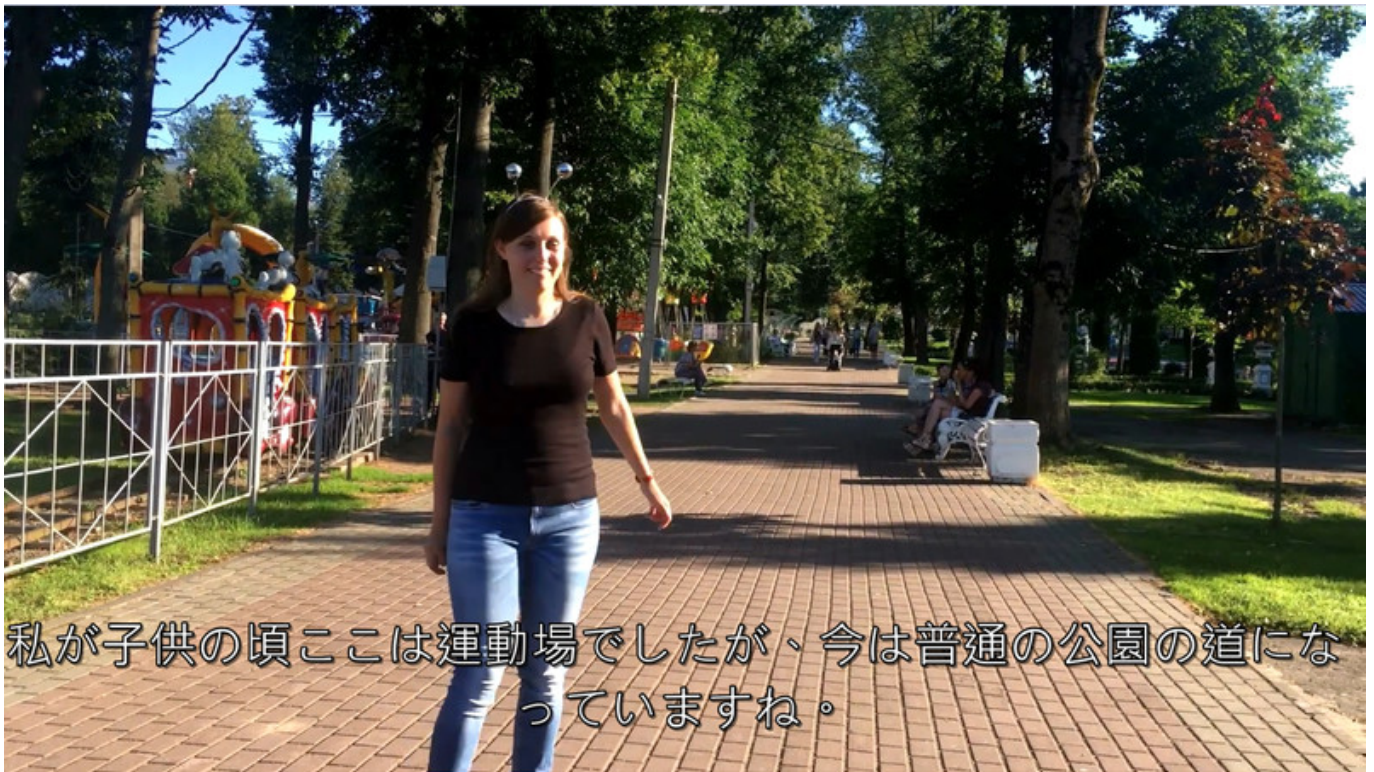

EX0: Dark Moon Download Crack Cocaine



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About This Game

EX0: Dark Moon is an indie retro-ish puzzle platformer made by about two and a half teens.

In it, you play as a plucky little robot named EX0 (his pluckiness is implied) who must ultimately save earth from the evil dark slimes.

Run, jump, and shoot your way through slimes, skeletons, drones, spikes, and trap blocks to get to the portal at the end of each level. But wait, you won't be able to beat the level with your starting stats. To win, you'll have to pick up coins throughout the level and use them to upgrade your abilities when you die.

