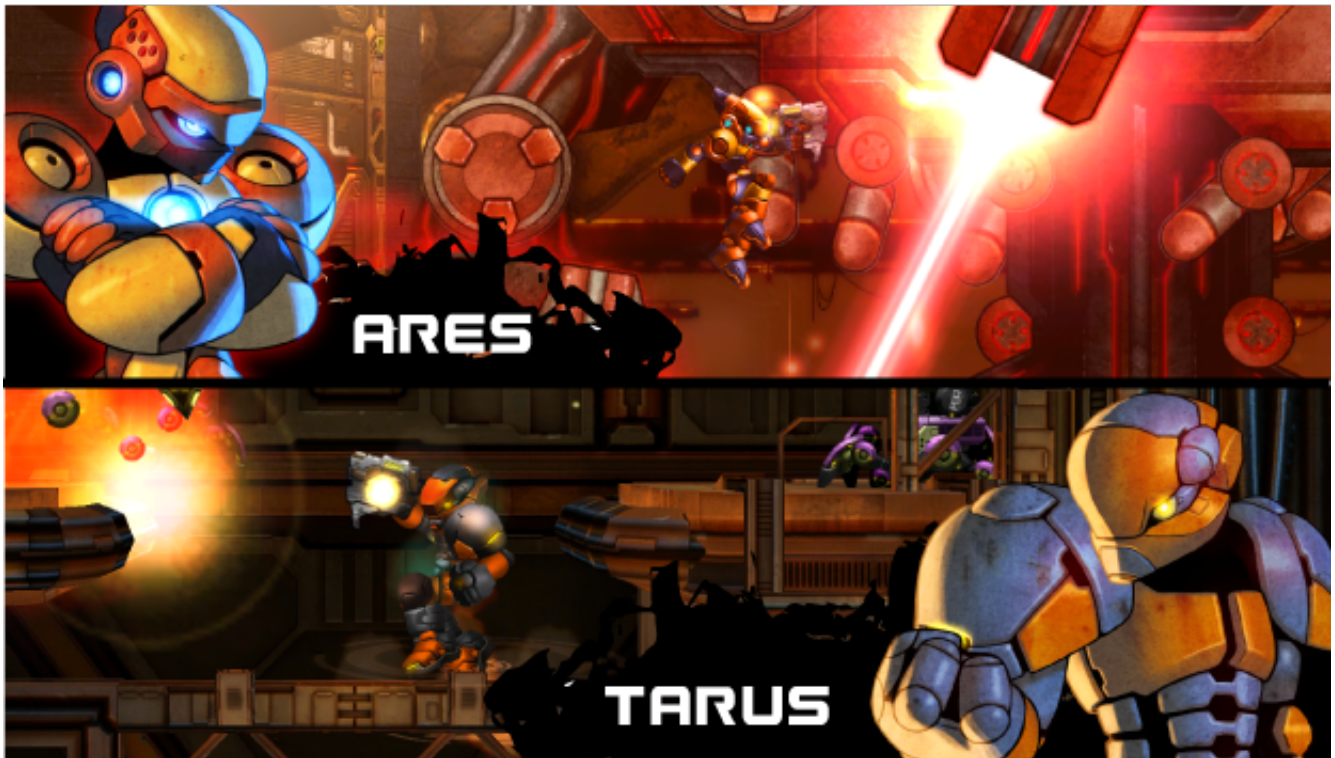

A.R.E.S. Extinction Agenda EX Patch



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About This Game

A.R.E.S. Extinction Agenda EX is the upgraded version of A.R.E.S. Extinction Agenda, the award-winning 2.5D action-packed side-scrolling platform game that originally released in 2011.



The game takes players on a thrilling sci-fi adventure! Take control of combat specialist Ares, or the new playable character, Tarus, to battle deadly machines with a variety of powerful weapons and armor. Your goal: Save Minos Space Station's survivors and uncover the nefarious Zytron's extinction agenda!

Key Features:

- **Receiving EX Transmission** – A.R.E.S. Extinction Agenda EX has been refitted with new friendly UI, control scheme, and leaderboards.
- **Upgrade Complete** – Armed with new weapons, abilities, and even a new playable ally, humanity's secret weapon has never been stronger.



- **Obstruction Eminent** – Ares isn't the only one with new tricks, new enemies and bosses have also joined the fray. Along with challenges stages, you'll need all your might and power to fight off these guys.
- **Uncharted Sectors** – With readjusted maps and completely new levels, there are an abundance of areas to explore for new and returning robots alike. Delve deeper into the world of A.R.E.S. and discover new areas of Minos Space Station you never knew existed!

