
XO-Planets Download Utorrent Windows 7



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About This Game



- P L A N E T S

A **rogue-lite**, **action platformer**, **tower defense**, with a little **rpg** all in one.

As an action platformer, you can **double jump**, **dash**, and even **climb a wall** up and down while using a one-handed weapon.

But all of those must be unlocked via **Distro Machine** using the **unit component**.

As a rogue-lite, every level is random procedural generated.

That means every game session is different.

It also features permadeath, so everything that you work really hard for will be gone when you die.

Well, with exceptions..

And that brings it to rpg element which can be turned off if you so desire.

The very rare **Xolyriums** can be collected and can be spent on upgrading your reconnoiter.

And finally, the tower defense.

This one may be a little too hard at first, but with patience, skill, and strategic preparations using gun turrets, missile launcher, or a tesla tower you can do it!

Be warned, that this game requires some patience and skill.

The AI modifications can be a little intimidating at first but once you get the hang of it, you will feel like a boss.

Are you ready to annihilate all abominations of **XO-Planets** to find a new home for mankind?

LOCAL COOP IS NOW AVAILABLE!

MAIN FEATURES

- Procedural Random Level Generation, No gameplays will ever be the same
- Randomly generated weapons. Now 9 different weapon types (sword, axe, whip, gun, shotgun, sniper, and 3 different launchers)
- 3 different weapon enhancements (*vampiric, fire, and ice*)
- Modify your weapon with mod drops
- Find all the Legendary weapons
- Over 25 Enhancement Mods for the AI unit. (*including Jet-pack, Teleport, and Juggernaut*)
- Permanent Enhancements to unlock using Xolyriums
- A Distro Machine where you can buy enhancements for your AI
- 5 Bosses to outsmart and eliminate
- 5 mini bosses (bounty) to kill
- 25 enemy creatures with different behaviors and immunity to annihilate

MORE FEATURES

- Gamepad fully supported
- Play with a friend on local coop
- Unlock the Jukebox and listen to the cool Soundtrack.

RANDOM MISSION

- Search and Destroy
- Bounty Hunter
- Bomber Man

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- Treasure Hunter
 - Tower Defense
 - Ruins of War

UNLOCK THEM ALL

- Unlock and learn the stories behind every G-Raiders crew
- Unlock Intels on every invaders
- Six playable AI Reconnoiters with different playstyle (*6 must be unlocked*)



COUCH READY



[DOWNLOAD DEMO HERE](#)

CURRENT GOAL:

-
- Hard Save. Save & Exit during mission
 - Resolution. Make it pretty
 - Squashing bugs
 - Polishing all Dialogs
 - Add More mission
 - Change Permanent Upgrade to streamlined. Like Nuclear Throne.

SOUNDTRACKS:

[Ritchie's Sea 5 - Joe Reynolds/Professorlamp](#)

[Level Tracks by Trevor Lentz](#)
<http://opengameart.org/content/convergence>

[ANTEHYMN - Perry Butler \(HECTAVEX\)](#)
<http://opengameart.org/content/antehymn>

Title: XO-Planets
Genre: Action, Indie, RPG, Early Access
Developer:
Bohfam
Publisher:
Bohfam
Release Date: 23 Oct, 2015

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Minimum:

