
Battle Princess Madelyn Download Epic Games



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About This Game

Battle Princess Madelyn is a game that follows the journey of a young knight in training, Madelyn, and her ghostly pet dog, Fritzzy. They set out on a journey to save her kingdom and her family from the clutches of an evil wizard.

Set in the vein of such classics as Ghouls N' Ghosts and Wonder Boy 3: The Dragon's Trap, the instantly classic and familiar gameplay will transport old-school gamers back to their heyday, and the self-adjusting difficulty will allow for even the most novice of gamer to pick up and play!

Join Madelyn as she battles through graveyards, swamps, castles, the countryside and more! Polished gameplay, breathtaking visuals, jaw-dropping dual soundtracks and epic adventures await!

Classic retro gameplay for a whole new era!

- With the retro of feel Ghouls 'n Ghosts and Wonder Boy 3, this will conjure up memories of the arcade era with its Unity driven hand-drawn pixel art
- 10 levels with five stages each, they're replayable with no starting over (that is unless you want to)
- Two modes including story (by a professional children's author) and arcade (for the experts)
- Hidden collectibles with extra rewards, weapons are upgradeable depending on your armour, which you can find through the blacksmith in story mode

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- Fritzy has special powers to help you and assists you in your quest
 - Weapons are specific to certain areas, providing access to secret locations
 - Travel across the world using special portals to get from place to place
 - Slipping between classic arcade FM/PCM and modern orchestrated, you can tailor the music score from Gryzor87 (of Maldita Castilla fame) to help set the scene
 - Lovingly crafted by veteran artist Christopher Obritsch, the game features distinctive pixel art, from the cut-scenes, to the gameplay, with depth provided through dynamic lighting

So, let me now tell you this classic tale of good versus evil...



Origins of Battle Princess Madelyn

When Creative Director Christopher Obritsch's daughter Madelyn wanted to be in *Ghouls 'n Ghosts*, and fight "Green Head", he said it was someone else's game - but he could make her one that was like it. "But girls can't be knights, Daddy. Only boys..." she said, to which he answered "Pshh...What color do you want your armor to be?". The answer was pink 🍷 And that's how this

game started. Chris' daughter Madelyn loves the first stage of Ghouls 'n Ghosts and makes him play it over and over because she wants to see him fight "Green head", the Shielder boss at the end of the first stage. It's not hard for her to twist his rubber arm, as it's been his favorite game since it came out all those years ago.

The Development Team

Madelyn Obritsch - Drinker of the chocolate milk and Honorary Assistant Creative Director - The hero of the game, and the designer of the things daddy puts in the game.

Christopher Obritsch – Known for sitting there and doing stuff like Insanity's Blade, Escape from 85 and a bunch of other crap you probably never heard of, and also an award nominated game developer. Chris is the creator, director and lead artist on the project. Also the father of the Battle Princess.

Daven Bigelow – A published author on game development. He's an avid player, collector, and maker of games. Daven is the lead developer and slinger of cuss words on the project.

Gryzor87 - The Retro Audio Destroyer of Planets, known for such amazing game soundtracks like Maldita Castilla, Hydorah and The Curse of Issyos. Gryzor87 is the main man behind both soundtracks.

Title: Battle Princess Madelyn
Genre: Action, Indie
Developer:
Causal Bit Games Inc.
Publisher:
Causal Bit Games Inc., Hound Picked Games
Release Date: 5 Dec, 2018

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Minimum:

