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During long-gone archaeological excavations, a set of gates was discovered. People quickly realized that these ancient passages lead to various spheres and dimensions - providing brave and reckless adventurers with treasures beyond measure. Market, a small commercial village, was founded near the excavation site, providing shelter and a place for adventurers to sell their hard-earned wealth. Moonlighter is an action RPG with rogue-lite elements following the daily routine of Will, an adventurous shopkeeper who dreams of becoming a hero. SHOPKEEPINGWhile doing business in the village of Marketa, you can put items up for sale, set their price carefully, manage gold reserves, recruit assistants and upgrade the store. Be careful though - some shady people may want to steal your precious goods! FIGHT WITH STYLEdefeat various enemies and bosses, and enjoy the intricate and deep fighting mechanics. Masterful gun control, critical time, careful positioning and understanding of your enemies and the environment are critical to your survival. As you fight your enemies before you. MEET VILLAGERSGet know your neighbors as you restore prosperity to this small commercial village. Help create new businesses and watch them grow in the idyllic Rynoka.CRAFT community - ENCHANT Holding a crafting and charming system is essential to your progress. Interact with the villagers to create new armor and weapons, and charm existing equipment. This creates more flexibility and spice up the way the equipment is used. GET THE LOOTAccess strange worlds through otherworldly gates and collect valuable items from exotic civilizations: resources, weapons, armor and peculiar artifacts. Accumulating everything will be impossible - use a unique inventory system wisely to take with you the most profitable prey. BEFRIEND COMPANIONS9 are friends who are more than happy to help you during the most dangerous endeavors. Each companion has a different mechanics. They can damage enemies, rebuild your life, get items for you, act as extra breasts and more! NINTENDO SWITCH EXCLUSIVE CONTENTWhile wandering around the market and its surroundings - you may encounter some peculiar objects... And the behavior of animals! - Hero Sword and Onion set - old weapons are said to have been carried by a legendary hero made from materials that cannot be found in this world. You can upgrade them in the Forge, of course! - Ruccos - They appear in the city like any normal bird... but if you attack the tree they sit on (three times) - then the horde of these cute guys will seem to bother Will (as long as he goes to the dungeon or enters the store). More Explore the official site of this game Play online, access to classic Super NES™ games, and more with Nintendo Switch online Loading the village of Marketa. Once again peaceful and prosperous after the events of the Fifth Door. Shaded by green trees, inhabited by enterprising and enterprising creatures. Creatures. understand why a person would want to live here indefinitely. However, life does not stop for anyone. The wind of change is blowing through the Market. A new mysterious portal came out of nowhere. Does that bring a new threat? Or is it a new way to make easy profits? And most importantly... Are you ready to enter the unknown? Between sizes is the largest Moonlighter expansion so far. DLC enhances the core experience by filling current dungeons with new creatures, inhabiting the all-new inter-dimensional Dungeon with mini-bosses, swarming the adventure with new weapons, arsenal, store items and rings. Features: A brand new inter-dimensional dungeon (and a chance for it to appear as a damaged dungeon in the original dungeons of 10 original enemies and 5 mini needles Full set of weapons with a new short sword, a large sword, bow, gloves, and a spear set of armor with a new helmet, chest, and boots Trick Weapons - 10 unique weapons - as powerful... And punishment! The new rings - which enhance Will's new store upgrade abilities - allow you to showcase your new intersyng elements to new customers asking for trading and unfamiliar NPC: Trader Extra History and Knowledge; Manufacturer Offered Retail Price. The current price can vary. See retail for more details. Nintendo Switch Online membership (sold separately) is required to back up the data cloud. © 2018. 