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About This Game

Cosmochoria is a love letter to old-school action / arcade games like Asteroids, Sinistar, and Mario Bros. Cosmochoria is a mesmerizing way to kill hours: hopping between planets, unraveling forgotten mysteries, killing aliens & giant space monsters and planting mysterious seeds to sprout new life across a long-barren galaxy.

You play the role of a tiny pink naked cosmonaut who 'finds himself' in a distant galaxy. While no story is immediately apparent, consecutive games will begin to reveal some of the deeper mysteries surrounding the universe around you.

You are free to roam the galaxy in search of these secrets, or to remain on a single planet, establishing a home base to fight aliens and tend to your galactic garden.

Game Features:

- So much Pew Pew Pew High Score arcade action.
- Super secrecy mystery STEAM ACHIEVEMENTS for unlockable braggeryness.
- Plant seeds to sprout new plants, new plants give more seeds.
- Grow plants to fill dead planets with your Love Juices.

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- Massive UltraNova Explosions Like from Contra III.
 - Build Towers like a construction BOSS.
 - Procedurally generated galaxy. Each game is unique like a snowflake.
 - Aliens poop crystals from their bums before they explode.
 - Spend said poop crystals at the upgrade shop to improve your abilities.
 - Radical interstellar screen sized boss fights.
 - Mini-Map Upgrade plots your cosmic journey.
 - Warping around the whole place like U really mean it.
 - Fresh electronic soundtrack by Ilkae, Zebra & Mantrakid.
 - Hand Crafted Vector illustration stylee.
 - Form Deeply Special Bonds with Secret Cartoon Animal Pets.
 - Befriend an old hermit alien at his wooden shack.
 - Discover hidden artifacts strewn across the galaxy.
 - Fire Bullets into a whole bunch of Bad Guy Faces.
 - Float NAKEDLY all over Outer Space!!

Title: Cosmochoria
Genre: Action, Adventure, Indie, Strategy
Developer:
Nate Schmold
Publisher:
30/30
Release Date: 27 Apr, 2015

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Minimum:

