
Xion Keygen Razor1911 Download



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About This Game

Xion revives the arcade and shoot 'em ups of the 1990's in a refreshing and unique way with a fully destructible voxel landscape setting and your very own spaceship that you design and upgrade in an infinite number of ways.

- * Blast your way and explore through multiple randomized levels, such as Cityscape, Red Valley, Island and Volcanoes, Outer Space and much more.
- * Everything is destructible.
- * Design and build your own ship.
- * Defeat the big bad end-bosses of each level. Proving a challenge for even the most seasoned player.

“I think the golden age of gaming just got here :)”

“You nailed it when you overhauled the game a couple of releases ago. It's a joy to play, congrats on the full release.”

“To be honest this game took me by surprise, I just could not stop playing it.”

“The graphic style I must admit I love and the attention to detail is just amazing, one of the things I like the most apart from the game itself is building your own spacecraft it's really, really fun. This game is a must have.”

“A big thumbs up. Another one of those VR titles that reinvigorates the genre.”

“This game takes me back to Gummi Ship building in Kingdom Hearts 1. Mostly the same principle. Spend points to buy ship

structure, engine, power generators and weapons. “

“The potential here is huge, you play this game and literally dream of where this concept can go.“

“Simple, fun and exhilarating gameplay, build the best ship your credits can buy to beat the game at the hardest level!”

“What a Great game, i really love the the building system in this game that you can build your own ship and shot your way through levels of levels. Its really enjoyable to just destroy everything on the map “

Title: Xion
Genre: Action, Indie
Developer:
Zenz VR
Publisher:
Zenz VR
Release Date: 29 Aug, 2018

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Minimum:

