



**"STRAIGHT TO THE HEART OF
CLASSIC SHOOT EM UP PLAYERS"**



**CHOOSE YOUR PATH AND
FIGHT PLANET BY PLANET
AGAINST HORDES OF EVIL
MEROPTIANS**

Hydora features lots of short and intense levels, unlockable weapons, secrets and a large library of enemies and bosses.

The difficulty is adjusted with situations that require strategies, equipment and route decisions and small random variations in each gameplay.

This game is highly inspired by classics like *Gradius*, *R-Type*, *Turrican*, *Space Manbow*, *Hellfire*, *Guardian*, *Hydefos* and many others.

Genre: Horizontal shmup
Release: June 3rd, 2010
Development: 3 years
Platform: Windows
Language: English



FEATURES

- » Old school feeling and 16 bit appeal.
- » Smooth and addictive playability.
- » Single difficulty level, variable at each mission and with small random elements that makes each gameplay different.
- » Great variety of enemies and bosses.
- » Weapon selection, power ups, and unlockable new weapons in every mission.
- » Dark background and brilliant bullets that lets the player see clearly what is happening around



Soundtrack is composed exclusively by the brilliant **Gryzor87**, who has no hesitated in taking legendary synthesizers to create a retrofuturistic, powerful and sometimes dark soundtrack. The cover art comes again by the hand of **Marek Barej**.



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HYDORAH



A game by
LOCOMALITO

Music & sound
GRYZOR87

Illustration
MAREK BAREJ