11 bit S.A. studios, 11 bit studios™ and corresponding logos are trademarks of 11 bit S.A. Studios. Digital Sun™, Moonlighter™ and related logos are trademarks of Wildframe Media. All rights are reserved. Moonlighter, an RPG action for the Switch, received a free update with unpublished content called Friends and Enemies. Check out the trailer and what's new: Satellites: Now can be accompanied by nine different monsters in dungeons. To do this, defeat the same enemy ten times to get an egg from a creature that will be born in three days. Each of the monsters gives different advantages, such as attacking enemies, restoring life, or getting items; Mini bosses: Eight new mini-bosses have been added to the dungeons. Monsters will appear at the end of the floors; Bonfire of the zenon: The character of zenon has the stories of the Markets to tell at night, new information is released with progress in the adventure; Tomo's stories: Will's friend got new dialogues that better explain her relationship with the main character; Banker improvements: The banker menu has been updated to better indicate when Will might lose money; Ordering goods: You can now sort and organize inventory more easily; Broom: Broom gun can be purchased again at Le Retail store; Changes in the pricing system in stores; Error fixes and other improvements. In Moonlighter we accompany Will, a boy who inherited a shop in a small village. Over the course of the He has to take care of the creation by organizing and selling items. Already at night Will calabushos em busca de objetos valiosos. O jogo j aestte disponvel no Nintendo Switch, n'o deive de conferir nossa anulis. Fonte: 11 bit studios (via press release) Hello heroes and merchants! The biggest ever expansion for Moonlighter, the critically acclaimed RPG store from Digital Sun and 11 bit studios that recently reached one million players, debuts today on PC. Available now at \$6.99/EUR, between sizes the DLC expands into a mainstream experience, allowing intrepid adventurers to descend into a brand new intersyng dungeon, filling the current dungeons with new creatures along with offering a bunch of new weapons, armor, shop items and rings. Watch the official release trailer below: About DLC: Village Rynoka. Once again peaceful and prosperous after the events of the Fifth Door. Shaded by green trees, inhabited by enterprising and enterprising creatures. You can understand why a person would like to live here indefinitely. However, life does not stop for anyone. The wind of change is blowing through the Market. A new mysterious portal came out of nowhere. Does that bring a new threat? Or is it a new way to make easy profits? And most importantly... Are you ready to enter the unknown? Access to between DLC measurements requires players to finish the main game. Some of the materials below will be available to all base game owners for free. Between the sizes of the DLC features: - a brand new Interstellar Dungeon (with a chance to appear as a damaged dungeon in the original dungeons) - 10 all new original enemies and 5 mini-fights - a full set of weapons with a new short sword, big sword, bow, gloves and spear - new armor kits with helmet, chest and boots - and punishment! New rings to enhance Will's passive abilities - New store update, allowing Will to demonstrate his new inter-dimensional products - New customers wanting to trade, and unfamiliar NPC: Trader - Additional history and knowledge - New thieves to invade your store (free content) - New customer - indecisive customer (free content) - annoying bird, terrorizing your customers (free content) GOG.com Humble Store at 6.99 USD/EUR, and will be available on the more end-of-time. In addition, we have fixed a lot of things in the game, updating it to version 1.10. Common fixes: Crash at the startup Accident at the opening of chests in dungeons Fixed the problem with rewrites of items in chests All familiar eggs must now fall into a new game - Fixed problem, where breast mism can't interact with Fixed Infinite Loading After Using The Banker Fixed Infinite Loading After Reaching the End of the Calendar Year - Sorting now also has to stack items - The sorting option must now affect all pages in multi-page breasts - Fixed problem with reconnection PS4 Dualshock 4 - Crafting high-end high-end Blacksmith must now consume the right amount of resources - where Le Retailer NPC may have items in stock that shouldn't be present there - The Potions on the Witch NPC must now display the correct prices - a fixed problem with will's fist-pumping mark over the witch in the new game must now be properly updated - Minor language corrections Dungeons: Logo portal - Eggs must now always be duly transferred upon return from the dungeon - Fixed icon Some Enemies Store Fixes - Fixed problem where items disappear when replenishing stacks of items in the sales box - Fixed display revenue in selling boxes in the new game Get Moonlighter on: Want to know what we're up to? 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