
Xotic Download Xbox 360 Iso



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About This Game

Xotic is an arcade-style first-person shooter where you rack up huge scores by shooting enemies, detonating chain reactions, and discovering secret power-ups and point multipliers. Armed with a weaponized symbiotic creature called the Macroterra, you must cleanse the evil presence and re-plant the seeds of life on a planet ravaged by the minions of the Orb.

Destroy the insidious scab plants and new life will grow in their place, diminishing the Orb's control of the planet. Trigger scab plant chain reactions to earn score multipliers and chain bonus points. Collect Orb essence to boost your score, or grab them in mid-air to earn an aerial combo bonus. Seek out and destroy the hidden Orb brains and collect all of the Orb essence in each level for even more points.

Earn experience points to upgrade your weapons and skills, including "Absorbition" which pulls points towards you automatically! Unlock the secrets of "Hard Hologram" technology to deploy mobile shields or aerial landing platforms.

Xotic is a unique arcade shooter experience unlike anything you've played before. Get it now!

Key features

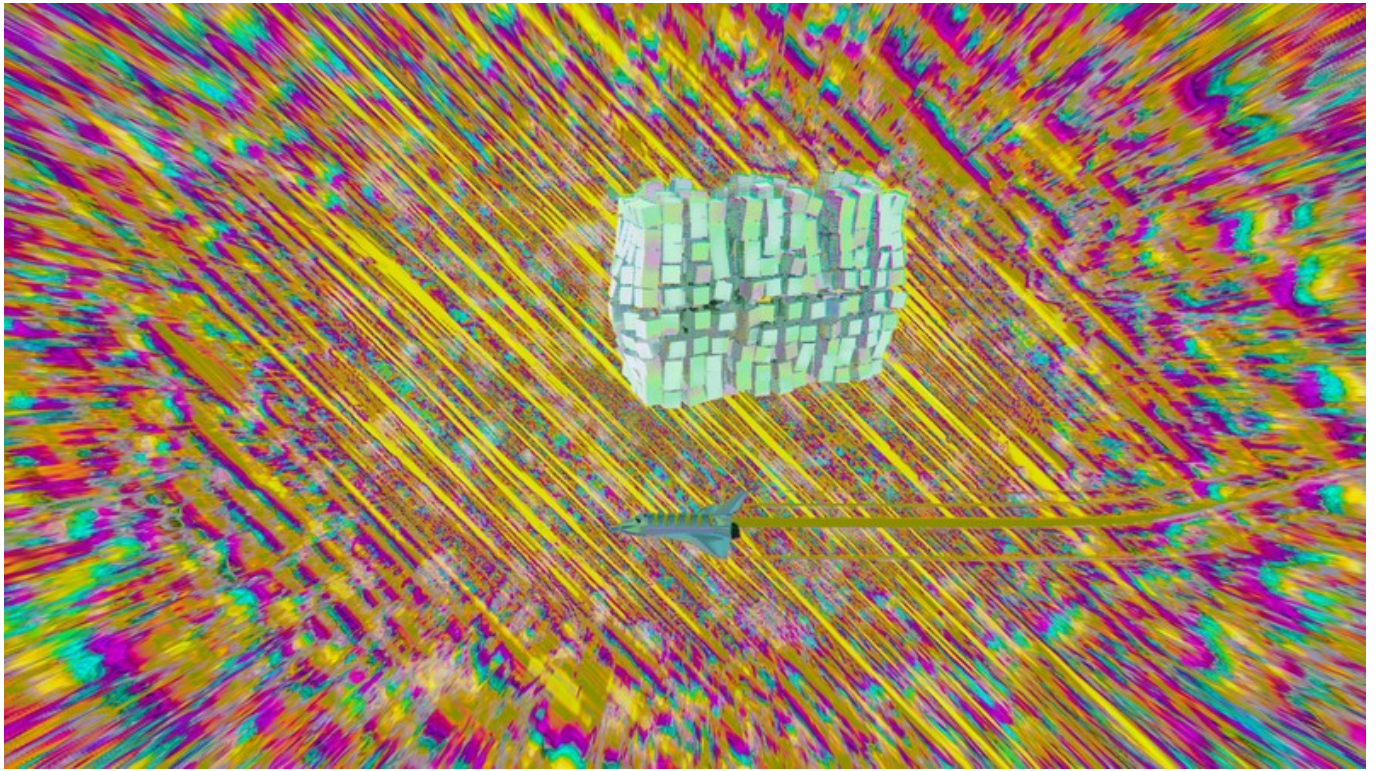
- Arcade-style scoring and point combo mechanics
- Unique "Hard Hologram" technology
- Exceptionally colorful environments and effects
- Upgradeable weapons and skills

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- Steam Leaderboards & Achievements

Title: Xotic
Genre: Action, Indie
Developer:
WXP Games, LLC
Publisher:
WXP Games, LLC
Release Date: 16 Sep, 2011

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English,French,German,Italian







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- A Myst-like game.