OS: Windows 7 64-bit

Processor: Intel Core 2 Duo 2.8ghz or higher

Memory: 4 GB RAM

Graphics: NVIDIA or AMD with 1GB VRAM

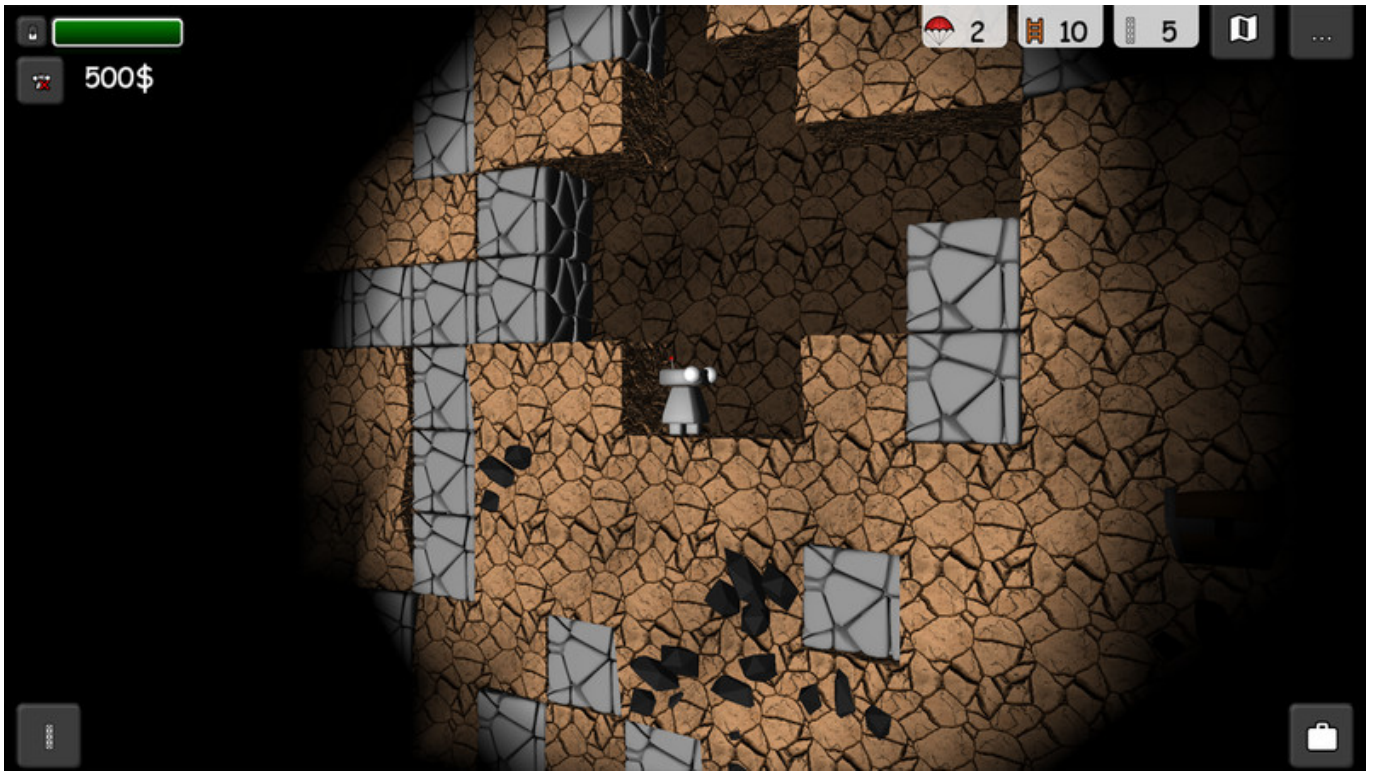
DirectX: Version 9.0c

Storage: 1 GB available space

English,French,German







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its ok but not worth 10 dollars, only bought because of the -90% sale. An excellent quest-driven DLC with a very memorable finale. Definitely a necessity if you own Fallout 3.. I really bought this game just for a joke but hadn't realized just how bad it was going to be. The first level actually sucked me in because it looked to be a nifty little bullet hell game, but once I cleared the first level I realized that there wasn't any actual difficulty curve, it just kept compiling more and more stuff until it wasn't a challenge, but an annoyance.

The music consists of exactly one track that's... Meh? In quality. Could be better. It isn't a bad sounding piece, just gets boring after hearing it multiple times.

The art also is just... Really average. Honestly, you'd find better browsing google images with safe search turned on.. Update Version 1.2.2096 is not compatible my system. It shows installation failure. I contacts by email. It cannot solve it.. Fun gunplay but boring everything else. Wait for sale.. Has anyone found a fix yet?

To start off; This game is in early access at the moment, so don't expect it to be perfect. The game is pretty fun, and has quite beautiful scenery. For me, this is the kind of game that you could pick up and play and then 3 hours fly by without you knowing, the island is large, the combat is fun, the scenery is beautiful, yes the colors are a bit much but that can be fixed.