OS: Windows 7

Processor: Intel Core i5 4590 or AMD FX 8350 or greater

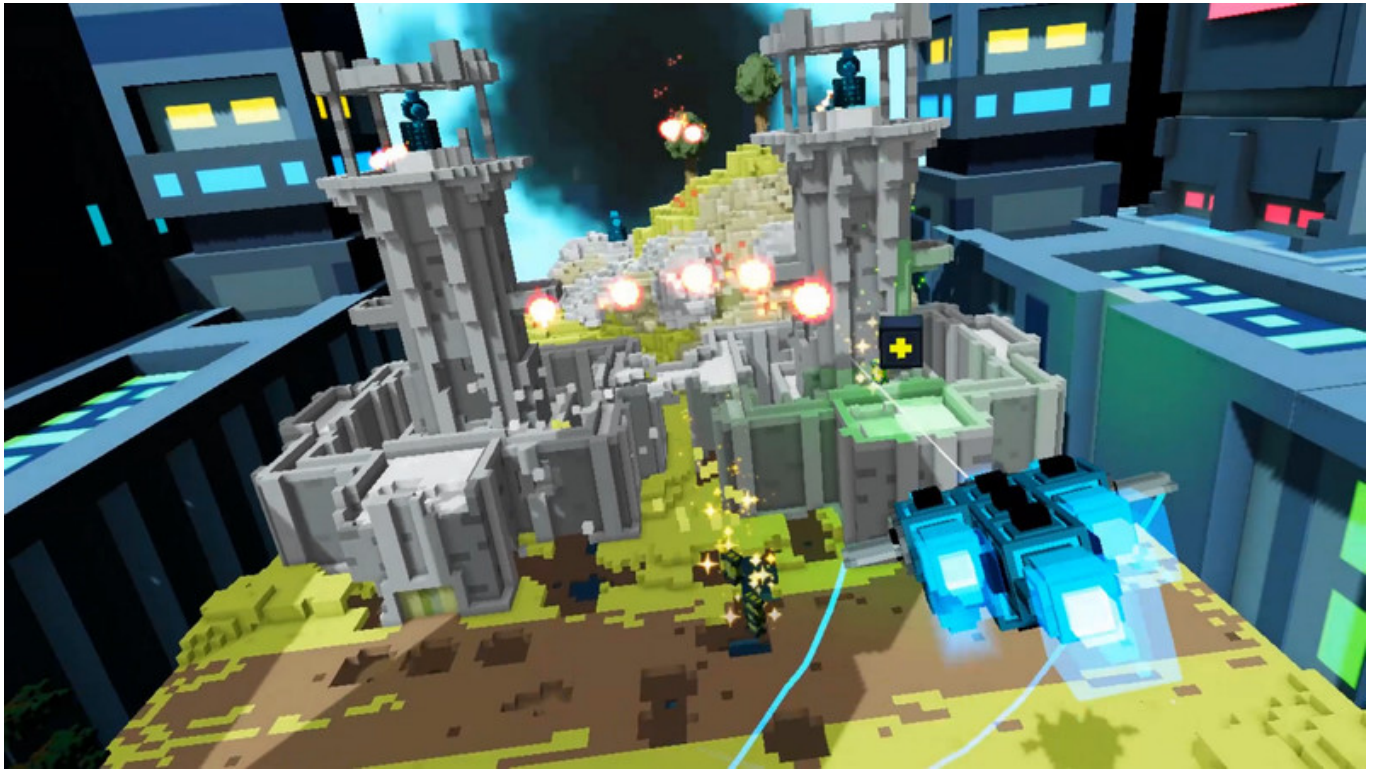
Memory: 4 GB RAM

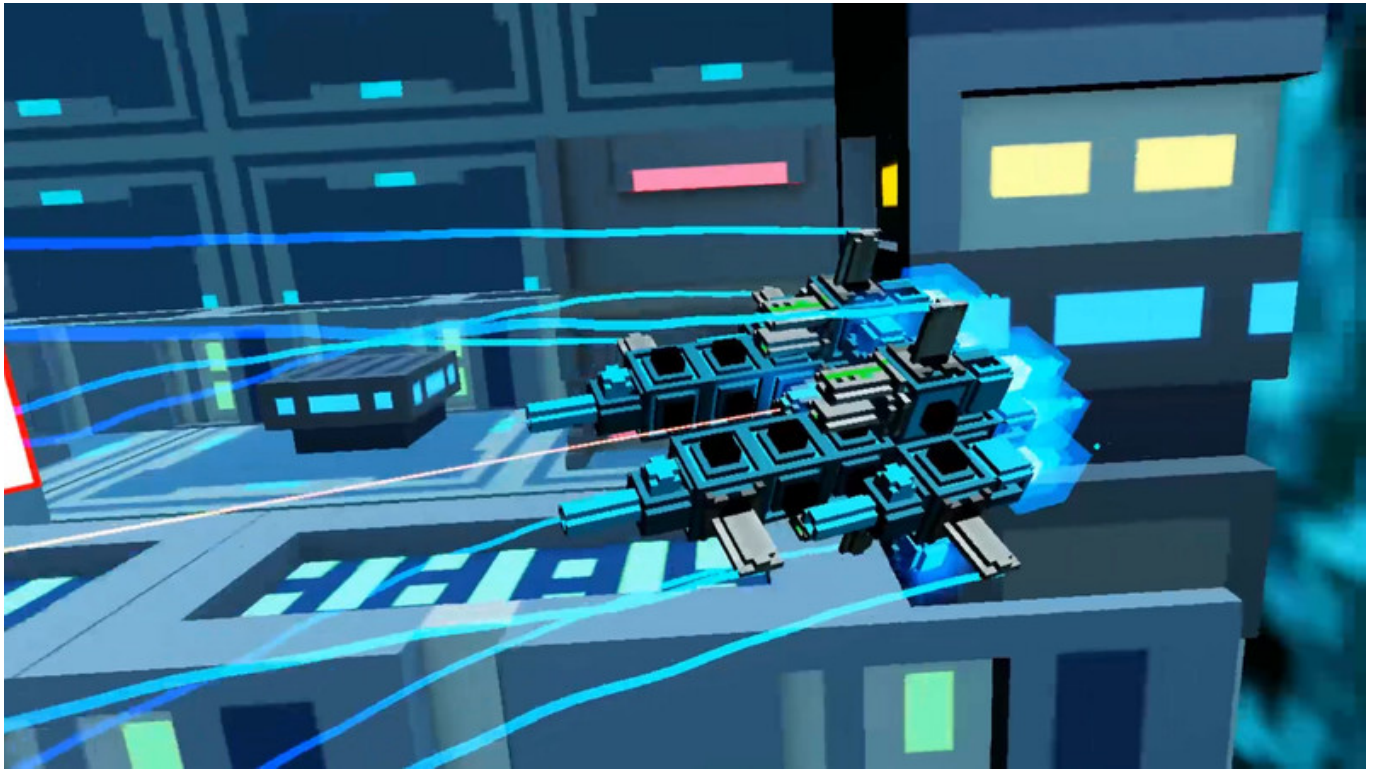
Graphics: GeForce GTX 970 or AMD Radeon R9 290 or better

DirectX: Version 11

Storage: 100 MB available space

English







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Cool xevious or radius game in 3d and VR. Shows lots of promise but still in early development. Bought my copy for half price.. lame is the correct way of saying how it is, very confusing menu and the bloom is off the chart... craft not even set on the controller. It's pretty fun.. Harken back to the... actually. I think the golden age of gaming just got here :). One of my favorite games to play on my Gameboy was Gradius Galaxies... A classic shoot em up.