OS: Windows XP

Processor: Intel Core 2 CPU

Memory: 2 GB RAM

Graphics: NVIDIA GT/s 4xx or Equivalent

Storage: 300 MB available space

English,French,German,Russian



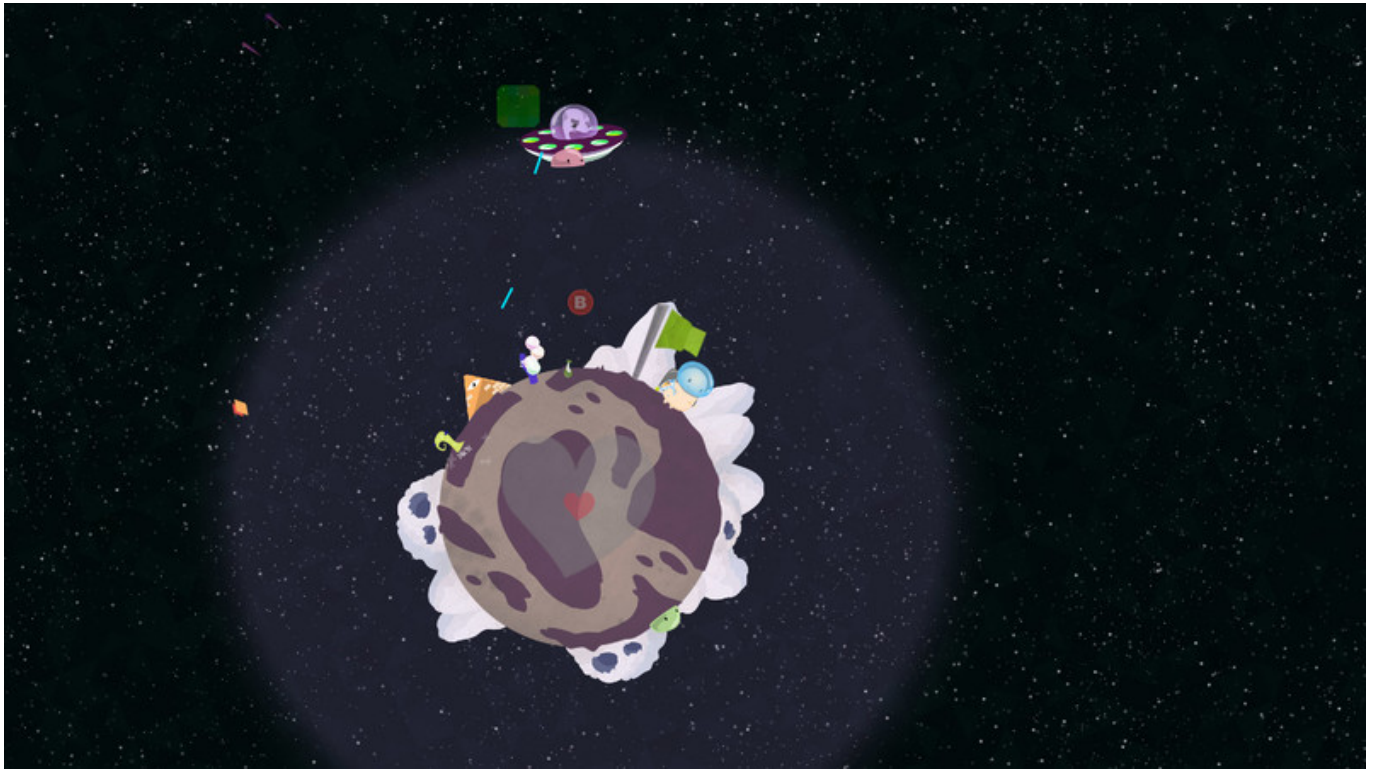
ARTIFACTS

FIND ARTIFACTS ♥ ACTIVATE ♥ GLITCH THE UNIVERSE



EYE OF SINISTAX
JETPACK ONLY REFILLS WITH KILLS





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Im suprised this game isn't as well known or widespread as it should be considering how well done and entertaining it is.

It's basically a roguelike game that takes place in space. Some be gotten evil has destroyed the galaxy and rid it of life. Your task is to hover over to each planet and plant seeds to restore life on said planets while at the same time fending off invaders and monsters.

The monsters start of simple and easy to deal with but increase in difficulty and variety as time progresses (Or as your save more planets, im not particularly sure). Every now and then, a boss has a chance of spawning in an attempt to ruin you for good.

The area you will be playing in is widely blank (It's space lol) save for a few planets here and there, big and small, which you will need to roam around to find, inhabit and restore. While it seems simple, floating in space combined with limited jetpack fuel actually makes roaming space more lethal than it sounds since you would have to ration your fuel so you are not caught floating in space on an empty backpack towards the edge of the galaxy (Which causes death if that isnt obvious enough)

There are collectibles and artifacts that you can gather and send to the "Wise one" to be examined (Which is basically a way of cashing in your found items to be used in your next playthrough or identifying what it does). Permanent Stat and character upgrades are also available with currency you collect while playing the game which improves your chance of survival each time you traverse the abyss. There's also artifacts in the game which you can activate to change the base game mode either making it easier (Enemies spawn less\do less damage) or harder (Less Jetpack fuel). Top that off with procedurally generated map layouts to the game and you've got yourself a good replay value game.

Overall, the game is completely worth getting and trying out. For the price tag they put on the game (23RM for me), I would say it is actually a pretty good deal considering how well fleshed out the game is. A discounted price is like taking Bacon and Eggs and adding MORE BACON AND EGGS.

Edit: I seem to have forgotten one other thing. Im fairly certain it's obvious enough but the game has a strong childish and cartoon like art style which some might like or not. Personally it gave it a more innocent and simple atmosphere. The game would look more serious and action oriented if it was painted in another way. Like imagine Risk of Rain's explosion, art and chaos in this game. Pretty sure it'd probably be less about saving planets and more about destroying them. (Would be interesting to see the Magma Worm here :D). This review originally was one that did not recommend the game. I have changed it. Here's why:

The developer of this game is fantastic. I had a rather lengthy discussion with him about various aspects of the game I thought could be improved, and we talked about some of the logic and thought processes behind our opinions. These discussions resulted in an update in the game. Needless to say I now have a huge amount of respect for this developer.

I am still trying out these new updates, but am largely enjoying the changes. Reasons to buy the game:

-You are supporting a great dev

-It is funny and cute, and those things will come in handy when tackling the difficult enemies present in the game.

-Gameplay customization. The weapon upgrades allow you to change your gameplay to something that suits you. None of the initially unlocked weapons upgrades are any better than any of the other weapons by straight numbers (I still haven't unlocked two of the weapons) , so play around and see which one serves you the best.

-It's a bullet storm with a purpose. It's a semi-rogue-like with a fun and potentially non-linear save feature. It's an interplanetary, psychedelic gardening simulator. You start the game off naked.. Gotta be honest here, I thought there was an honest chance I was not going to like this game. I'm pretty sure I got it on sale, but honestly, I'd have paid the full price knowing what I was about to experince. The game's premise is that you're an astronaut, wearing nothing but a helmet, terraforming worlds to support (plant) life again after a galaxy wide apocalypse. You do this by putting around on a jetpack, planting seeds as you go, although all kinds of aliens will try to stop you. At first, this game is going to kick your butt so hard, you'll be farting out of your eyes, but

each kill, each secret item found, each boss annihilated will make you even more powerful for your next playthrough. I will personally keep playing this game (as I already have for hours now) , and I strongly recommend you buy it and do the same. With a story shrouded in mystery, tons of plants, even more bullets, poetic style achievements, and an egg I still haven't figured out how to hatch, this game is a real catch.. I'm leaving this as a "Would Recommend" because I think it is very well done. I personally didn't enjoy the game very well, but that is through no fault of the game, just my own personal tastes. The only annoyance I have with the game is the interaction with objects (the ones you can pick up) in that I don't know how to just outright get rid of them.. THE REAL NO MAN'S SKY. This is the type of game where you'll know if you like it right away. It's a lot of exploration and building in space. As soon as I picked it up I knew I was going to love it.

