



Download ->>> <http://bit.ly/2SHV5ov>

## About This Content

**This DLC contains no extra in game material.** Instead you get an art book with over 60 pages of concepts and illustrations that we have created during the making of *Medusa's Labyrinth*. Buying this DLC is also a way of supporting us, which would be very much appreciated and also sends a signal to publishers that people are willing to pay for this kind of game. Who knows?

Maybe your contribution will help tip the scales in our favor.

---

Title: Medusa's Labyrinth - Collector's Edition

Genre: Action, Adventure, Free to Play, Indie

Developer:

Guru Games

Release Date: 15 Feb, 2016

a09c17d780

English





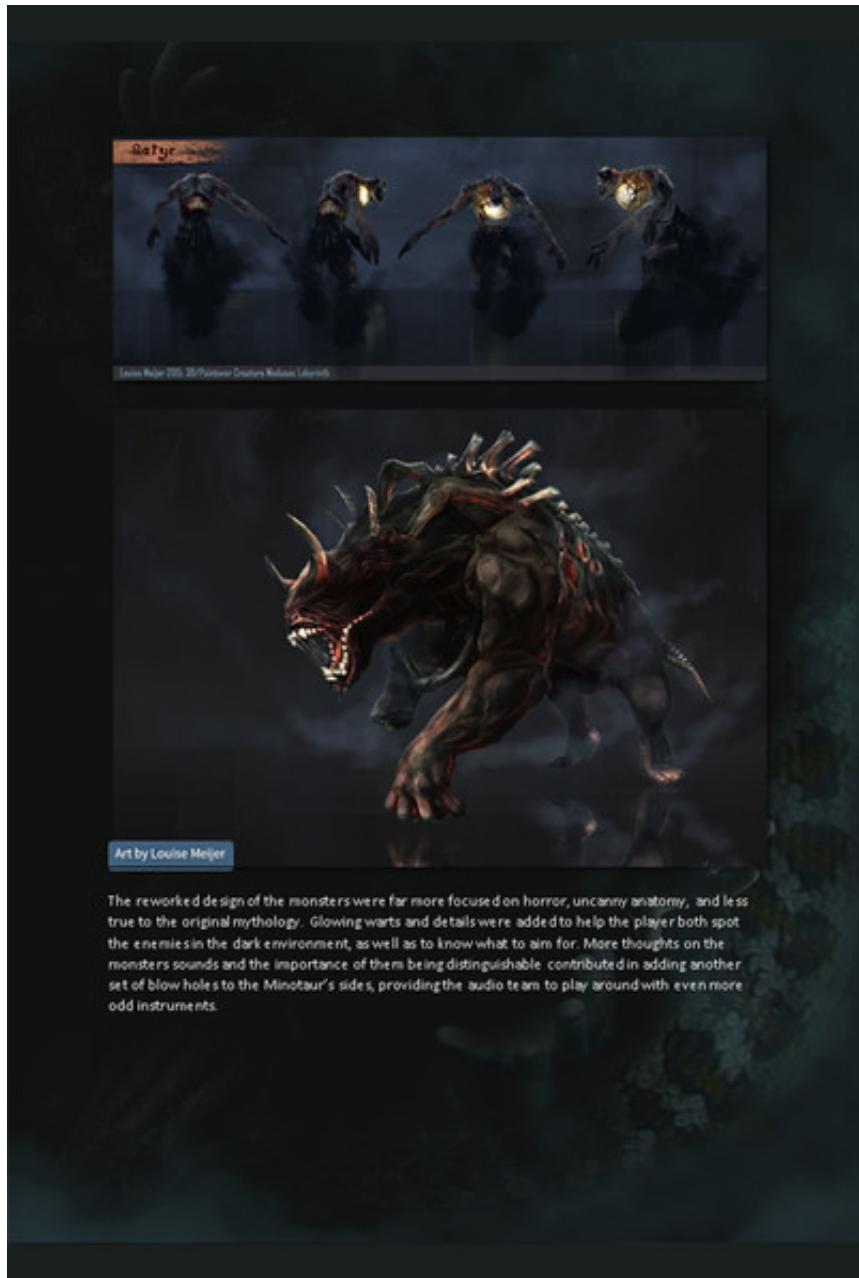
### Part One – the summer project

Medusa's Labyrinth first started out as a small project of a few core members that wanted to create a game for eyetracking. At first, Medusa's Labyrinth wasn't a horror game, but an action and adventure game, inspired by Zelda-like titles where the player was inside a labyrinth filled with mythological monsters, which had to be defeated. The eyetracking device would serve a number of different purposes, for example, the player would be able to control the arrows path by looking at different places on the screen, steering it towards the wanted direction, and of course the interaction between the player and the Medusa monster. The mythological snake beast would be the final challenge in the game and if the player looked at the screen where the Medusa's eyes were, the avatar would be turned to stone.



Art by Louise Meijer

This idea was sent to compete in Dare to be Digital, but unfortunately fell short in the final stages of the competition, but that was far from the end of the game idea. Since it was summer, the university courses were on break, leaving campus flooded with game developer students with time to spare and a desire to make games. So a group of artists, designers and programmers got together, making the Medusa team grow and with it the idea began changing.



Art by Louise Meijer

The reworked design of the monsters were far more focused on horror, uncanny anatomy, and less true to the original mythology. Glowing warts and details were added to help the player both spot the enemies in the dark environment, as well as to know what to aim for. More thoughts on the monsters sounds and the importance of them being distinguishable, contributed in adding another set of blow holes to the Minotaur's sides, providing the audio team to play around with even more odd instruments.

---

Where is the Artbook?  
Just plays the game???

(Update)  
(Problem solved)