This is the closest game in VR to that experience. Arcade mode is intense, you only have one life to get through the 6 levels currently in the game. There are bosses on each of the levels at the end and you gain credits from killing enemies and some destructible stuff in the environment.

It's really amazing that you're basically on a level treadmill. It gives you the illusion that you really are flying through the level.. Some of the tight spaces and caves in the game really feel awesome and you are really there in your voxel world. The ship building is still buggy, but from when I originally bought this it has been improved. I believe I'm still #1 on the leaderboards right now, and from someone who enjoyed Xortex.... I really think you would like this game if you liked Xortex.

The ship building is relatively basic, there are connection squares.... armor that gives you more health, weapons, wings (affects responsiveness of your ship), engines (affects the responsiveness of your ship/movement), and power (powers your weapons). It's a little intimidating at first, but once you fiddle with different weapons and how your ship is built you can figure out what you like and what works for you.

The game will probably get you about an hour or two of playtime if you go through the free mode, which is easier and lets you save progress. However, it is a great hour or two. I really hope more levels get added since so far the content for me was well worth the price of admission!. Just what doctor has ordered ;)

I'm guessing devs only played this game with very bad headphones because the gatling gun is almost unusable with its sound volume. Building a ship is missing a remove/delete object tool. Early level enemy fire is a bright white/yellow which is nearly identical to the ground and hard to see. I feel like the back scoreboard should display your healthbar & stats. I'll play it more later because I like the concept but ick, those issues are kinda off putting.

Also when you're building your ship the controls are sloppy as hell until you make wings & engines. Kinda odd.

I didn't see a save ship template tool, I hope it has one but... I dunno yet. I don't want to have to build a ship every time.. A pretty good hidden gem. It's got a couple rough spots, but overall it's very enjoyable. I would expect more content at release though. (Double the levels). The potential here is huge, you play this game and literally dream of where this concept can go. It's very early in it's development, and i like the other reviews eagerly the update. I had problems with enemies that get behind you, and taking damage, which i find hard to spot. I believe that can be resolved with some sort of danger pointer for enemies off your field of view, or a simple more visual indicator that isn't connected to the ship as it currently is, as it's barely/hardly noticeable.

That personal gripe aside, a big thumbs up. Another one of those VR titles that reinvigorates the genre.. (Beta 0.51)
This game takes me back to Gummi Ship building in Kingdom Hearts 1. Mostly the same principle. Spend points to buy ship structure, engine, power generators and weapons. You gain credits toward re-building your ship at the end of every level based on how many points you scored. You have to scrap your ship at the end of every level, which sucks but the credits spent on it go back into your credit pool when you do. So you can keep building bigger and crazier ships as you progress. Your ship can take quite a few bullets (maybe based on difficulty) but colliding with the terrain will nearly kill you.

Ship building itself can be a bit buggy. Best tip I can give is to hold your controllers at right angles, perpendicular to attach parts correctly. There's only one level of "undo" in ship creation and sometimes undo-ing too much can mess up the attach point. At that point your best best is to scrap the whole thing and start over. A mild inconvenience.

Very much looking forward to future versions of this game!

Pros:

- Endless configuration
- Good soundtrack
- Good control response

Cons:

- Still kinda buggy
- Reconfigure ship at the end of every level
- One level of undo in ship creation. 5 minutes play, 4 minutes trying to figure out how to attach guns to the ship, very clunky, so just went into the game with no guns was so bored trying to attach them. I get it, you need power etc and build your ship, but it just wasn't easy to stick the pieces together, refunding, sad because I liked the look of this game. Needs menus polishing and the ship build mechanic reworking imho :V I may be the lowest common denominator, but a game needs to have instant playability, not frustration at clucking the controllers together, which is what I mainly experienced :V. Update 2 Sept 17:- much improved and getting better all the time, ship building and levels all getting better and more user friendly. Get it its different and new for VR!

Well got this game because there is nothing else like it in VR and on sale. Its early access and it showed straight away with the oculus touch controllers as I was about to get a refund as i could not start or build my ship until i realised i had to click down on the left stick to select things? Devs please look at this as it took me an age to work out.

After playing i really enjoyed it and hope this gets developed further. Level 3 really needs a good room scale area, i have 2,m by 1.9 and it just about worked but took some of the fun out of the game as i could not see or crashed into the buildings with it being on the limit of my play area. Dev please look at level creation and not have to much where you need to be right on the edge of the play area.

Its different from any vr game out there, fun even with the limited levels but being able to improve your ship gives the game some re-playability at this early access stage. Give it a go and get these developers working!

Update.. the developer has already fixed the play area and other issues... really fast response and game great to play!

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