OS: Microsoft® Windows® 7 / 8

Processor: 2.5 GHz

Memory: 2 GB RAM

Graphics: Direct X9.0c Compatible Card

DirectX: Version 9.0

Storage: 250 GB available space

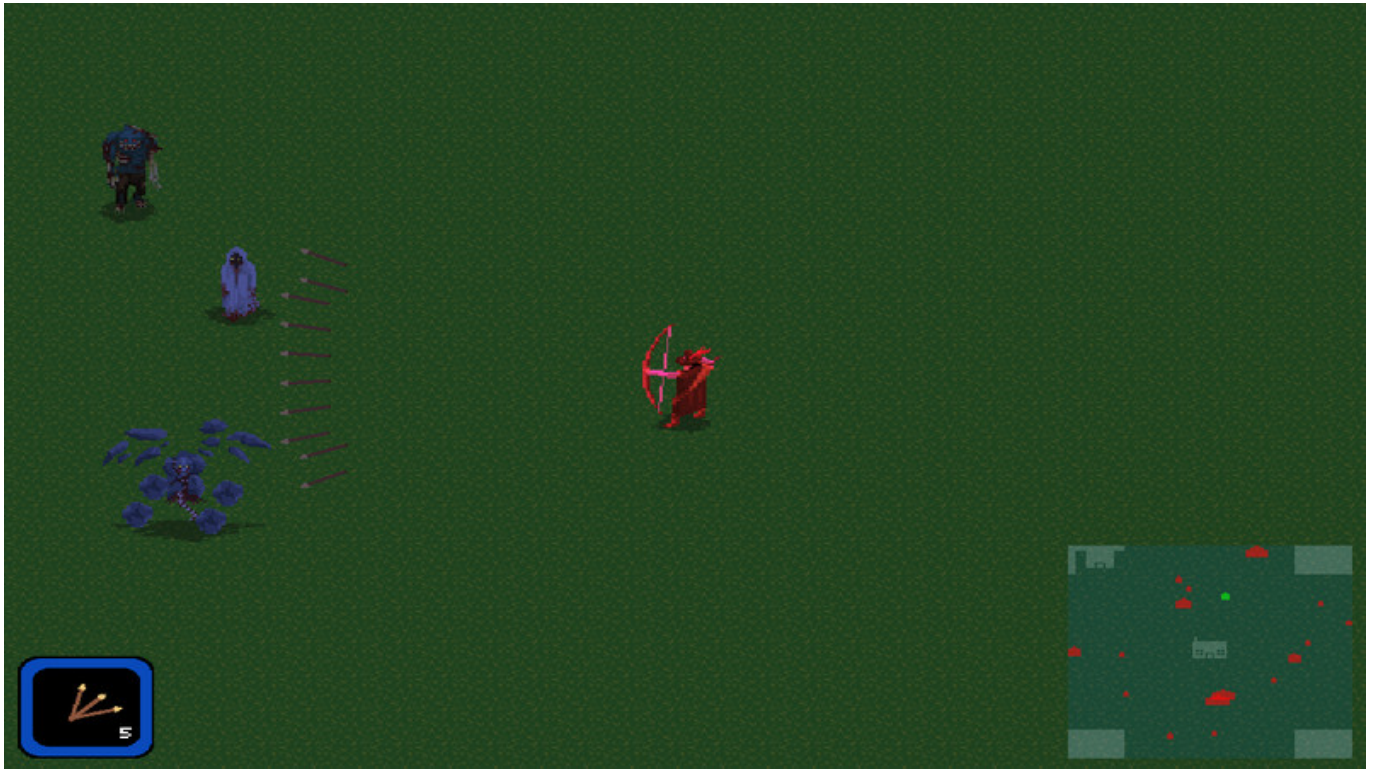
Sound Card: Anything that works

Additional Notes: Microsoft Xbox 360 Controller or Direct Input compatible controller

English







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Best game ever i get to play as my two least favorite people on the planet!

Trump and Clinton :D. Fun and unique puzzle game with smooth gameplay and very friendly price. Must have if you like Tetris.. Its clunky. Its ugly. It leaves a bad taste in my mouth. And it had potential, but ♥♥♥♥ed it in the eye. Somehow, of some odd reason, I find this game great and would definitely recommend it to others. It took me about 18 minutes to complete.

It's like a preview at what Lone Echo is without the story\AI\narrative. But not as good.

For the price (1.99) you can't really go wrong. Cool intro\demo for VR noobs.. Very ADDICTIVE!!

I rate the game AWA (Aircraft Warfare Arcade) 3.5/5. Pretty good but don't expect a whole lot and it's a bit overpriced. Get it during a steam sale if you can.