The more you upgrade, the higher the upgrades cost, and the more you die, the less points you get for the level. Go for that spicy high score!

FEATURES:

- Robots, slimes, and skeletons. Oh my.
- Around 30 delicious homemade levels.
- Seven big and bad bosses. Each one bigger and badder than the last.
- Six upgradable stats: Ammo, health, jump, multi, speed, and time.

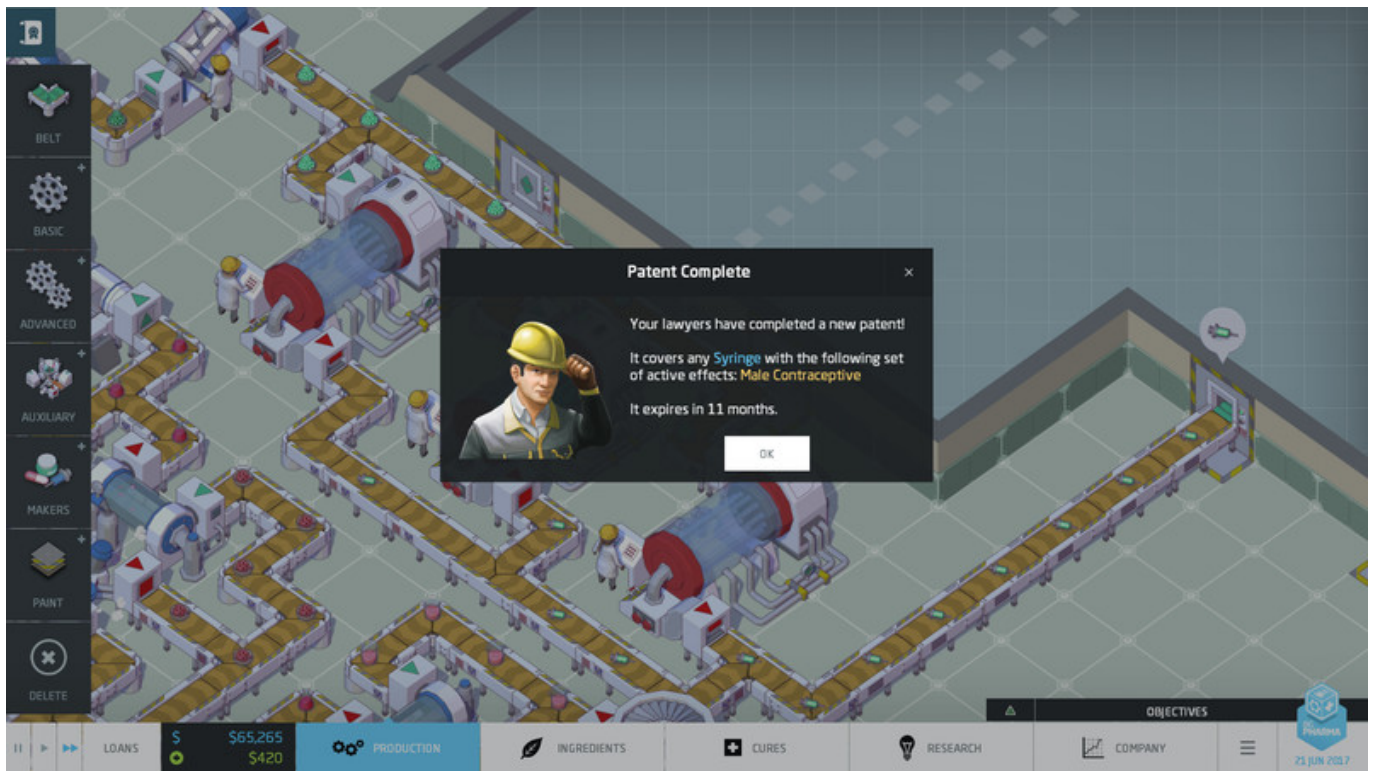
-Cheatcodes and color swapping!

-More than six pixels.

