
Khimera: Destroy All Monster Girls Download] [addons]



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About This Game

Part human, part oni, golem and harpy! The list goes on and on! Born in a lab, Chelshia the chimera is the world's first synthetic monster girl. When her monster inhabited island home is threatened by a band of looting pirates, she springs into action to save the day!

Khimera: Destroy All Monster Girls is your premiere monster girl beat-em-up platformer experience! Use Suits & Sandals' patented (not actually patented) GIANT STONE FIST technology to punch your way through hordes of monster-pirates to reclaim your home's stolen treasure.

Find upgrades, collect collectables and solve problems with your fists! Play the game at your own pace in story mode or go for the best time in a marathon-style race mode!

- 24 built-in achievements offer praise for completing tasks.

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- Race mode lets you compete for the best time against the community!
 - Xinput and direct input compatibility makes sure all your USB controllers work!

Title: Khimera: Destroy All Monster Girls
Genre: Action, Adventure, Free to Play, Indie
Developer:
Suits & Sandals
Publisher:
Suits & Sandals
Release Date: 15 Apr, 2016

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English







ENG\\\\\\\\\\\\\\\\\\\\

- + pixelart looks amazing
- + soundtrack
- + dynamic gameplay
- + humour
- + many things to do
- + is free
- + and dlc is cheap as hell

- cakeboy minigame is mediocre
- some collectibles are almost impossible to get without help

Never skip leg day!

9+V10

POL\\\\\\\\\\\\\\\\\\\\

- + pixelart wygl\u0105da cudownie
- + soundtrack
- + dynamiczny gameplay
- + humor
- + wiele rzeczy do zrobienia
- + jest darmowa
- + a dlc jest tanie jak barszcz

- minigierka z cakeboyem jest meh
- bez pomocy zebranie kilku przedmiot\u00f3w graniczy z cudem

Nigdy nie opuszczaj dnia n\u00f3g.

9+V10

Khimera: Destroy All Monster Girls Version 3.5:

Recently Khimera: Destroy all Monster Girls appeared at AGDQ2019, run by WR holder Snapcase! You can catch up on the run here:

https://www.youtube.com/watch?v=Ofwao_TP8wI

As for today's update, it is mostly QoL and bugfixes. Chelshia has a new mechanic where she will attempt to nudge up or down on a wall to clear a ledge, helping alleviate issues with just barely missing a gap with the dash.

As always, let me know what you think!

Version 3.5 - January 12, 2019

- **Recovery from backup; some stuff MIGHT BE A LITTLE BIT WEIRD! (please report any errors you find on steam discussion)**
- Chelshia will now attempt to nudge up or down in order to clear ledges.
- Fixed getting stuck on pogo when catching a ledge just right.
- Fixed being able to lock Chelshia's moves by firing saucy shot out of a pogo attack.
- Fixed bosses appearing see-through on map screen during Ragazza Plains Cutscene.
- Fixed old level theme (fairy theme) playing after completing the quiz.
- Made trading quest 'item received effect' easier to see.

. Khimera version 3.3:

A small fix for Khimera is out today, fixing some geometry errors introduced in 3.2. Thank you everyone who has been posting bugs and glitches on the steam discussion board!

Version 3.3 - June 23, 2018

- Fixed missing geometry in Sky Fortress
- Fixed getting stuck in wall after transition in Black Widow.

. Khimera version 3.7:

A small update to Khimera fixing the "connected to steam" message issue as well as a long overdue update to Mouthface's pallet. She is now in line with her original design. Special thanks to her original creator, Buttingston, for sorting that out for me!

Version 3.7 - February 25, 2019

- Fixed "connected to steam" message displaying false negative.
- Fixed Mouthface's pallet.

. Khimera Version 3.8:

Tonight is a few minor QoL updates and issues brought forward by the Khimera: DaMG Speedrun discord server. If you're interested in running the game, their server is a great place to start: <https://discord.gg/nUqzFa8>

Version 3.8 - May 10, 2019

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- Added current stage's collectables to HUD when % counter is on.
 - Fixed collected fairy money sometimes spawning in walls.
 - (This was what was forcing them to teleport to Chelshia, resulting in phantom 100's being collected).
 - Config will not automatically switch to gamepad on boot if the controls have been reconfigured.

. Khimera Version 3.1:

Mostly a few more bugfixes and some OoB corrections. Maybe a little visual boost to a certain stage....

Version 3.1 - May 1, 2018

- Fixed OoB in Icey Path (thx Lyth).
- Black Widow changes:
 - New stage-exclusive background to better fit the tone of the stage.
 - Fixed two OoB deaths (thx Doki).
 - Fixed some efficiency issues in black widow's geometry.
 - You can now properly backtrack up Black Widow to re-attempt the second fairy.
 - Removed pits in 3rd checkpoint room.
- Fixed title steam connect reading wrong string (thx literally everyone).
- Fixed being able to trigger menu nav sfx while menu not visible on title screen.

. Khimera: Destroy all Monster Girls 3.6 + itch.io DRM-Free version:

Version 3.6 is a quick update to fix the DLC not always being unlocked when it should be! Right now I think that its now incorrectly identifying steam connection state but that's just a visual error which will be remedied in a later patch.

If you'd like a copy of Khimera without all the Steam shenanigans, you can now download Khimera on itch.io: <https://suits-sandals.itch.io/khimera-destroy-all-monster-girls>

Version 3.6 - February 10, 2019

- Fixed some cases where game incorrectly identifies purchase state of DLC.

. Khimera version 3.0 is out!:



Khimera version 3.0 is out today coming at you with a bunch of requested features, some optimizations and various minor fixes. The new **Sound Test** lets you listen to any previously heard song in-game and the new **Percent Indicator** lets you watch your game file completion rise in real time on the HUD!

Version 3.0 - April 1, 2018

- Big efficiency fixes for how backgrounds draw; less data and less processing time.
- Improved settings menu visually.
- Fixed gem indicating which option was active not drawing for font style.
- Added option to hide cursor.
- Added option to display overall game completion on HUD (for 100% races).
- Added sound test menu.
 - Songs will unlock as they are played in-game for the first time.
- Spruced up the other menus as well.
- F3 resolution key now cycles through all options instead of just returning to 1x windowed.
- Added detonator to collectable list on map.
- Bosses skip dialogue if their stage is complete.
 - (With the exception of the captain's first dialogue so you can still choose to join them post-game.)
- Notebook in Cakeboy now spawns at or above level 12.
- Everything is upside down now.

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