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## MicroSpy Portable Edition



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### About This Game

Take control of the most advanced, insect-sized spy drone. Infiltrate enemy facilities, bypass security and defense systems. Steal crucial data, hack into secured networks, sabotage vital installations and assassinate top priority targets. And most importantly - don't ever get detected. MicroSpy is a mix of stealth, action and puzzle. Use your wits to plan and execute complicated espionage operations. Hack or avoid security systems. Use your size as your advantage. Find hidden passages Avoid being detected by security cameras and enemy personel. Your detection will result in self destruction. Warning: MicroSpy is a very challenging game. Expect dying frequently. The are no saves.

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Title: MicroSpy  
Genre: Action, Adventure, Casual, Indie  
Developer:  
Immersion  
Publisher:  
Immersion  
Release Date: 21 Jul, 2017

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English







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The level design in this game is almost diabolical

In foxyLand you're tasked to save you're beloved who was foxnapped. You have one heck of a trek to undertake to get significant one back. This game follows the let's do it retro-style and I feel like it was successful. The colrs are bright and the music isn't bad. I mean, you won't wanna buy the soundtrack but trust me, its better than some other pieces that I've heard. There is the traditional 3 stars grading system which is calculated by the number of cherries in your possession when you finish the level. However, in a bit of a twist the cherries also serve as currency; giving you incentive to actually care. You'll need cherries to skip difficult levels, gamble in multiplayer AND purchase outfits for your hero. I joined for the premise and stayed for the fashion show. Its the little things.

I only have one issue and a couple of gripes. The level design mixed with the jumping. The levels will eventually require you to make some VERY TIGHT jumps while asking for pin-point precision placement and the protagonists jumps are looser than a discount prostitute so when you add these things together it equals infant face punching. Just gotta git gud, I guess. Gripe one: While I apreciate the incentive for cherries I wish there was an incentive, other than achievements, for three stars. Palette color swaps, animal swaps, or something, I dunno. Gripe Gripe two: When you hit the last level you find your beloved and you get a Donkey Kong 1981-esque ending. You don't confront foxnapper...exsqueeze me? I WANTED TO BOP THE BIRD! I guess I'll have to pretend that he died of pneumonia.

I like the game but is it worth 2.99? Yeah, it is. An online option(which I didn't try, sorry not my thing) 20 stages that should make use of your vocabulary, and a clothing option offering replay value. It may have the "mark" of a mobile game but there are sprinkled bits of flavor that should be noticed and appreciated.. It's a good game for the family to enjoy.. Easy in the beginning when 3 colors.

Can through when the deep blue joins.

Terrible after another 1 color joins.. Built story, nice artwork with the locks of hair!

Good story with an evil stylist, one weak who gives up because she was spoken badly by a competitor. I got wrong on Truly's plan, I thought she was against Angela and her son flirting. At the last city I liked to have Angela's sum up of Lori's scheme to win the competition. I was surprised to learn she's Truly!

Rio de Janeiro music is funny.

It is quite hard for me at the last levels of Rio with all the feathers to pick, at Milano with sowing, cleaning the mirrors and the fitting rooms, all the tasks (complex dresses) in L.A.!

. Not worth it!. Hasn't changed at all so far as I can see in the year I've had alpha access. Doesn't seem like anybody is working on it. The mechanics for gameplay are very poor, very stark contrast to gothic, in fact a reskin of gothic with titans would frankly be much better.

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Lewd Harvest Moon with decent low poly 3D graphics and Dieselmine's gorgeous 2D artwork.. this is simply a Sherlock Holmes themed point and click game. Like a lot of these games it has a lot of silly hard puzzles that frankly make next to no sense in context of the story or the source material. It also suffers from a lot of busy work problem solving that plague point and click adventures - to get the thing, you need to open the door with another thing thats in another place, hidden under a thing etc etc. This not to say its bad, just that it can be exhausting at times with no real sense of progress or for that matter no real sense of uncovering a mystery so much as trying to complete an obstacle course. It had one particular bad puzzle that involved running along a forest track to a timer. The game very nearly ended up in my sin bin for this alone.

I can't really recommend this when there are better stories in this series, like Testament of Sherlock Holmes or Crime and Punishment.. Can't into space, greeceball keeps stealing me mony.. Best 1,49€ I ever spent. Everything more would be a spoiler.. First up - well done Personal Studio for doing this without help.

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I have changed my review to positive. I'm having a lot of fun with the game, setting up many laser cannons to defend against the 'Scorpion Beasts and Trolls of Tang'.

It's still in Alpha mode, so I hope the game grows and develops more.

It's not a polished game for sure, but it has a certain charm to it.. the "exit game" button is missing:V

. This is a fun little physics-based puzzle game with a very "lunar lander" feel. Fly around to collect pieces of pipe, rockets, and pushersVpullers to solve your way through 14 levels and get Bob back to space so he can get to work. You can customize your ship to fit the needs of the problem at hand but make sure it's not top-heavy or off balance! While some precision flying and some restarts on account of the occasional frustrating hang-up are required, you'll have fun if you like refreshing new puzzle games.. It's crap. HUD doesn't work. The cockpit isn't clickable. Controls are sluggish. Don't waste your money.. the sim for week needs to be fix. The whole budget really needs to be explained more. Love the game just frustrating to see you have a positive 300 day but somehow your at -1,000 next time youre open

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