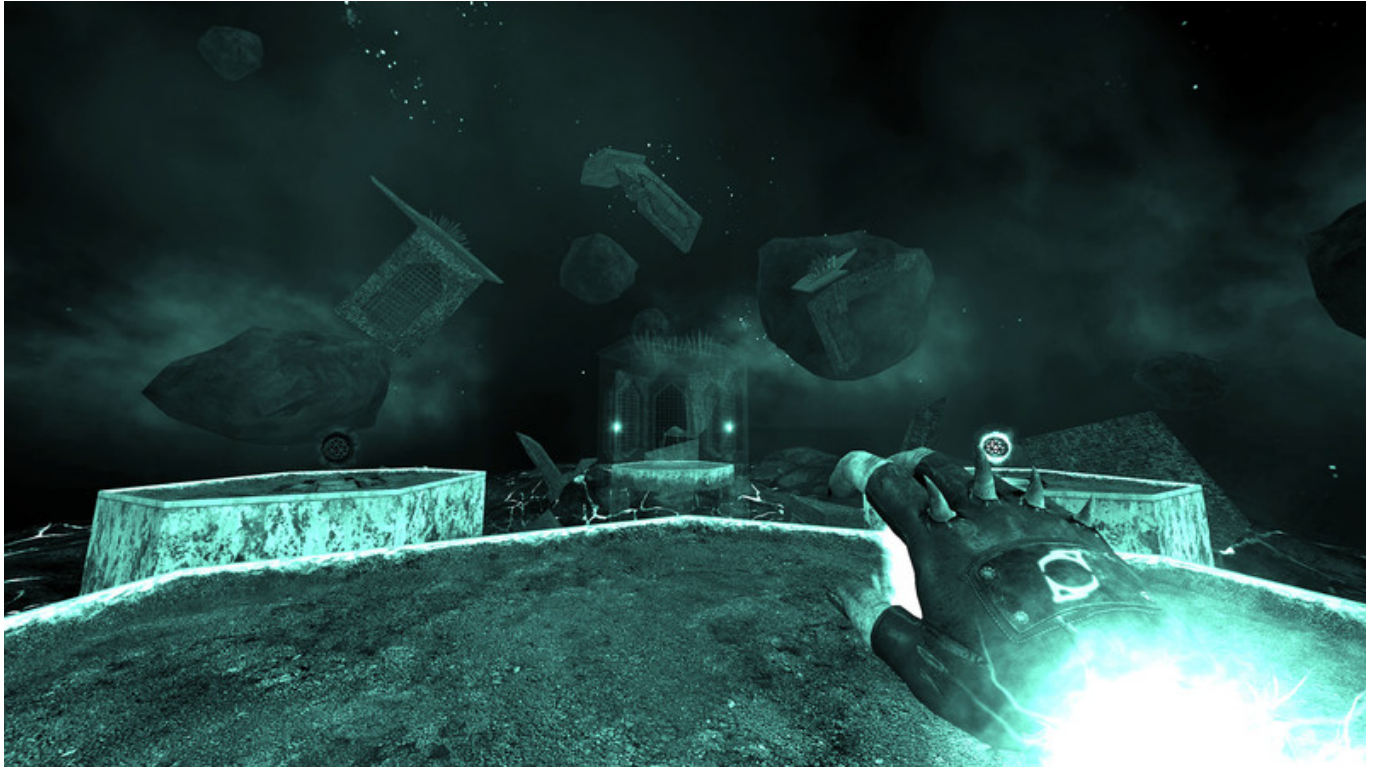
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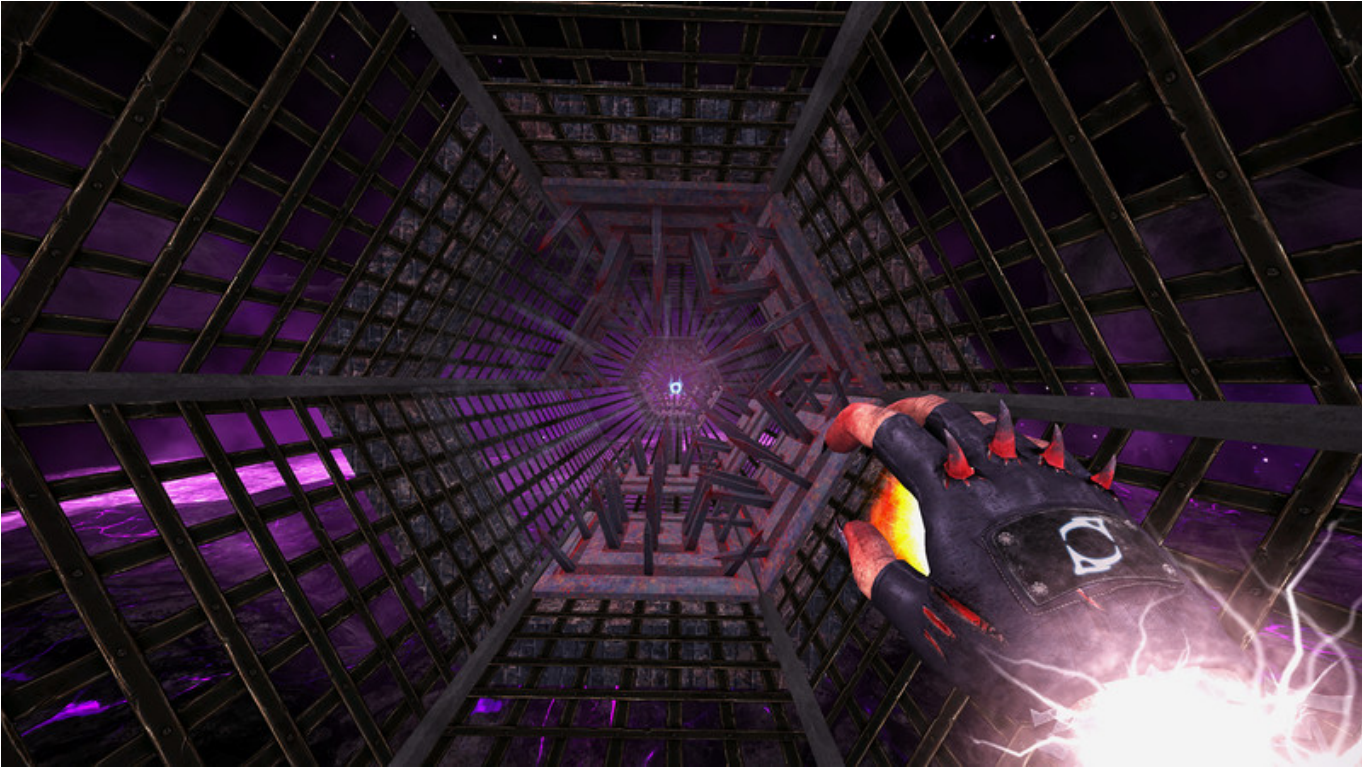
Release Date: 20 Oct, 2017

