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## About This Game

Exowar is a 2D top-down shooter game placed in close future. You play as a cybernetically enhanced soldier, who ventures inside scientific facility searching for truth. Ultimately you will have to face many enemies, while being in the middle of human vs alien warzone.

If you like stealth gameplay, you can avoid direct enemy contact and try to outsmart them, if you like fast action, nothing stops you from jumping into the room full of enemies, evading their bullets and eventually eliminating them with your favourite weapon.

The game contains 7 levels + bonus test level.

There are also 4 difficulty levels that will allow to either choose level according to your skill or increase difficulty when you beat the game on easier level.

Player is offered 5 weapons to choose from, pistol, shotgun, automatic rifle, grenade launcher and rocket launcher.

On your way through the game you will face 3 kinds of aliens and 1 kind of guards. While doing so you will be accompanied by 5 top quality music tracks.

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Title: Exowar  
Genre: Action, Casual, Indie  
Developer:  
Aleksander Ciesielski  
Publisher:  
Neomex-Games  
Release Date: 26 Mar, 2015

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**Minimum:**

**OS:** Windows XP or later

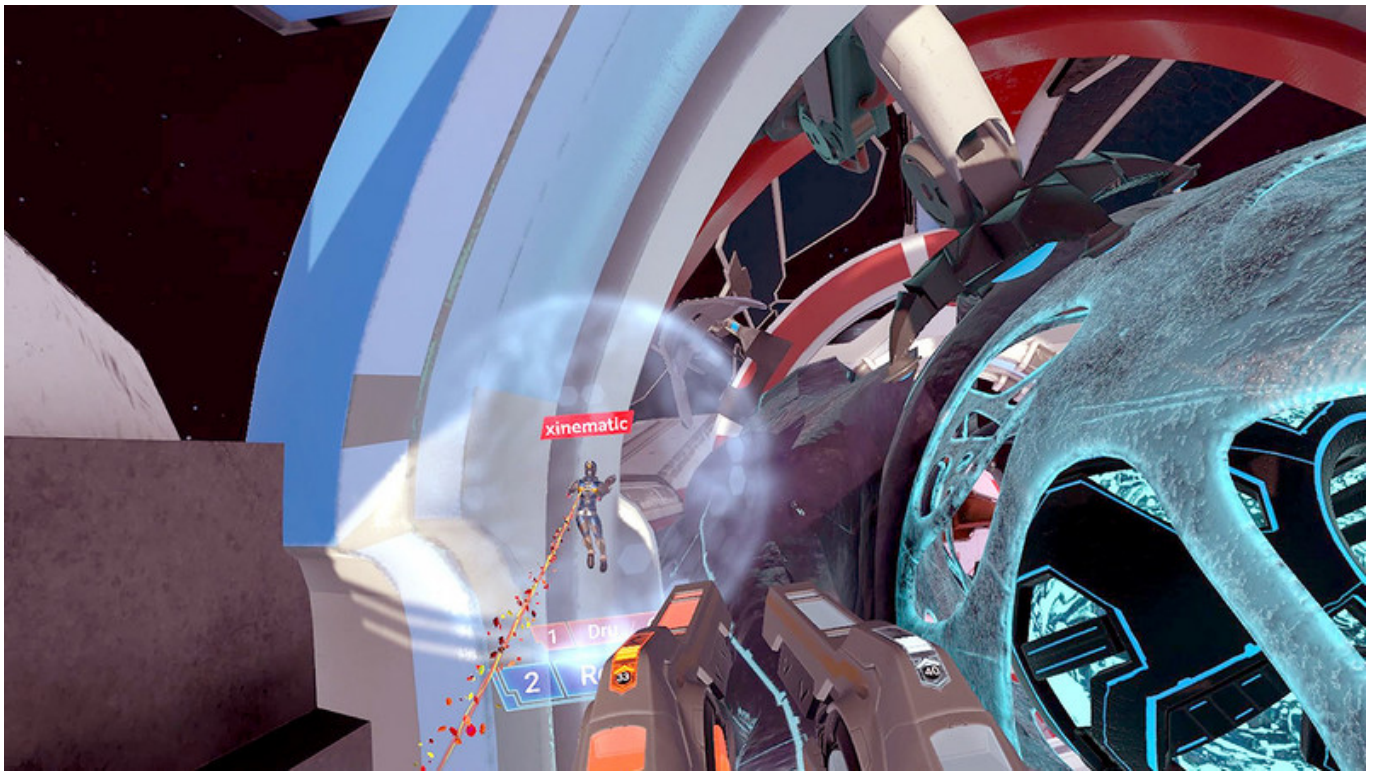
**Processor:** 2.4 GHz Intel Core 2 Duo or better