I haven't built too much yet, so I'll probably update this review when I build more stuff.. Interesting concept, but it gets boring quickly. It is multiplayer only, and there is hardly ever enough players online to make a fun game. Waste of money.. Software I use frequently. It's design is very streamliny.. After getting to know the Eagle a bit more, I'm really quite happy with it. The available paints are beautiful and it flies well. All in all a worthy aircraft for formation and aerobatics. I like it.

In flying it a bit more, there are some bugs. In multiplayer, the other pilot head is unrealistically spastic and bounces all around. It's like the positioning is getting commands from multiple inputs. Others have noticed the same about my pilot's head too. We're all in VR and see it but the head appears still when run as an AI so maybe that's the deal.

One thing is that unlike the other aircraft there aren't settings for real, easy, etc, so it seems to confuse DCS when you switch to a different airplane. I had all my Mustang settings appear to get hosed but all that happened was I got dropped into easy mode instead of real. I restarted DCS and all was right with my Mustang again. Odd.. This game is awesome, if you love TD games you'll definitely like this game

there are 2 only downsides of this game

1. The UI is very very simple in all aspects (info, sfx, graphics, animation)
2. It's taking too much time and too much concentration, and if you die you'll have to repeat the whole level (it can take more than 1 hour for hard difficulty in later levels)

Other than those it's all good, gameplay is quite unique, nice story. reading is for nerds

We've updated the store page with Videos and a ton of screen shots!:

Now that the on screen texts and designs are finalized we decided it was time to update the store with some screen shots that were up to date. We're also included our initial teaser as well as this past weeks chapter one teaser video from kickstarter.

We hope you enjoy them!

- Chris. Dual Soundtracks - Double the Fun!:

As you've probably experienced by now, after playing the Pre-Alpha build of the game, Battle Princess Madelyn is a 21st Century homage to old-school classics such as the beloved *Ghouls N Ghosts*, *Wonderboy 3: The Dragon's Trap* and, well, CAPCOM in general! We wanted to marry the old-school with the new-school by adding a new twist on things.

This was an idea that came across from, *Insanity's Blade*, our first game. People didn't always want to hear an 8-Bit version of the soundtrack, so we decided to include a 16-Bit version as well. It was a very popular choice, and so, when we got to work on *Battle Princess Madelyn*, we decided we wanted to do something different as well. The added twist this time around is that we've gone to both ends of the spectrum and let the musicians work to create some very interesting moods and themes for the game!



Come read more on our Kickstarter page! <https://www.kickstarter.com/projects/causalbitgames/battle-princess-madelyn/posts/1833679>

-Chris and Daven
Causal Bit Games Inc.. **Pre-Alpha Build and Live on Kickstarter!:**
Hello All,

We've released the Pre-Alpha Build of Battle Princess Madelyn on Steam! Click Download Demo to give the first level (five stages, 3 main and 2 secret) a try !

Also, we've launched a Kickstarter!

Come check out some of the unique Battle Princess Madelyn rewards on offer while the campaign is still going at:
<http://www.battleprincessmadelyn.com>

Thanks to all of you for your support so far in the journey through Greenlight, we have a lot more information on the game coming ahead!

-Chris and Daven
Causal Bit Games Inc.. **Media Appreciation:**



Hey everyone,

It's almost been a full week since launching **Battle Princess Madelyn** on *Steam*, *GOG* and *Xbox One*, and we've been humbled by some of the comments we have received.

But additionally, we've also been bowled over by the reviews we're getting from some top media websites. So, if you're still on the fence and haven't yet embarked on your journey of revenge with Fritzzy in tow, take a read of the below.

[DualSHOCKERS\[www.dualshockers.com\]](http://www.dualshockers.com)

"The thing about Battle Princess Madelyn is that the audio and the visuals are so well done that it feels incredible to play just for the novelty of looking at it; especially if you're a huge fan of the classics. Controls also feel great, with keyboard controls feeling like you're playing an actual emulator of sorts"

[The Digital Fix\[www.thedigitalfix.com\]](http://www.thedigitalfix.com)

"Princess Madelyn is an incredibly enjoyable game, it isn't breaking much new ground, but it does everything with a lot more charm and optimism than you might find elsewhere. The controls are clean, the sound and the look of the game are great, and the characters are incredibly likeable. This is a great game to dip into if you need an action-platformer in your life."