Akyra: It's probably in the game files man! Right click on the game, go properties then go to the local files tab and click browse local files, should be in there!

Thank you @Akyra. The title might be a bit misleading - we usually have a general idea as to what Collector's Editions of games stand for. This one is a bit different here - Medusa's Labyrinth already has all the content and it is available on Steam completely free.

With its "DLC" the developer, Guru Games, allows us to provide financial support. In fact, they do actually give you something extra for the payment - a nice little artbook full of pictures, concept arts as well as information on under what circumstances the game was born. As usual, the extra content is placed under the game's folder (it cannot be found by launching the software).

Since I found the game amazing I decided to support Guru Games. I hope one day they'll have the chance of either finishing Medusa or completing another game similarly exciting and captivating as this one.. In my review for the main "game", I stated that the potential shown in that one short demo made me want to weep. Well, the tears are now officially flowing. If enough of you bastards buy this further fascinating insight into the world that could have been, who knows? Perhaps this absolutely stunning vision of Ancient Greece as a pants-\u2665\u2665\u2665\u2665\u2665\u2665\u2665ly scary horror game could still see the light of day (or more importantly, the dark of night, with headphones on)...

Don't expect too much for your five dollars, except the crushing defeat of broken dreams and the chance to show support for a project which may still one day see fruition. (I can dream, can't I!?) Lovely artwork, amazing concepts...but hey, at least we all still have Resident Evil 7 to look forward to, right? Yeah, right. You should all be ashamed of yourselves, and this \u2665\u2665\u2665\u2665\u2665\u2665 technicolour, multiplayer, NON-horror landscape you've - \u2665\u2665\u2665\u2665\u2665 it, WE'VE - all created. A quick, painless death by meteor is too good for us all.

Verdict: 8/10.



---

[Football Girls: Dream Team download setup](#)

[Katy and Bob Way Back Home download kickass rar](#)

[Immersion Pack - Europa Universalis IV: Third Rome download lite](#)

[Karate Krab - Karate Krab In Space Xforce](#)

[The Ball full crack \[Password\]](#)

[Fernbus Simulator - Multimedia Package cracked](#)

[Fantasy Mosaics 16: Six Colors in Wonderland download windows 8.1](#)

[Differently Fast activation fix](#)

[Welcome To... Chichester : Katherine's Game Script Free Download Crack Serial Key keygen](#)

[Bocce Revolution t rk e yama download](#)