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- **Visuals Updated** – New high resolution textures as well as brand new animated cut scenes.
 - **Audio Enhanced** – A.R.E.S. Extinction Agenda EX comes complete with the original soundtrack by Hyperduck Soundworks. Also now boasting a completely new additional soundtrack for the second campaign from Heavy Metal master Charlie Parra Del Riego, a perfect fit for Tarus the heavy metal Tanker.

Title: A.R.E.S. Extinction Agenda EX

Genre: Action, Indie

Developer:

Extend Studio

Publisher:

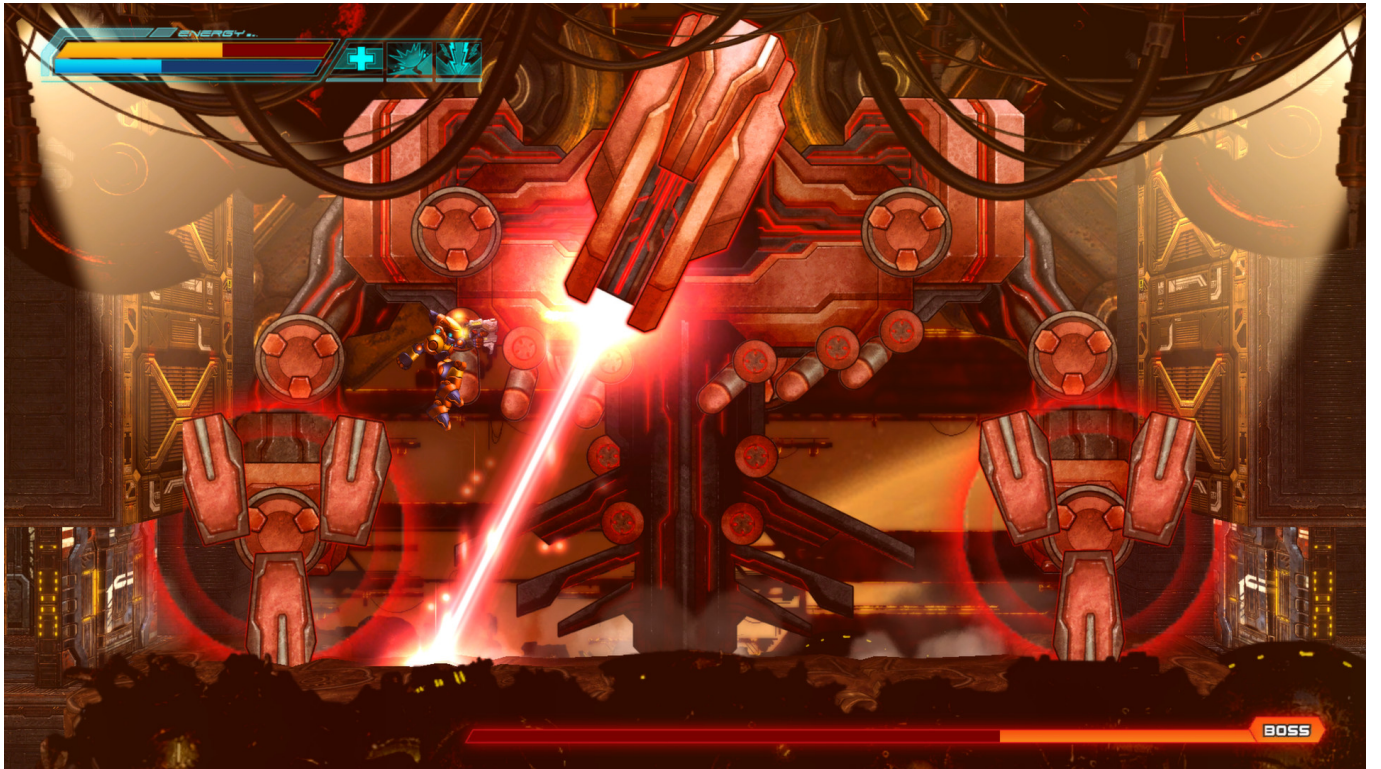
ORiGO GAMES

Release Date: 3 Oct, 2014

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English







ares extinction agenda ex. ares extinction agenda ex

I picked up this game at a considerable discount, thanks to the developer's decision to "celebrate" the release of Mighty No. 9. I played the original version of this game some years ago, but didn't get around to playing this version until today.

