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## About This Game

"Once upon a time, there was a family of 4 who lived in a log cabin by the mines. Everything was cool. But one day somebody left the door open and all their pets ran away! This is the story of how they got them back."

Weebish Mines is a kind of spiritual successor to "Legacy of the Wizard", my favorite NES game from a million years ago. Help the family search the giant underground mines in ye ol' Metroidvania fashion for their missing pets. Use gems to fuel special items like pickaxes, guns, oxygen tanks, keys, and bombs.

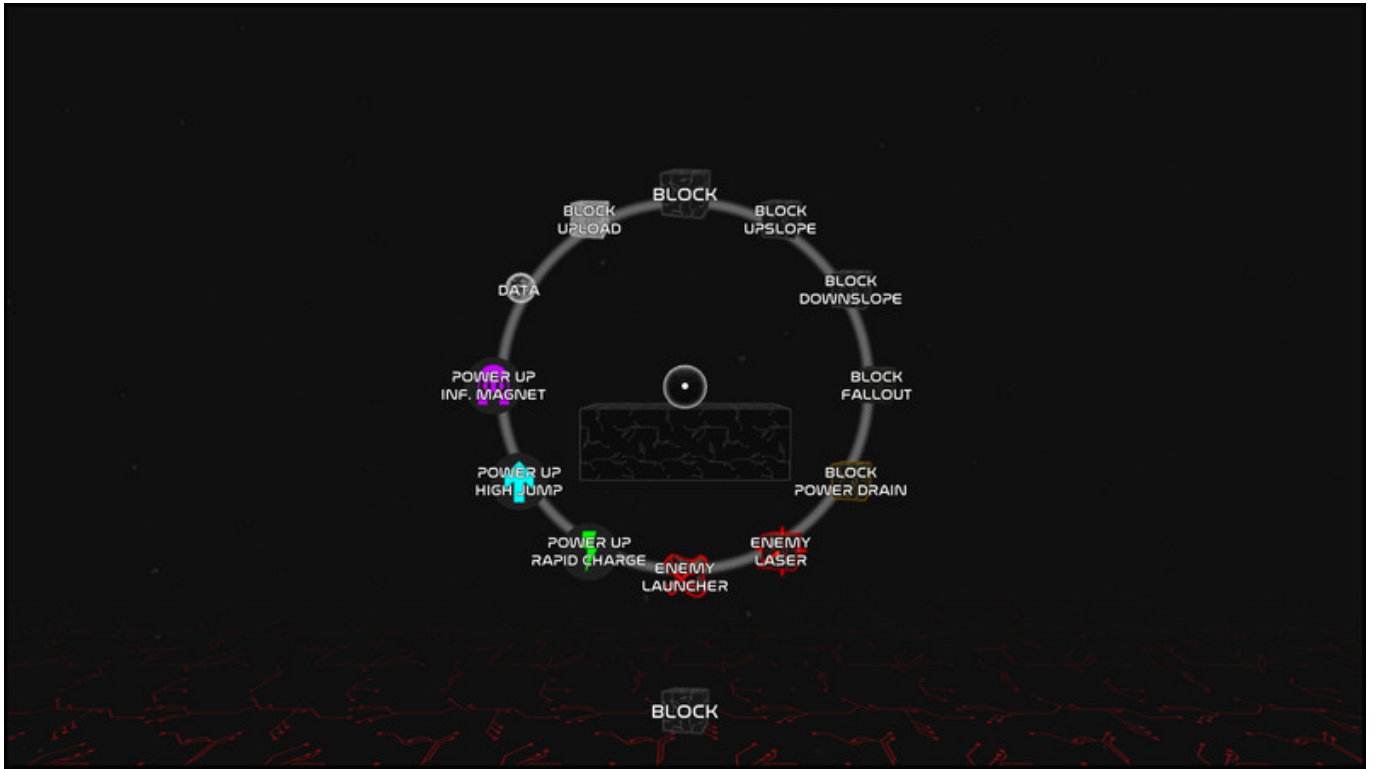
Don't get STATUE-IZED or it's game over, man! Game over!

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Title: Weebish Mines  
Genre: Adventure, Indie  
Developer:  
DXF Games  
Publisher:  
DXF Games  
Release Date: 20 Apr, 2017

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English





Love Gun  
Kiss 93.0%

Rock and Roll All Nite  
Kiss 0%

**Strutter**  
Kiss 96.2%

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My Sharona  
The Knack 0%

L

Love That's Gone  
La Sera 0%

Ghost Walking  
Lamb of God 92.2%

Laid to Rest  
Lamb of God 0%

Redneck  
Lamb of God 95.0%

**SELECT A SONG**

TAB Sort CTRL My Path SPACE Tools 8 Favorite ESC Back ENTER Select

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weebish mines

Well worth the money. Sitting up in the clouds with the effects off in the middle of a surround sound system playing Pink Floyd.. Game can addict, races arent copies of classical fantasy and sci-fi races. Great tech tree. Nice graphic. And awesome gameplay.. This game is great! Full of awesomeness. You just sit with your buddy and die all the time.

9.7/10. Decent. Why is game so bright tho. Small horror game with good atmosphere and large, diverse map for you to explore.

However the numerous bugs and simple minded enemies, quickly turn the game into one goofy, "scooby doo" episode. You'll get scare or two out of the game, but the rest of the game will be comedy. You can't do anything but laugh as you'll trigger 20th time the same scriped spooky sound effect+rain inside the house, watch zombies dance as they can't reach you and explore the map by falling through it.