This little game is very similar, both in terms of its style and gameplay to the game Vector Strain (I think made by the same game developer), except this looks like it may be an earlier attempt at such a "Schmup" kind of game and it is a lot easier than Vector Strain. This is, very basically, a Galaga-esq top-down view, vertically scrolling arcade sort of game which has distinct levels and the enemies fly in from the top of the game and then vanish again but otherwise come almost continuously (with a few short gaps). There are a LOT of these kind of games out there but if you develop a taste for them like I have you'll see that each of them is fairly unique though they all tend to be very challenging, if not completely frustrating. Also, some of these kind of games are much better than others. AWA is an exception however in that it's "easy" difficulty level really is actually pretty easy.

In AWA you play a little aircraft which fires an absurd amount of firepower at various enemies which fly in from the top of the screen. Your aircraft and the enemies are all based on real-world aircraft in terms of their visual design but don't handle remotely realistically (I'd imagine) and the enemies fire glowing, globe-like projectiles (as is normal for this genre) in various geometric patterns which you must avoid while firing continuously.

There are several levels, each with a nifty boss visually based again off of a real aircraft. There are many different aircraft you can unlock as you play and they are generally each more powerful than the last making it easier and easier to win the game as you unlock more and more of the aircraft. This game does give you some potential replayability though as you can try to win the game with each aircraft and there are 3 difficulty levels to choose from (easy, medium, hard). There are also several nifty-looking steam award icons to earn. There is no story but I always imagine that I am trying to shoot down aircraft which are controlled by the Skynet computer system from the Terminator series of movies in an attempt to avert the Judgement Day Nuclear War (or at least trying to lessen its severity).

The music is sort of a sort of techno-industrial style and consists of 2 songs. A menu song which might get irritating after a short while and a heavier, bass thumping main game song which would be good for a longer duration. Players will probably think the music is either OK or they might hate the music. I thought it was OK but not very memorable. The graphics are adequate and are colored in a sort of cool, cold blue-tint and feature rushing clouds, waves going by underneath and some amazingly sluggishly slow panning cities but the background/terrain was at least adequate if not pretty good throughout. The sound is generally muddy, boring and awful though.

To conclude, AWA would be a great game for people who are new to this genre as it helps illustrate what some of the basic possibilities this type of little game has and would be a good game to practice on before moving on to the other, more difficult (but very similar though usually more creative) games of this type which exist out there. The system requirements are low enough that this game should run well on anything and I encountered no bugs. AWA's intrinsic lack of creativity (particularly in terms of its enemy and level design) could be useful for those who might be confused by a more complex game and may be appreciated by those who want a game which may nostalgically remind them of late 1980's arcade games or certain console games from that time.

Overview:

+Good Schmup gameplay with no bugs and adequate music and okay graphics.

+/-Not very complex or creative.

+/-No particular story.

-Muddy, boring sound effects.

-For what it is, this game is too expensive when not on a special sale.. This is a ponderously bad clicker. It has literally zero depth, 6 completely linear upgrades and awful, uninspired game mechanics. There are hundreds of free options that don't abuse the player like this thing does. Avoid at any price tag.. Clever idea, unfortunately I didn't enjoy it. *. Very fun and entertaining, just wish that they would add more content.. RIP best fast-paced game ever.. Small Word 2 reflects the spirit of the original. I would even say it does it too well, because it duplicates the board game's issues. The map is beautiful but still motley to the point it hurts the eyes. For that reason, while the application can be ran in full screen, I preferred to play it in windowed mode. In some place new tabs open or the table is cut, but it doesn't really collide with gameplay. Also I didn't notice any freezes, long loading times or waiting endlessly for any online opponents.

Pros:

- + High replayability (different races and special powers);
- + Dynamic, colorful, with many negative interactions;
- + Working smoothly.

Cons:

- Paradoxically to pros: many negative interactions (not for persons who doesn't like competitive games);
- Even if you really, really like your little friends sooner or later they have to die;
- Pretty map but hard to look at, the eyes get tired, because of too much chaos on the board.

Going to the last verdict: as for the visuals, audio and the game mechanics, Days of Wonder give us a fully satisfying product but I still prefer the shared hours spent with friends at the game board.

See full review on my blog:

<http://iplaywithgreen.pl/2015/10/07/recenzja-aplikacji-1-small-world-2/>

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