**Memory:** 1 GB RAM

**Graphics:** OpenGL 2.0 compatible

**Storage:** 54 MB available space

English









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The most intense Painkiller. Less levels, more enemies.. Its Ramen Diner Dash on a budget. Has multiple sequels (for some reason). This game goes on sale pretty often for 2-4 dollars. I recommend it only during those sales.. Ryo is a nice character and his vehicle(s) are a throwback to some 80's games that were represented on Shenmue. But why are his stats already maxed out? This gives almost no reason to play as him while you have other characters waiting to get experience on the events.. Great potential, but I'm not seeing it. Running into routine too early. If I hadn't paid I'd likely stop playing. Not going to read endless wikis to find out what to do next. No storyline to keep my interest.. Based on the historic novel by Gustave Flaubert the team at Cryo Interactive (Rereleased by Anuman & Meridian4) made a first person point & click game with some combat in it to tell the story of how Carthage fell. Now before I start I want to get the negatives out of the way before I say anything good about it. The interface is god awful/annoying, the story is kinda linear but follows the original novel pretty well without being boring, the puzzles are easy except for a few hard ones (Perfect game for the new adventurer), the music is decent but it's inaccurate whenever the game plays it & depending on how good you are with puzzles (There's mini games like War Chess but that doesn't last too long) the game will last around 7 hours.

Now with that out of the way I'll start by saying for a 12 year old game it's got a weird & gorgeous art style it's just a unique piece of animation done well, the voice acting is very good, the humans look like aliens & demons, the atmosphere has that science fiction (Or Fantasy I dont know what Cryo was targeting) heavy metal type style you would see on music albums like Mastodan or GWAR for example & overall I would just wait for the game to go on sale since the game was only an average experience.

Bonus: The original story is on Good Reads if you want to check it out

<http://www.goodreads.com/book/show/221597.Salammb>

[Bonus 2: Another influence for this game is Phillippe Druillet \(the website is in french\) http://www.druillet.com. Unfair, way too many enemies at parts, which makes it almost impossible to beat. Not to mention it also looks and feels like a flash game.. As you might know, Zoombinis is a remake of the first from the late 90s/early 2000s educational series, keeping the old audio and storyteller's voice and staying true to the original with fresh updated graphics. The game offers a variety of mix and match adventures, which are a nice tool to train focus, attention to detail and logical thinking among kids, but be aware that it can offer a good challenge for adults on it's harder modes as well.](http://www.druillet.com)

[The wonderful oldschool-style sceneries make this game a nice artistic experience. The sweet graphics offer a nice escape from the usual action-related themes in video games, and most importantly make the game a good choice for a gift to a young kid. It's peaceful and cute, but be aware that unless you are nostalgic to the series, or understand that the target audience is very young kids, you might not get into it completely.. Wish I could recommend this game as it is a nice story, but some issues are detracting from my enjoyment. First is the screen sizing: When I have the game set to Fullscreen, the third rows of the item lists in the hidden object scenes are cut off from view. When I set the screen size to windowed, the hidden object scenes are small to the point of things being impossible to find. There seems to be no happy medium.](#)

[The other issue that is making the game unenjoyable for me is what I can only determine to be translation issues. In one hidden object scene, a vulture was labled as a "griffin." I don't know if the developers were overusing their English thesaurus too, as they also decided to call a mountain goat a "mouflon" \(sic\), and lilies "callas": both odd choices of words for the two things, and also make finding the items difficult for people unfamiliar with the words. "Mouflon" and "calla," while legitimate terms, would be unlikely choices for native English speakers outside of certain settings.](#)