Title: EX0: Dark Moon
Genre: Adventure, Indie
Developer:
Pixel Six Games
Publisher:
Pixel Six Games
Release Date: 8 Dec, 2017

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English







I played Trials HD up until Evolution came out, which I played until Fusion came out. I have a fair amount of experience with the modern trials games, and have been a supporter of RedLynx for some time. When fusion came out, I beat it, then I took a break from the Trials franchise, only playing it in a drunken rage with friends. Seven months pass, and I decide to start up Fusion one evening for some nostalgic motor bike \u2665\u2665\u2665\u2665\u2665\u2665t, and much to my pleasant surprise, a ton of DLC has been released! So while im in the game, I buy the Season Pass. This is where things start to go wrong.

My heart starts pounding in the anticipation for some brand new tracks. I enter career mode, slide over to the dlc levels, and see that they're all still locked.

"Well, thats not right," I thought to myself. "Maybe it never downloaded the DLC since I'm still in the game."

So I close the game and check the DLC section of the Steam client, only to find that the DLC has, in fact, been installed.

"Alright, maybe I just needed to restart the game for it to recognise that I bought the DLC."

I start the game up again, head to career mode, slide over to the DLC levels, and see that they're still locked.

"Well what the \u2665\u2665\u2665\u2665!" I scream at 2 am, waking my parents in the next room.

"Jesus Christ Devon, shut the \u2665\u2665\u2665\u2665 up!" my dad yells.

"You wouldn't understand, Dad. It's not just a game, it's a lifestyle! I NEVER ASKED TO BE BORN!" i retort.

So I start to do some investigating, and find the code for the season pass in my steam profile.

"No, it can't be," I whisper, as to not awaken the wrath of my parents once again. I enter the download section of Trials Fusion and find a code redemption screen.

"I can't believe this. I live in the 21st century, and through an all digital purchase, RedLynx is going to make me enter a code? What madness has this world come to?"

An emptiness starts to consume me. I feel sick, but I must continue forward in the name of new tracks. With the code redemption screen open, I press tab and shift, the universal keyboard code to summon the almighty steam overlay and view my code. Only, I can't. The steam overlay won't open in this menu.

"May the Gods, both Old and New, aid me in my hour of need," I pray.

I extend my shaking hand to reach for my phone, and I begin copying down the code. I feel weird and oddly cold now. I return to the code redemption screen, and begin manually transferring the code over to the game. A feeling consumes me more and more with each letter entered. I feel like a heathen, like my Gods have abandoned me. There is no respite, only the overwhelming emptiness overcomming me during this barbaric ritual. I enter the last letter and press enter. Hoping for this arduous task to finally be behind me, I almost faint when the game informs me that the code I have entered is invalid. Apparently, you need to capitalise the letters of the code. A single tear runs down my cheek as I begin again. I press enter once more and collapse when the success screen pops up. I hold my knees to my chest and begin to cry. Not like a manly cry, more like a soft whimpering with tears.

Long story short, the tracks offered in the season pass aren't anything special, save yourself \$20 and ten minutes and just stick to the player created maps.

2V10 would not buy again.. This game is like Factorio with space exploration. It still needs a lot of polish and content, but the dev is constantly updating and improving everything.. Quite a lot of casual fun. Definitely worth the price.

Is fun just sitting back and blowing stuff up. Controls are great. Unmechanical is a neat little platformer that requires you to

solve some puzzles with the help of realistic physics.

Not much to say about this game, except that it was a fun ride.

There were a couple of puzzles that had I admittedly got stumped on, but it was still enjoyable for me.

I generally don't have problems when reviewing puzzlers (...so far) and this game is no different. If people can find a sale on it, I would kindly recommend this game to them. \$10 is kinda steep for a game that isn't that long, and would recommend people to buy it around \$6 or lower.

All in all, a nice puzzler to add to any puzzler's collection.. "The most heartbreaking game on Steam"

- Benjamin Franklin. it's a very addictive game. its okay i ges

On a scale of 1-10 I give a "meh" ... Its no Grimrock II, but its better than Coldfire Keep and other clones.

If you like dungeon crawlers... you ll have fun :). beautiful artwork

- ▶relaxing soundtrack
- ▶short, but fun gameplay
- ▶a bit pricey though. The game is good but I can't get arround the fighting mechanics , the fact that you have to togle a button to switch sides is tedious as ♥♥♥♥♥ .

