
XO-Planets Portable Edition

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About This Game



XO - PLANETS

A rogue-lite, action platformer, t 5d3b920ae0

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

Minimum:

OS: Microsoft® Windows® 7 / 8

Processor: 2.5 GHz

Memory: 2 GB RAM

Grap

English

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Solid game for early access. Feels a lot like risk of rain. Bubble + anything a lil too op, but on some chars u can't upgrade so not an issue. Doesn't quite have the item selection risk of rain does but then again its early access. Also not sure if items even stack/don't think they do. Anyways a solid game that with more improvements could be really great. Crisp controls. Played well with an xbox controller. Would def recommend a buy if you played risk of rain.. OMG!!! This game is AWESOME!! SO much going on, all of it a blast to play!! REALLY glad I stumbled accross this as a sale item, but easily worth full price!! In my short list of faves already, and I'm early on into having/playing XO-Planets.. It feels like a blend of Risk of Rain with elements of Spelunky, all wrapped up in a pixellated nightmare. With some more gameplay tweaks and some difficulty balancing, this has every chance of being one of the best platformers out there.. OMG!!! This game is AWESOME!! SO much going on, all of it a blast to play!! REALLY glad I stumbled accross this as a sale item, but easily worth full price!! In my short list of faves already, and I'm early on into having/playing XO-Planets.. It feels like a blend of Risk of Rain with elements of Spelunky, all wrapped up in a pixellated nightmare. With some more gameplay tweaks and some difficulty balancing, this has every chance of being one of the best platformers out there.. It feels like a blend of Risk of Rain with elements of Spelunky, all wrapped up in a pixellated nightmare. With some more gameplay tweaks and some difficulty balancing, this has every chance of being one of the best platformers out there.. What a strange game. Six and half billion miles from the Earth, I'm digging, slashing, and shooting my way through one of the most nonsensical platformers in recent memory. Though its design tenants are conventional (double jumps, simple controls, focus on accurate movement), the application is anything but. Enemies are difficult and unforgiving at close range, which would be a great incentive to use the gun, except properly landing shots is itself a challenge. Without a tutorial to explain a few of its nuances, be prepared to stumble through the first few lives working out the timing required to take out lesser enemies before progressing to the boss. This game has the appeal of trial and error, as well as a high difficulty curve who those that want a challenge. Ultimately, this game is oozing with creativity from the mind of a talented developer. Despite this, it has unfortunately fallen by the wayside, ignored largely for no reason. Plastered in visuals that range from stunning to vision-ruining, and unfettered by the laws of conventional sound design with sounds both satisfying and irritating, its certainly one of the more interesting games I've played aesthetically speaking. Its worth mentioning here that you should take the epilepsy warning very seriously. If you have any history of reactions to flashing lights, avoid this game at all costs. It's a strange game, and I recommend it not because its perfect, or even great, but because playing it is a trippy, awkward experience. It's like stumbling through the first kiss; its like dealing with parental disappointment; its like a trip down a road you haven't seen in twenty years. Refreshing, but something's changed. Something important. Its an experience. Hell, that's more than I can say for most of the triple-A industry. Good on ya, dev. Looking forward to your future projects.

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