[Regretably, the screen sizing and peculiar wording are both enough to completely overshadow the storyline in this game for me.. Old North has a number of good songs in it. The soundtrack, however, only has a few. Several key themes are absent, including some from prologues and cutscenes, the overworld theme, and even the song from the title screen.](#)

[I will gladly change the review to positive if they ever add in all of the missing tracks, some of which I'm sure many people wanted to acquire when they had purchased the OST. I simply cannot recommend it in this incomplete state, especially given that it used to cost \\$15.](#)

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short with a bunch of cut scenes and talk scenes but still recommending.. pretty good game. As many people have mentioned DO NOT BUY THIS DLC. Games crashes partway through the story and it's pretty iffy whether you'll be able to find a way past it. Last I checked the developers still have not fixed it or even acknowledged the issue.. If you like short, arty, experimental games, this is definitely worth a play, Though it feels like it was designed as a VR game initially, and I'm surprised it doesn't even support it.. Just NOOOOOOOO. Bring The Crunch is another \$12 DLC with 2-3 hours of content so just putting that out there immediately as that's the biggest issue with the DLC. I personally liked this DLC a lot and thought it was cool. Unique new location, enemies, bosses, new buddy, outfits, and new powers its great, but is it \$12 great? If you really care about money than no so wait on sale but if you don't care than buy it. I would say that the Casa Bonita is better if you're looking for a would you rather. Just know that this DLC is very horror\Friday 13th themed so it's a better Halloween\October like DLC if you're looking to perhaps play it around then

+New location

+New powers that's actually really good I'm not quite sure on bosses but I'm pretty sure the ultimate insta kills no matter what

+New outfits (tons of monster outfits)

+New items

+New buddy (obviously) and he's pretty good as well

+Cool sense of side stuff to do (earn badges) and they are pretty simple

+Easy puzzles

+Spoiler Return of Bootay

+Enemies are super easy

+Cool final boss and set of bosses

-Gameplay spoiler Felt it was during the Bootay run-away scene where the pumpkin guys would always attack last and would use this attack that would be inescapable as it would reach about half the map and would pull you back into the blast radius making it impossible to prevent yourself from dying was lame

-I feel like the game tries to make the DLC longer with just putting boring tedious puzzles throughout rooms for example Nathan's cabin, the cabin where you learn your new powers, and the mess hall is just way to much puzzle that is just boring af

-Its kinda nice since it makes the game easier but there is an attack where the enemies would take a turn to line up a shoot to shoot you with a fireball and would have to wait until next turn to fire it. Not only did it take them two turns to use a single attack it barely does any damage and about 80% of the enemies do it in certain fights making it kinda lame

-What was the point of the old guy? I didn't like him and felt like he was just some random cuck to add some funny moments

Overall I liked this DLC a lot although its very horror centered and overly bloody and gorey for a DLC that came out in July lol it was still cool. The gameplay was simple with a cool new buddy who is really good. A great new sense of powers, sweet new outfits, new items, and awesome bosses to fight. Some enemies have terrible fight moves which makes the fights super easy and the DLC is \$12 for about 2 hours worth of content so not quite worth it unless money doesn't matter to you.. You should absolutely consider buying this game; if you like to play action games which you can con top notch various spaceships and feel the power of destroying your foes brutally!

The game presents stunning visuals, exotic atmospheres, different spaceship options, astounding in-game audio tracks and different multi-player options.

With this price, it is insanely great content for an early access game.

After 500+ hours of Elite Dangerous gameplay experience, this is totally an action game that I've been looking for...

If you need a space action game to blow off steam, this should be your game :). Chapter 1 was really good I thought, Chapter 2 was the worst garbage waste of money I have spent in awhile. (IMO). Wow. Just Wow. The graphics of this game is amazing, If you have the right computer to play in Fantastic (Ultra) I haven't had a jumpscare like this before. if you would call it a jumpscare (while i was scratching my eye) It's Got Puzzles but for me to say it's just a brain teaser. One thing annoyed me was that when you tried to shot the guy in the head. it goes threw him and not only that but takes 4-5hits to kill

[https://www.youtube.com/watch?v=zdYs7r2\\_eW8](https://www.youtube.com/watch?v=zdYs7r2_eW8)

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[there's my first video, advise will be awesome veiwers!](#)



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