[Sensei Gaming\[www.senseigaming.be\]](http://www.senseigaming.be)

"Casual Bit Games has obviously put a lot of time and energy into making Battle Princess Madelyn a beautiful remake of the nineties of platform games. The game consists of levels in varied backgrounds and by the variation between fights and search you want to complete the game in one go. Thanks to, among other things, hidden spaces and other possible combat strategies, the replayability is great. As far as we are concerned a real topper and definitely a must for children as a Christmas present!"

[Tecno Gaming\[www.tecnogaming.com\]](http://www.tecnogaming.com)

"Nostalgia is the first word that comes to my mind, those classic 2D games that have marked a generation where we spend countless hours to reach the end in a thorough way. Well, this time, with the influence of Ghouls N 'Ghosts we have a very attractive title for

all platforms that manages to combine gameplay with music very well, delivering fun at all costs, generating at times addiction to finish the level, even without losing any lifetime. The difficulty is well balanced with automatic adjustment and I must say that it has cost me tears and sweat to pass certain levels."

[Thunderwave\[www.thunderwave.com.br\]](http://www.thunderwave.com.br)

"Battle Princess Madelyn, rescues the 8-bit classics perfectly, with a good story line, good gameplay – even the failures and delays of control in responding in jumps – challenges that thrill instead of annoying and its addictive way of wanting to continue playing."

<https://gameindustry.it/2018/12/06/battle-princess-madelyn-recensione/>

"Battle Princess Mayden will throw the player back in years , will give the feeling of being playing a real arcade from a cab, thanks to a level design and a difficulty worthy of an old Ghoul's'n'Ghosts. Despite the similarity of certain weapons, Battle Princess Madelyn will still be able to give away several hours of play and challenges worthy of any player, even the most hardcore."

[Pop Culture Cosmos\[www.popculturecosmos.com\]](http://www.popculturecosmos.com)

"Though Battle Princess Madelyn is incredibly difficult, the feeling you get as you're nearing the end of each level and boss fight, and the way the music speeds up, and your heart feels like it's going to leap out of your chest, is something I haven't experienced in a long time. The story is intriguing, the color shading is beautiful, the animation is without flaw, and the game is incredibly difficult. I'd say that hitting three of those four marks makes this game worth the \$19.99 it costs to play it."

[Entertainment Focus\[www.entertainment-focus.com\]](http://www.entertainment-focus.com)