At the end of my run as ARES, I was ready to give Extinction Agenda EX a thumbs down, and maybe I still should: It's one of the jankiest run-and-gun games I have ever played. Aesthetically, it's fine: The music is excellent and the sprite work fairly appealing. Aiming and shooting is just fine thanks to the mouse, but the jumping controls are uniquely unresponsive and occasionally just fail to work at all. ARES' air dash move is especially difficult to use properly. I must have wasted an hour of the two hours it took to finish the game just falling into pits. It's also rather difficult to avoid damage, and if not for the in-built repair ability, I probably would not have gotten anywhere. I imagine I had a similar experience playing the first version of this game, but that was back in 2011 so I don't remember for sure. Nostalgia makes every game seem better I guess, because I gave that game a positive review just yesterday. But playing it again was not nearly as fun.

Then, I played Tarus, the new playable character to this version of the game. And let me tell you, playing Tarus is like playing a different game entirely, and a better one at that. ARES' unwieldy air-dash is replaced with a much simpler to use mid-air hover move, which allows you to fly around for a short duration. At least once jump segment that gave me no end of trouble with ARES can be bypassed using Tarus entirely: Though Tarus' cutscenes differ from ARES, the levels do not. His "limit break"-type move, instead of a smart bomb like ARES, is an invulnerability shield. His weapons, while shorter-ranged and slower than ARES', do considerably more damage. All this meant that my run as Tarus took about half the time, give or take a few minutes. I've never seen a disparity between two characters in the same game this huge before. If you get this game, get it on sale like I did, and don't even bother playing as ARES- Tarus is your bot.. As i didn't play the original version before this, this review is disregarding any comparison to that version.

A.R.E.S. Extinction Agenda EX is a side-scrolling mecha shooter game, safely to say a Megaman clone.

You have 2 mechs to choose from Ares and Tarus, similar to the roles how X and Zero in Megaman series. Each has different set of weapons and abilities and both have different storyline, though same levels and objectives.

The game technically and visually is good, however the soundtrack doesn't fit and really boring.

The story in general is generic, although it has few cool twists. But it's nothing special at all. You go on levels, destroy bots to save humankind. That's it.

You have also a human female as an assistant that communicate with you throughout your mission and develop new upgrades for you suit.

During the levels there are database cubes and upgrade units to collect, the former for expanding game lore to read and the later allow you to upgrade weapons and abilities.

Each character has 7 levels, which are exactly the same but different dialogues. And you can beat the entire game in few hours (took me 5 hours).

Let's switch to the cons:

- Level designs: Some areas can be really frustrating, designed to hinder your movements limits to your demise.
- Unskippable scenes: This really made me mad, because checkpoints happen before a hard part, which forcing me to watch the same scene over and over and over until I successfully pass the area. Boss Battles has the same problem.
- Checkpoints sometimes are set far from each other, again due to some areas being frustrating, having to run through many rooms/traps/enemies before you getting to a new checkpoint isn't really a nice idea if you want to put a challenge in the way. I really don't like repeating the same steps for 5~10 times before I figure out a solution.
- The Ending (both endings), although are good, end abruptly. It would be better to see at least a glimpse of the aftermath.

6.5/10. Its not a bad game but there are several things that prevent it from being great. The controls need a bit more refinement, this can cause some very frustrating situations where you need perfect coordination. The art style clashes and the music, while

amazing, seems to be out of place for the genre... Least in my opinion. Is it worth the price, I would say yes.. what makes a great platformer ?

Tight controls and great level design, this one lacks both but if you need something to satisfy your Megaman fix, then this would be an okay solution. I suggest you buy it on sale cause it is not worth the full price for sure.. I picked up this game at a considerable discount, thanks to the developer's decision to "celebrate" the release of Mighty No. 9. I played the original version of this game some years ago, but didn't get around to playing this version until today.

At the end of my run as ARES, I was ready to give Extinction Agenda EX a thumbs down, and maybe I still should: It's one of the jankiest run-and-gun games I have ever played. Aesthetically, it's fine: The music is excellent and the sprite work fairly appealing. Aiming and shooting is just fine thanks to the mouse, but the jumping controls are uniquely unresponsive and occasionally just fail to work at all. ARES' air dash move is especially difficult to use properly. I must have wasted an hour of the two hours it took to finish the game just falling into pits. It's also rather difficult to avoid damage, and if not for the in-built repair ability, I probably would not have gotten anywhere. I imagine I had a similar experience playing the first version of this game, but that was back in 2011 so I don't remember for sure. Nostalgia makes every game seem better I guess, because I gave that game a positive review just yesterday. But playing it again was not nearly as fun.

