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XBOX INDIE BREAKDOWN 9/6/2012

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WHAT'S GOOD

GAME OF THE WEEK - OOZI EARTH ADVENTURE EPISODE 4



Oozi Earth Adventure: Episode 4 (80 MSP) -If you haven't played the Oozi series yet, then you have some problems. This is one of the best series on the Xbox Indie Market. There have been three episodes already, each taking place in their own creative, and beautifully drawn worlds. Environments, enemies, hero are all very alien and that really adds to the originality. Platforming is tons of fun, and enemies can actually present a pretty decent challenge. Really, this game is an adventure that you don't want to miss out. This game looks and plays like it could be on Xbox Arcade selling for \$20, so why the hell wouldn't you pick it up for the \$4 it would take to get all four episodes? Buy it!

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Paintball War (80 MSP) - It seems that Avatar games are finally learning from the years of crap that has been released before. Sure, there have been plenty of Avatar paintball games released already, but this one takes the awful mechanics from previous efforts and adds modern advances in the FPS genre. There's ADS aiming, perks, levels, unlockable weapons, kill streak rewards, and fast paced gameplay. Sure, it doesn't quite feel like Call of Duty just yet, but Paintball War is definitely a fun step in the right direction.

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Interview With the Creators of the Heroes of Reason!
Hey guys, Blacksmith here. Last night I got a chance to chat with Broken Records Films. For those of you who are unfamiliar with the studio,...



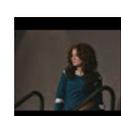
Bob-ombshells Car Wash!
We recently got a chance to check out a charity car wash hosted by the very sexy Bob-ombshells. Watch the video below to see what went down...



Film Review: The Avengers
NO SPOILERS!!! I recently had the opportunity to go see a pre-screening of the biggest blockbuster of this year, The Avengers. Ni...



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Get Off My Island (240 MSP) -A straight up Angry Birds clone, this game makes up for the obvious unoriginality by being really freaking cute. The first time you launch a banana and it screams, "banana!", you just have to smile a little. The physics are solid and destroying things feels great. Sure, it's not as solid as Angry Birds, but it is a really cool clone that fills that gap that Angry Birds makes by not being on Xbox.

WHAT TO AVOID

LET DOWN OF THE WEEK - MYSTIC MAYHEM



Mystic Mayhem (80 MSP) - This game was a pretty big bummer, I gotta say. It has so many cool ideas, but ultimately the execution is what kills it. It's another tragic case of being released before it all came together. If the developers had taken the time to work out some of the kinks then this game would have been in the top spot for the week. Platforming is kind of fun, but glitchy. Fighting is kind of fun, but glitchy. Changing from 2D side scrolling to first person perspective is a cool idea, but way too glitchy. It just doesn't feel like there was enough testing with this game at all. I wish these developers the best of luck on their next project. They clearly have potential and talent, but just need to take a bit more time to allow the game to gestate.



Summoners (80 MSP) - And I have much less respect for this game, haha. This is a card fighting game that is so convoluted that I secretly wished the cards were real so I could paper cut myself to death. The cards are well drawn and the effects are kind of cool, but in the end the fighting and card play is poorly executed. It's like I never knew exactly what was going on or why specific cards did what they did. It's pretty



The Hunger Games Review

I would like to conduct this review in a respectful way but I'm not quite sure if I can contain myself. Here goes nothing much like the f...



Xbox Indie Breakdown 9/6/2012 WHAT'S GOOD GAME OF THE WEEK - OOZI EARTH ADVENTURE

EPISODE 4 Oozl Earth Adventure:
Episode 4 (80 MSP) -If you haven't played ...



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TNTM Comicast: Episode 26

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lame. The screen is crowded with useless information, and not enough pertinent stats that would help understand what the cards in your hand mean or how they would best be used. If you're creating your own card game, you should think to include in depth instructions. Just look at how many huge tomes of Magic the Gathering strategy books you could buy. Duh.



Mage Cage (80 MSP) - This game is such a cool premise. So you have these warlocks that are locked in an arena with each other and have to do battle to the death! The only problem is they all have the exact same magical power with only one differentiating move that sucks anyway, oh and moving around the arena is clunkier than that El Camino you had in high school. Yeah, this game sucks. The action is disastrously boring and convoluted. I never knew where my magic spells were going or if they were even hitting the enemy. Jumping around the map made dodging attacks feel like torture as your character moves with the grace of a one legged kangaroo. (How's that for Imagery). Don't play this game!

ALSO NEW

Trap Ball Ediclon Billar (80 MSP) - A pretty fun game that involves getting an 8 ball (pool not cocaine) to the other side of the map without touching dying. **Buy**

Resistor (80 MSP) - This game is very fun. It's a line-flow puzzler similar to those plumbing water pipe games that are so popular. This time you change the flow of current to power a circuit. I found this game very addictive and a strong buy for puzzle fans. **BUY**

Rogue AI (80 MSP) - A space colony construction sim that can be very challenging in certain game modes. Try and play survival and you'll have your reflexes tested like you're trying to save Solid Snake from being tortured. This game is tons of fun. **BUY**

Recording Studio (80 MSP) - Just a cool app that will record your voice using a headset, kinect, or USB microphone. You can also do some minor editing and save your recordings for the whole world to see! And by that I mean the cats living in your basement. **BUY**

Drinkards Beer Pong (80 MSP) - This game is by no means something you should play in place of real beer pong. It is a pretty fun sim though, if not a little slow. Don't play it while drunk though, as you'll likely sober up. **TRY**

Warp Shooter (80 MSP) - The game really looks cool and handles well. I'm just a little displeased with the local only multiplayer and lack of bot support. **TRY**

Drinking Games (80 MSP) - This drinking game is just boring. The devs try to do way too much and over complicate the games. It just sucks the fun right out of things. **PASS**

Little Kingdom Advanced (80 MSP) - Nope, this isn't a port of some awesome GBA game, it's just a sad colony builder that plays half the game for you. The way that the world grows and interacts with your camp is just almost all AI, and taking that power away from you is like, "what's the point of me even playing this?" **PASS**

Volley (80 MSP) - A volleyball game involving a couple blobs. Oh and awful physics.
PASS

Null Battles (80 MSP) - Something about space with no gravity and you shoot lasers at lego guys? I haven't done nearly enough acid in my life to make sense of this game. **PASS**

March to the Moon (80 MSP) - I liked this game better when it first came out, only then it was called the Spanish Inquisition, only it was much less painful back then.
PASS

Death Closet (80 MSP) - Unfortunately this game had really addictive physics. Replayability only lasts about two minutes though. After the second time I died, I just didn't feel like continuing as there isn't any reward for good gameplay. **PASS**

Merger (80 MSP) - Hey! How would you like to be a blob, then merge with another blob, then merge with a bigger blob!? No? Okay... **PASS**

2 JAWSOME (80 MSP) - So you drive a boat around and rescue people from being eaten from sharks. It sounds pretty cool. The gameplay, graphics, and all around feel of the game are probably comparable in fun to being eaten by a Great White. **PASS**

Jet Set Willy 360 (240 MSP) - Another retro throwback to the days of Atari side scrollers. Only problem is, this game has no originality or upgrades to that old formula. If you really wanna go retro, get an Atari and do it up properly! **PASS**

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