- Puzzles are manageable at first but become increasingly incomprehensible.

- In-game hints are sparse and oftentimes too cryptic.

- Mid-term and long-term goals should be clearer.

- Lack of feedback leaves you wondering if your solutions are "almost right" or "completely wrong".

- Mystical story is somehow not interesting at all.

- Incredibly flat characters.

- Music is \u2026 from another world (O_O)

- Walking down a road can be an annoying experience because you have to find the sometimes too small "Go to next screen" hot spots.

[3.0 V 10.0]. So far, lovin' it. It has quirky writing and characters, and while the gameplay is pretty stereotypical, however the exploration and writing make up for it.. I can't say I didn't like the game at all but I don't feel recommending it. I liked the graphics, the fact that it was only 3 hours long(i like when games go straight to the point without hundreds of useless sidequests), the Japanese voices and the general idea but I found the game to be a little bit tedious sometimes. The narration was cool but the english subtitles were poor and were sliding TOO FAST. I had to go to the menu and read everything again everytime to understand the story. The gameplay was a sort of point and click with some arrow keys involved during fights. Those arrow keys were not responsive. Tried with both controller and keyboard and I found difficult to complete the final chapters.. Velocibox is hard, but it nails the fun you want out of this kind of game and there's a rewarding sense of satisfaction to getting further.. Broken Reality is a first-person adventure with a vaporwave theme. You gather powers through items such as a liker which allows you to interact with things, a sword to slash viruses and a cursor to click on windows that will transport you to them.

You explore an online world with sub-areas called servers, with many different users and characters.

The Pros:

- A unique vaporwave aesthetic, which is rarely seen in games.
- An accessible game experience with interesting puzzles that give you those "aha!" moments we all love.
- A killer soundtrack that sport the various sub-genres of vaporwave.

The Cons:

- Has some level design flaws. Not everything is properly telegraphed, and it feels confusing. Figuring something out eventually doesn't seem rewarding, just makes you a bit annoyed. However, it's not riddled with bad level design. It's just the bad part are particularly bad.
- Confusing objectives. It's not always clear what you have to do. It's not so bad that you have to look at a guide, but I sometimes asked myself "was I supposed to do it that way?"

The best level in my opinion is the one called GeoCity. It has a pleasing atmosphere with calming music with an obvious reference to a known vaporwave album.

The worst level is surprisingly the last one. I was confused almost constantly, and bears the problems mentioned in the Cons. It's also the worst looking one, and it hurt my eyes after a while. It felt more like it was just a bad aesthetic, and not the intentionally slightly old and crappy aesthetic that vaporwave is known for. While the last level is bad, the ending sequence of the game is one of the best parts. I don't want to spoil it, it's really good.

All in all, if you like or love vaporwave, you will most likely like this game. It's one of the few full vaporwave games out there and took me around 6.5 hours to complete on my first playthrough. I did play the demo and knew what to do in the first level, so a completely blind run might take 7-7.5 hours to complete.

It's a rare, full vaporwave experience. Get it now if you are even remotely interested.

Beautiful game don't get me wrong but my god is the flying disorienting or unresponsive at times. Tried to flying to the nest and it wouldn't let me. I couldn't latch on. Took me about 25 minutes to pass through that.. I am currently using this to revise for my Maths GCSE :D. This is a review for the heroes rise series rather than just this game.

I first played heroes rise on a recommendation from a friend. I'd played text based choice games before and expected this to be another half hour distraction with choices impacting minimally on the outcome. I could not have been more mistaken. The amount of care given to both the story and the characters had me so involved in the game that the friend who had originally introduced me to the game advised me to play a little less as I had taken to using the term 'slugger' in everyday speech. This game is beautifully crafted and will force you to make some heart wrenching decisions. (apart from the one to punch Jury in the face, you'll find that one comes fairly naturally.). Divertido juego de frijol hombre dispara. A delightful series of interactive dioramas. Has the rhythm of adventure game puzzles but is denser and more refined (I assume because time and resources weren't spent elsewhere).. Great game you can practice your voice command as a in game leader. You know how sometimes in school, you would try your best and end up with terrible results, but your teacher gives you a good mark because you showed alot of improvement? That's kinda the way I'm giving this the thumbs up for this game.

I've had this game in my library for years, and never been able to play more than a few hours before rage-quitting. And yet every time I picked it back up, the issue that drove me off had been fixed. Last time it was power networks getting mixed up every time the solar panels kicked on/off. I came back today and saw it was working. But now my game is crashing every time I get more than a few minute in. The save file is years old, i'll start a new one. So is the game playable? Meh. Maybe it gets better later in the game, but fighting 3d rotation issues every time you place a meter of pipe is a pain now. But every issue i've ever found was (eventually) fixed.

If this game looks good to you, make sure you've looked at factorio, factory town, satisfactory, or any of those before sinking money into this, because honestly, i think they're better. On the other hand, there's lots of abandoned early access games out there, and it seems like this dev stuck with it. And in an under developed market of factory games, we need every respectable developer we can get.

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