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- + Two new levels
- + A new playable character and story
- + Slight improvements to original
- + As usual, rockin' soundtrack
- If you're using a keyboard like the plebe I am, it may be difficult.

+ Not a disappointment like Mighty No. 9.. I decided to not recommend this version of the game because of its additional contributions to the original. A.R.E.S. was already a decent sidescrolling platformer. This is simply an upgrade in graphics, minor adjustments to game mechanics, and the inclusion of more story (which is told through cutscenes). Besides those changes, the game is exactly the same as the original and does not merit the price that it was given at launch and still does not merit. I would only buy this game on sale, even if you do not own it.. This is one of those occasions where the thumbs up or thumbs down system is ineffective in actually articulating how I feel about the game.

A.R.E.S. Extinction Agenda EX is indeed a Mega Man clone that does enough to such that lacks the jank one might expect from a small Thailand-based company, in addition to including enough polish to distinguish it from a "mobile" game, though with its animations and graphical assets, I'm certain it could be ported to Android/iOS.

If you are a fan of Mega Man and just can't get enough of games of this type, you won't be upset by dropping \$10 here, especially if you enjoy rock-and-roll music. It does not do anything special; it does just enough to be above average.. This game is a lot of fun! I really like the combat system. Being able to move with the left stick and aim/shoot with the right is really, really nice. The combo system is a nice extra touch, too. The bosses are tough at first, but once you figure out how to beat them they're no problem, which is really satisfying. Looks great to boot.

Definitely an upgrade over the original. More levels, even more awesome music, better presentation, and a new character all make it very worth it to upgrade to this version over the original (for cheap, might I add!).. This game was released nearly 3 years ago at the time of my writing this and I wish they had a sequel out at this point. A.R.E.S EX is an amazing game and definitely worth it. I got the game on sale for a grand \$1.60 instead of its base \$36.99. This game is a remake of the A.R.E.S Extinction Agenda and isn't just that, they added in a new character with their own story and ending, along with 2 new levels not seen in the original AEA. Tarus, the new character added, uses the same base weapons as Ares, yet he is, in my eyes,

more of a beef-y character, with his first gun you start the game with working as Ares' once you upgrade it once. His design is significantly different to Ares aswell, showing the split between the two. This game is a 2.5d platforming shooter in the vein of Mega Man and Metroid from back in the 8-bit era. This game is so much more of a tribute to Mega Man than Mighty No. 9, with more challenging game design and bosses. It doesn't however work in a linear story, with upgrades seen through the game and backtracking allowed to unlock everything you miss while going through the game.

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Definitely an upgrade over the original. More levels, even more awesome music, better presentation, and a new character all make it very worth it to upgrade to this version over the original (for cheap, might I add!). I can't recommend this game. It just has too many annoying little pieces of bad game design. Stuff like puzzles that were obviously designed with only one of the characters in mind, parts where the foreground images block your view of enemies, jumps where it's way too hard to avoid hitting the platform hanging slightly above your head.

It's not all bad, but I found myself getting annoyed instead of just having fun.. "It's kind of like a Mega Man crossed with a run-and-gun game. Not that long and not that hard even on the hardest difficulty unless you're trying for optional things like high ranks, but if it's cheap and the short blurb sounds interesting to you, you'll likely find this an enjoyable game."

That's what I said about the original A.R.E.S. Extinction Agenda. That pretty much holds true for EX, but it seemed somewhat more difficult (or I was just being bad at it) and has been reworked to be a good bit longer, with two extra levels, more cutscenes, and a second character with different abilities who you can choose to play through the game with instead. So, basically it fixed all of my complaints.

Given that they're the same original asking price, I would obviously recommend picking this one up instead if you don't have either. About all this game is missing is the goofy skins and the Berserker weapon, and skins are just cosmetics and the Berserker weapon was kind of overpowered anyway! If you do have the original, I think it's still worth it given the discount...!. I keep waiting for this to get good but the abysmal controller setup drive me bonkers. why is there not just a lock-in-place button i can hold to aim with? aiming with the right stick is awful when i can't exactly get another finger around to press jump. and why is there two different dash buttons like just make it directional based on where you're aiming the move stick.

Also frankly it's just kinda ugly, and there's no real level design.. "It's kind of like a Mega Man crossed with a run-and-gun game. Not that long and not that hard even on the hardest difficulty unless you're trying for optional things like high ranks, but if it's cheap and the short blurb sounds interesting to you, you'll likely find this an enjoyable game."

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