

Ollie & the MERCHANT of DREAMS

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Game Overview

Title:	Ollie and the Merchant of Dreams
Genre:	2D Metroidvania Adventure
Platform:	PC (Steam)
Release Window:	12 March 2026
Developer/Publisher:	Lavadrop Entertainment

Links

Website:	https://www.lavadropentertainment.com
Steam Page:	https://store.steampowered.com/app/3818520/
Gameplay	https://youtu.be/X-NNIUv9vic
Trailer 1	https://youtu.be/3TPHGeq4nN4
Trailer 2	https://youtu.be/cepFFXUMxmA
X	https://x.com/LavadropEU
Bluesky	https://bsky.app/profile/lavadropeu.bsky.social
YouTube	https://www.youtube.com/@lavadropentertainment

Short Description

A magical 2D metroidvania where you play as Ollie, a catfolk scout caught in a web of mythical secrets, shifting alliances, and world-changing power. Explore a cursed world, uncover hidden truths, and unlock powerful companions in your quest to rewrite fate.

Long Description

Ollie and the Merchant of Dreams is a handcrafted 2D metroidvania adventure set in the enchanted world of Hitonero. You play as Ollie, a young scout from the village of Kindleburg, sent to investigate unrest in the mysterious Dryadic Forest. What begins as a simple mission unravels into a journey that questions loyalty, unearths ancient powers, and challenges the very nature of reality.

With fluid parkour-based movement, dynamic swordplay, and magical companions that shape how you explore and fight, the game invites players into a rich, responsive world. As you collect dream energy, unlock summons, and make critical discoveries, your decisions will shape the story's ending: early, tragic and true endings are available in the normal playthrough.

At a glance

Narrative Depth	The game is story-rich, with skippable dialogue and a deep narrative that explores themes of sacrifice, grief, betrayal, and the tension between saving the world and those closest to you. Player choices and exploration can influence how the journey ends.
Playable Hero	You play as Ollie, a sword-wielding cat-like hero exploring a hand-drawn world filled with expressive animation and fluid, responsive combat. Enemies are unique to each thematic zone and integrated into the world's atmosphere.
Exploration & World Design	You traverse over 12 interconnected regions, each with their own secrets, lore, platforming challenges, and boss battles. Exploration and progression are tied closely together in classic Metroidvania fashion.
Movement Mechanics	Movement is central to gameplay, with mechanics like ceiling flips, long-range levitation, wall jumping, and precision dodging offering freedom and variety in how players navigate the world.
Skills & Abilities	During the course of the game you encounter six legendary creatures, known as Archons, tied to the world's creation and lore. Each confrontation unlocks new abilities that dramatically change your approach to both traversal and combat.
Mount-Based Traversal	The player will gain two mounts during their playthrough that expand exploration and gameplay variety. A flying unicorn allows for freeform traversal and shoot 'em up sequences, while the

	other is built for brute-force breakthroughs and pathfinding in tougher areas.
Immersive Fast Travel	Fast travel is integrated through a lore-friendly, magic-based system that maintains immersion while allowing efficient backtracking across the world.
Multiple Endings & Replayability	The game includes multiple endings based on exploration and progression, as well as hidden collectibles, and optional unlockable companion pets.
Game Saving System	The game is very forgiving in relation to player death, which is only possible in earlier regions. Once magic abilities and fast travel are unlocked, recovering from defeat becomes smoother. If Ollie's HP is depleted, he's transported to a central hub where players can choose to continue with all progress preserved or reload from a previous save. Save points are thoughtfully placed throughout the world to support exploration and experimentation.
Upgradeable Combat	Ollie fights primarily with a sword, which can be upgraded with new combos and special attacks.
Shifting Environments	Some labyrinthine areas shift as they interact with the player's presence. The world itself reacts as the game progresses and the player completes quests or interacts with NPCs.
Hidden Lore Collectibles	The player will be able to track down 5 hidden lore cards that reveal fragments of a deeper story and enrich their understanding of the world beyond the main narrative. This system is integrated into the game at some point and is not only passive information. There are other hidden collectibles like 10 cats and 20 flowers that will unlock a new pet and a different ending respectively.
Customizable Pets	Some companion pets can be acquired during the game to change the game's difficulty as they grant helpful perks, such as passive healing, resource collection, or mana support, allowing players to customize how they engage with the world. A fourth pet will allow the player to eliminate the time limit on the flying mount and to reveal the location of flower collectibles.
NPC-Based Progression	NPCs you meet will offer combat upgrades and new skills, enhancing both your offensive reach and attack variety. For instance, one NPC will grant you longer reach, while another will teach you a new skill.
Retro-Inspired Instruction Manual	The game also features a stylized in-game instruction manual, illustrated in clean line art inspired by retro titles.

Developer Bio

Lavadrop Entertainment is a solo indie label based on the European island of Malta, focused on creating rich, story-driven games with a strong sense of atmosphere and discovery. Its worlds evoke diverse cultures and mythologies, while drawing inspiration from the creator's scientific background.