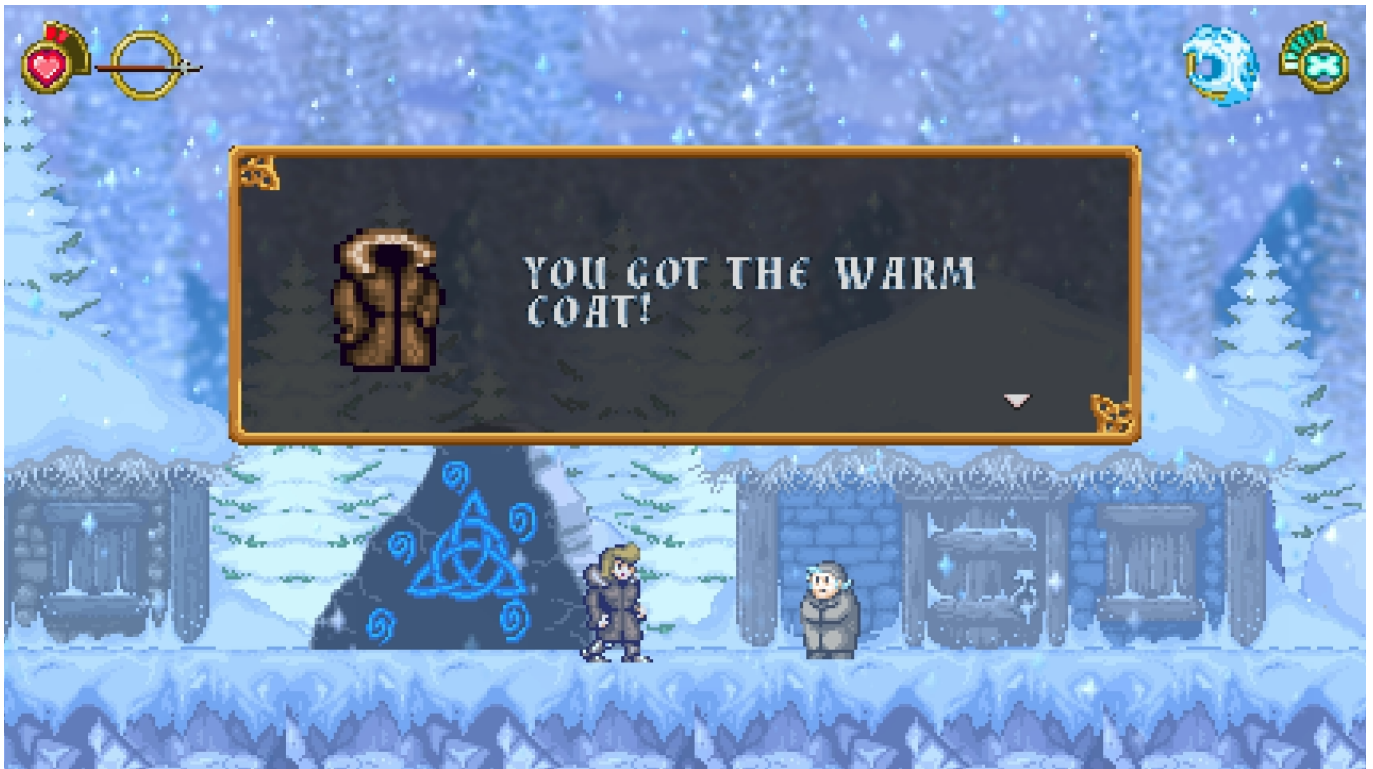
"I waited a long time for Battle Princess Madelyn, and I'm proud to say that Casual Bit Games has delivered beautifully. If you've always loved Ghoul's 'n Ghosts, but never have been able to get past its rock solid difficulty, this might be your time to shine! Aside from it being such a gracious mirror to the classic, Battle Princess Madelyn has plenty of twists and turns in the gameplay that will really keep you engrossed from start to finish!"

[Cubiq\[cubiq.ru\]](http://cubiq.ru)

"Battle Princess Madelyn is reminiscent of the classic platformers of the SNES era. The game will delight gamers with a pretty pixel image, branched locations, fierce battles and a huge amount of cleverly hidden secrets. Finding new items, players will be able to improve the equipment of the character, and the arcade difficulty mode will allow you to throw an additional challenge to those for whom the standard narrative mode is not enough."

From everyone at Causal Bit Games Inc and Hound Picked Games, thank you all for your great reviews. <3

KrisWB. New Year, New Patch:



Hey everyone,

We hope you had a great holiday season and are now keeping warm from the cold.

The most recent update is now live and includes the following:

- Armor and weapon shards play a sound on pickup now
- Coins slide slower and live longer after falling flat
- Loot rate in arcade increased so skeletons are more likely to have weapons and armor for you
- Level 3 art changed to match inventory image
- SP text now fits to text boxes in some cutscenes
- Swimming fish in the water ruins no longer behave oddly between left and right side, meaning they will be passive when water raises and lowers or aggressive and killable when water is raised
- Sea sponge shooters fixed in water ruins
- Framerate improved in a few levels
- Lost children quests should now always spawn enemies to kill at a decent rate
- Keyring HUD fixed to not stay stuck on glowing when far from doors you can open
- Music added to Germany town

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- Additional keyring removed from inventory
 - Several fixes to text
 - Moved Bills book to lower half of Cliffs of sorrow
 - Added flipping spike platforms to lower half of Cliffs of Sorrow
 - Changed collider animation for toy soldiers in Toy Tower of Pisa
 - Added Trigger sounds to sunken ruins area of Cliffs of Sorrow
 - Added Trigger sounds to puzzle in the Witches Cave
 - Fixed Man Eating Plants in 10a and 10b (Final Story Level)
 - Level 4 vanishing weapons fixed
 - Level 4 invisible wall fixed during child rescue

As always, thank you so much for continuously feeding back to us here on the Steam forum and via our [Discord](#)[discord.gg] server.

More updates coming soon!

KrisWB

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