At the moment I can't recommend the game as the bugs are game breaking, and did cut me off from last area of the game. This game needs a lot of polishing and bug fixing, before I would consider playing it again.

However, for a couple of bucks you'll do get hour and half of content. Explore an gloomy map, including very pretty mansion and have goofy fun with bugs and doing your best to work around them to reach the end, not a bad deal after all.. Overall this is a good game, A mix between core structure of classic Castlevania and movement of megaman X. Sometime it feel a little bit repetition but it's not necessary grinding especially if you want some think challenge.

This is a good action rougerlike for a quick play. Should pick it, especially for discount price. This "NSFW" game is completely buggy, not to mention how when I get a level another character of mine appears. Or how the weapons are basically crap like for example a trident which is worth 5000 coins in-game and can do 80 damage plus a fireball costing 10 mana compared to a hammer that does +/- 250 for 1600 coins. Even the price is too much for such a badly made game that I don't know why I bought (maybe because of the nudity part that doesn't even show up at least in my stage). Forgot to mention that the only playable level is level 1. The others are literally a black screen that you can move your guy around until some invisible monster or whatever kills you out of nowhere.. pornography simulator. We need Buell XB12s and EBR bikes, please!. The best thing I can say about this game, is that its a complete asset flip of assets on the unity and unreal engine store, and its at best, a lazy port of the \u2665\u2665\u2665\u2665\u2665 mobile game. Do not buy. Play either Train Simulator, OpenBVE, or another train simulator if you want real train simulation. Don't waste your money. Thankfully I got a refund.

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The game is pretty good for it's price, but I have one problem with it...

Namely, the introduction. I'm going to ignore the terrible voice-acting, and instead focus on a tiny little aspect.

You said "Darkness as dark as the absence of light" (or something like that).

Please, no.

Darkness IS the absence of light, and I kind of wanted to gouge out my eyes for reading it, and then my ears for hearing it.. Well I read the pros and cons on this game and I have to agree what people are saying about this game is true but it still has excellent entertainment value and the music is good as you play along.Jump,hack,slash your way to victory and enjoy pixelated goodness all the way.If your an old school gamer then of course you will like it,if not well play it and see what games use to be like and should still be.A few glitches here and there but you can easily restart and the save feature will put you back at your cozy bonfire.Developers if your reading these reviews well you did good so keep it up and the recent improvements have made the game even better.Would not mind seeing a CRT,Scanline feature to give it that extra old school feel,but anyway keep on making good stuff like this and I will be there with my steam cash on hand.10/10 overall despite its flaws,it is old school fun done well.At the price they asking you cannot go wrong.. Only thing wrong with this DLC is the RPM indicator was taken from a Piper Cherokee.... The green arc should only go between 2000 and 2500 rpm. Other than that, great DLC! 9.9/10. Waste of money. I'm going to not recommend this at this time. It's visuals are good and the basic fundamentals are good, but it's stupidly hard. it literally is like what time crisis would be like if there were no cover system and every bullet hit instantly. this may be a design mechanic, but it seems more like a severe balancing error to me.

if this were to have an actual cover system it may be playable, but it would still be quite difficult. I would like it if they thought out the game mechanics more.

i'm keeping in mind its a 6 buck game and its EA, so i'm more than willing to change my review once things get more fleshed out.. Why play FIFA when you have World Of Soccer. This is a really fun time-killer! It's one of those games where you can easily get lost in (in a good way). It's easy enough to be accessible to everyone but quickly gets challenging enough to keep the veteran coming back. Does a great job of scratching that VR Tetris itch.

Also, a very fun game to introduce others into the world of VR!. Pretty fun not really any bugs so far but its pay to play so 6/10. Really simple concept, great execution, splendid and addictive gameplay.

I love the pleasing color schemes, and clever effects, the map design, and the soundtrack that blends well with its smart simplicity into this great game.

#### **Achievements are here!:**

SHEW.

Okay, that's 22 achievements for the game. Ranging from killing big monsters to finding rare items to saving the ol' pets, there should be a good range of different tasks to complete now.

This was a good idea. Thanks, Batmobility!. **It's a Weebish Mines update!?:**

Hey!

I was pretty busy working on my Equin: The Lantern stuff however I had some time tonight and worked in some nice little things for Weebish Mines as well.

#### **Shoulder Button Support. Update #2:**

Hello again!

Yoritoshi brought it to my attention that upon pressing the F12 key to take a screenshot of the final credits screen (to capture the total time played) it triggered the "Ok, I'm all done with the game let's go to the title screen!" action.

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So this has now been fixed.

For the inconvenience, I've also added 5 more achievements to the game which brings the total up to 27.

One of the achievements is to beat the game in under an hour.

Can you do it??. **Tell your friends!:**

May 19th is just around the corner..

<https://store.steampowered.com/app/853610/>

**. Ladder Bug- Fixed!:**

The recent not recommended review of Weebish Mines mentioned there was a ladder bug where placing a ladder down next to a door got the guys stuck. Since I'd never heard of this before I asked for more info and then tried it myself and it's true: If you tried to place a ladder down while standing almost on top of any door this would happen.

It's funny what thousands of hours testing can miss sometimes. 🤔

Luckily I was able to fix this issue in about 5 minutes, which has now been rolled out to you guys. If only all problems could be solved so fast!

So remember, if you have any problems it's always better to let me know first as I'm not your typical dev and will try to address problems quickly and work with you.

Thanks, and enjoy!

<http://steamcommunity.com/sharedfiles/filedetails/?id=1208915807>



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