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English,French,German,Polish,Russian,Japanese,Simplified Chinese







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AWESOME, new content, power-ups and music, nothing to say just 10/10. Unfortunately can't recommend this right now, even though I did enjoy it.

It only brings one new music track to the table, and the vast majority of the textures are recycles from the base game, but with a purple tint. Yes, there are 33 new levels, but this isn't necessarily difficult - look how many custom user levels there already are.

It's also 1/2 the cost of the base game with essentially 1/4 of level quantity, in fairness that's acceptable to an \*extent\* because these levels are more difficult and not so much tutorials, but 1/4 the level content? Come on. If you bring in the fact that the base game had 10 tracks as well and this one only brings one track, I would argue this is as little as 1/6 the content of the base game, but only 1/2 the price. To reiterate, for one new track, 33 levels where the majority of textures are just a purple tint of pre-existing ones, the new powerups are cool but it is just three, nothing new for endless mode.

Really should've been more for this price. I enjoy it, and will continue to play it to completion because I paid for it, but I absolutely cannot recommend it at the current pricepoint. I would \*love\* to see more audio tracks get added, the new one is stellar, but it's still just \*one\* new track, and for some reason is still excluded from the OST DLC :\\ Best DLC on steam. Don't change my mind.. I only bought this since i was excited when i saw the DLC for more content when it was released a while back. Bought it on sale for half price. Since i am not rich, i have to say that for the quantity of content, the price is still a bit too high, even at half price. Unfortunately i have played for more than two hours so i can't refund. Took me 3-4 hours to get the 1st elevator level with all the golden skulls and beers and flags.

As for the quality of the content its quite alright with new powerups. Some need a master to get it right for a top10 time finish. I think there weren't many buyers or players in this DLC since i saw around top 24 times only even with a hugely bad time. So you still can get top 10 finishes in many levels. However i'm not sure if the top times resets every season, but if does, it would be nice to consult the times of the older seasons. But i get it. It's better this way, so everyone has a shot at getting a top10 finish eventually.

As for bang of the buck its a bit lower than i expected. I was hoping for about 10 more elevator levels of gameplay. But for SEUM fans, i think it doesn't make any difference. You'll get it anyway if you have played everything on the regular game. I was hoping to catch this DLC for a much lower price, than just half price, but i just bought since i knew i would play this immediately. I wouldn't be complaining if i was rich xD

Steam sales are bad now, and it's pointless to wait for prices to drop even more, specially for DLC. And knowing only in 4 months time there'll be another sale. And it might not have a discount. Anyway DLC doesn't get bundled lately anyway. DLC is the cash cow of every game now. With that said, you'll receive a very funny notification as soon as you start the game xD That's one of the reasons i like the game so much :)

And this might be featured in a indie bundle soon outside of steam, with original game+dlc+ost, since prices on steam are a ripoff joke. And probably for like a buck. Oh well.. It might take a year though. I'd be willing to wait a year if it showed up.

I got to know this game through the AGDQ speedrun. Chat was wild back then \\m/ xD

And an additional note. Some players might spend a lot of time to get the top time. However i suspect some of these top1 finishes may be a bit cheated with a Lua script or some TAS bot commands to ensure getting the best time as possible. Whatever .. ppl got no live.... 33 new levels and three (AWESOME!) new powerups. I haven't finished all of them yet (as paradoxical as this sounds, I take my time with speedrunning games), but what I've seen so far is good and the new powerups breathe some fresh air into this already enjoyable game. Roar aka "air-dash" aka "jetpack" as Marty calls it enables you three super-speedy dashes in the air that recharge if you touch the ground, Rocket shoots a... rocket, unsurprisingly that you can use to rocket-jump or ride on (and boost with LMB fire), and Shadow World shifts between two alternate "realities" for the level. They're utilized well and as I've said, they mix it up just enough to make this game interesting again. It would be extremely interesting to see these powerups implemented in the old levels, maybe in a New Game+666 mode.

I wish there were more levels, but 33 is nice enough for "DLC". Hell, this still has more content in terms of gameplay than most

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modern DLC out there.

The only thing I'm honestly disappointed in is the fact that Jitz only provided one new song for this, I was hoping for at least three or five. But as a musician myself, I can't really blame the guy, who knows what he's been up to.

Given the price of the original game, it might seem a tad pricy, but I still think it was worth it. Now excuse me while I flip off Satan, riding a rocket I just shot from my right fist.





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