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Eve Of Souls: Static Pod Download For Pc

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## About This Game

Eve of Souls: Static Pod is a pixel game which is made of 10% of horror element, 30% of adventure, 20% cuteness, 20% suspension, and 20% of hard-core challenge.

✿ 5d3b920ae0

Title: Eve of Souls: Static Pod  
Genre: Adventure, Indie, RPG, Early Access  
Developer:  
LighTea Fish Studio  
Publisher:  
SakuraGame  
Release Date: Coming soon

English,Simplified Chinese

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Dress your pig up with Snoufit DLC! : Hello hello! I'm excited to announce that Snoufit DLC, a pack of Iron Snout outfits and a nice way to support the developer (me), is now available on Steam! Get it here, while it's hot and discounted: To make it work I updated Iron Snout too, improved UI and fixed some of the most reported bugs. Here's what happened in the latest update:  
DLC-related features and user interface Added outfit selection in main menu and in volleyball mode options Nicer level selection widget Added an option to turn off screenshake Added an option to hide Steam username Slightly increased size of street light hitboxes Improved navigation between menus and game rooms Stopped volleyball ball from bleeding Game now remembers previously selected game mode Players now drop their items after gaining a point in volleyball mode Bug fixes: Fixed stretching in fullscreen of certain resolutions (116:10) Fixed multiple glitches related to "ghost" items Fixed item

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indicators in volleyball mode Fixed projectiles not doing damage in volleyball mode Fixed projectiles being reflected to wrong direction in volleyball mode At the moment this update is for Windows only, but I'll try to update Linux and Mac as soon as possible.. Snoutfit DLC coming out next week! : Hey, wolf smashers! Get your hooves ready to finally dress up your Iron Snout pig with colorful outfits from Snoutfit DLC! Here's a short list of information bites to those, who are hungry for more information: Planned release date is. June 18! Snoutfit DLC will contain 3 unique outfits on release One more outfit will be added later with no change in price DLC will be priced at \$1.99 and have 10% launch discount Core game will be updated with a bunch of UI improvements and bug fixes Due technical issues DLC and main game updates will be Windows-only for now This DLC will also be a way to support my development of Iron Snout, Bacon May Die (coming out soon) and future pig-related games! Some people asked to add a "donation DLC, but I just don't feel comfortable with giving nothing back, so a bundle of cosmetic items seems like the best solution! If you can't afford it, make sure to follow me on Twitter or Facebook, because that's where giveaways happen! You can already wishlist the DLC on its store page (work in progress): Haters will say that it's too late, but I'm very excited about releasing this, since Snoutfit DLC got me an excuse and motivation to work on Iron Snout again and now I have a few ideas for cool future content. Don't want to get anyone too excited - let's see how this turns out first! Let me know if you have any questions! Or if you have any quick bug reports or UI issues with Iron Snout game itself, let me know if the comments and I'll try to fix it for this upcoming update.. BUG FIXES : Hello again! Thank you all for reporting issues with the latest Iron Snout build. With your help I was able to solve most of them in today's update.. Bacon May Die: plans & Android release : Hurray! We did it! Or, more correctly, you did it! My new Bacon May Die game got Greenlit in 9 days ! Pleasantly surprising! Can't thank you enough, but I can write up a general roadmap for it. Android release I'm currently working on new enemies and mechanics, which I test in Android version. If you can download it, it would be awesome to hear what you think about it: Bacon May Die Steam For Steam I'm thinking about going through Early Access with this, because I believe a lot of cool things could be added with the help and ideas from community. This way I could bring the game to you faster, cheaper and have an excuse for any issues you might encounter, while I work on fixing them. If you played Android version, you might notice it has both auto-aim and auto-running enabled. The plus side is that keeping controls that simple in PC release too would allow me to have 2-3 player local co-op modes easily without a need of controllers, but I'm gonna need your input on that. Another option would be making co-op modes with simpler controls and allowing full movement in single player. There's no schedule, but I plan starting closed PC version testing in a few weeks and hoping to release Early Access version before summer ends. How can you help? Here are some ways you could help me get this game faster to Steam: \* Play Bacon May Die on Android [play.google.com] , share it around and let me know what you think about it \* Suggest new enemy types, melee weapons, guns, spells and character outfits \* Follow me on Twitter - I'll share beta keys there! \* Play Iron Snout and suggest it to your favorite youtubers or streamers when they look for new games (always awesome to see)! \* Be patient - I'm doing this alone, so it takes longer than I would like to Thank you for all the support! I'll keep you updated!. Snouty things are happening! : Hello, dearest snouts! It's been a while since we talked and I'd like to share some things I'm currently working on with you! Many of you asked about cosmetic items for the pig, some of you wanted a way to get the game to stay in the library, others were nice enough to ask for a way to support my game development. So, I finally found someone to help me with Iron Snout art and am happy to announce that a cosmetic DLC which should answer all previous questions is in development! I will share more details as soon as possible, but for now I just want to assure you that outfits won't provide any in-game advantage, but hopefully it will give me some funds and motivation to update the core game with more content! Also, there is an idea about workshop integration, but that one is for the future! Let me know what you think about this? Would you buy such DLC? What kind of character outfits would you like to see in Iron Snout? Maybe next to wolf fighting you also have skills with vector art and would like to draw another skin for the DLC? If so, send me your portfolio to snoutupgames@gmail.com and maybe we can work something out! Bacon May Die

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