Pro - Soundtrack , so good !!

- Various modes to play .

Cons - Controls and fighting mechanics.

I would also recommend to pick up Blaze blue calamity trigger but it doesn't have online play .

Nevertheless , I would pass on this and buy Guilty gear X2 #Reloaded.. Interesting, a kind of image apresentation slice-of-life from 3 siblings. The drawings and the music is cute but the game is much short. I really don't care much because is a free game with a good intentions, maybe this can cheer you up when you are feeling down.. I think this game can be best summarized by it's title. You hunt treasure. There is a world to explore. And the title is basic.

Treasure adventure world doesn't do anything new or excite you, but it will never anger or annoy you either. It is a very simple experience in a large world. It's not a prime time game. It is, however, a very solid filler game when there is no other game to play. It's pacing is solid and it is lengthy, so when you're waiting for the next game to come around the corner give TAW a shot, it might just help you pass the time.. First let me point out, yes i am clicking NO on recommending, but If there was a indifferent option i would choose that. But since i dont, No is more valid than yes.

Reasons in point form, explanation after.

The Pro's:

- Little to no bugs.
- Solid building system.
- Decent physics.
- World is HUGE! (aslo a con, reason given below.)

The Con's:

- World is HUGE! (aslo a pro, reason given below.)
- easy to dig up terrain, is required in many aspects, cannot replace or flatten or smooth or slope terrain for driving use what so ever)
- single digit amount of total AI creatures, NO humanoid interactable AI what so ever.
- AI for combat is almost non existant.
- Tool to fight is same tool as digging V breaking V repairing blocks, making you trash the terrain when trying to target. (actual gun avail very late game)
- Driving over enemies kills them almost instantly, vehicles take 0 damage.
- Needed resources all over the HUGE! world, but end game vehicle speed at best setup 72V/kph my world dia approx 60km took me hours just to fly around it in a straight line above all trees.
- Many parts of the terrain are above 170m world height, which is the ceiling on flying vehicle limit, making you have to fly around binomes, or leave your plane and walk.
- teleport system to help with this issue, takes 4 very expensive mats to power per portal location, only lasts for 30 mins, unless you turn it off, but you cannot turn off a teleporter you just came from.
- When opening map, it has a random rotation on how it is displayed, making you think you are going west, if you were going east when you looked at map 2 seconds ago.
- story is bland and voice acting is little, what voice you have seems like it was just recorded from avg joe.
- winch to pull vehicules yanks with the strength of thor, hulk, and superman combined, making it not function as a unstuck vehcile tool)

Summary:

If you want a game that all you intend to do is build structures and contraptions that do neat and creative functions then this would be fun for you.

But if you also want to enjoy the exploration and survival, then don't bother, survival is basically ONLY a hunger and thirst system, weather seems to cut through shelters and vehicle cockpits more than enough to kill you unless using the best end game armor, making you need the prop that takes lots of power to act like a temp buffer zone, which then makes you perfect comfort when near no matter what.

Digging up terrain to find resources is fun, but gets boring fast, you often have to try to dig out your flipped or stuck vehicles, but it removes such large chunks, and not smoothly, making it so even the huge 6 foot dia tire types have a hard time driving up a slope you tried to make really smooth.

World is HUGE! this is good and bad, good for many players building bases, but bad for single player, as moving around takes forever even with fastest setup possible speed, as exploring this world is dull as when in a biome its all basically the same look anywhere in that region, any POI you find after the 1st cluster are just copy and paste ones, after finding maybe 30 of them, the rest are just duds that have no reason but to go there for the sake of going there.

Repairing one of the final objects in the story, took me over 5-10 mins of just standing there holding the mouse button watching its 200,000 HP go from 0 to full, and this was with the most powerful repair tool in the game.

so, if you want a building simulator, its a good buy, anything else move on.

the story feels like they just rushed it with repetitive content and little to bad voice acting just to get it out of EA.. Dog♥♥♥♥♥♥♥♥♥♥

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