Cosmochoria is a very fun and whimsical game that I highly recommend at full price. Amazing value during a sale.

Explore a procedurally-generated galaxy using a jetpack, grow plants to terraform planets in order to heal yourself, shoot a variety of enemies with fun weapons, and uncover the secrets of a post-cataclysmic universe. Great fun.

Beautiful 2D art with a lot of character, and a very polished overall feel.

The controls feel very smooth and responsive (I've been using a 360 controller) and there's a good variety of unlocks and content to discover.

Although there's no saving of galaxy progress, it's possible to start a new game in a galaxy that's at roughly the same stage as when you've defeated one of the game's bosses, so if you wish you can "skip" bosses you've already defeated. Plus, all your unlocks and bricks (the resource used for building turrets and other structures) are retained when you die or quit the game, ready for the next attempt.

The developer is very responsive to the community and seems very friendly and reasonable. In short, deserving of your support if you like the sound of the game!. I thought this was just like a small arcade game that I can enjoy for an hour. I was wrong. This game had me on for hours!

I like to sum up my 8 hour journey:

I wake up butt-naked on a planet with a fish bowl and a laser gun
Placed seeds on the planet like i was a farmer
Shot down aliens like the american sniper
Went to explore another planet like NASA
Made small pyramids that shoot lasers from it's eye=illuminati?
Fought a dragon like a knight, but with a gun all around space
Found an egg and kept it with me
Then it started to hatch on a planet that had the same color as the egg
Monsters came and attacked at me like crazy, it was like mission impossible
It hatched, and what did I see? A turtle, and I named him Mr. Wiggles
Me and Mr. Wiggles continued our journey together
But then, I flew too far to the end, and killed myself and Mr. Wiggles
R.i.p Mr. Wiggles :(

10V10 game, it is very unique and entertaining
(11V10 if you bring me Mr. Wiggles back :(.....)

. I was first sceptical, especially after the first few playthroughs but I'm a sucker for upgrades when done right and slowly but surely I became stronger and next thing I knew a 10 minute play session turned into two hours and now I'm hooked. If you like planet hopping physics and planting seeds to make planets grow (and give you health) then this is for you. I'm a 33 year old male and find it hard to get into games the older I get, even though I still love them. So, if you find yourself in the same boat and are looking for a casual game where you die often (and that's okay) then this is for you! Anyway, I'm not great at writing reviews, this is my first one. I liked the game that much I felt compelled to come here and tell you all that I love it!. This game has a very original idea (healing planets by planting seeds on them), nice graphics and music, and a very enjoyable exploration side. Sadly, the gameplay is not good, so the game manages to be frustrating without being difficult - most of the time I'm just ignoring enemies (and ignoring being hit) because destroying the enemies is boring and pointless. Weapon upgrades are pointless as well, since when you get hit you lose them and most of the times they are not worth recovering. And above all, the game is very repetitive after a while.

It's not that bad, but having to choose between yes and no, I'd rather not recommend it.. This game is so much fun and there are plenty of things to discover! There are a lot of new planets to discover and mysteries to solve. The game is also not so easy as you maybe think it would be. The bosses are hard to defeat and the other aliens that surround you make it even harder. This is a really fun game! \ud83c\udfae. Cosmochoria grabbed my attention instantly when I saw it in the store and I knew I had to have it. I am incredibly impressed with this game and how much the developer continues to add to it. I love playing this game and so do all of the people that I've shown it to. While this game can be difficult and it is easy to get lost, it is a great play and it keeps

bringing me back for more. Cosmochoria is fresh and new, I've never played anything like it. And you like indie games and you like floating around space and blowing things up, this is a must buy. 100% highly recommend, I'd even buy it again.. Once upon a time, there was an Ancient Great Black Wyrn who ate the Earth. However, a little baby in a rocket-propelled basket, and some other generally forgettable NPCs escaped the calamity! Somehow, everyone - except the baby - learned how to breathe atmospheres with lower pressure than the Armstrong limit, in order to facilitate the baby's future revenge.

No, this is not D&D; this is Cosmochoria, a simple and refreshing action-roguelike. In this game, the goal is to reinvigorate as many worlds with life as you can! However, enemies - who shoot lasers, for good measure - intend to stop you. There are also gems that you need to pick up, so that when you inevitably die, you can buy supplies and important upgrades so that the next time takes a little longer to kill you.

What Works

First, each planet has its own gravity, which makes the shooter gameplay really interesting, because you have to learn to aim around the planet you're on. Also, the gravity serves a more important purpose - being anchors for the deep space, Asteroids-esque travel you do through the title. On a planet, you can move and jump as you'd expect. In space, however, gravity goes away, and all of a sudden it's up to the supplies in your jetpack to nudge your velocity such that you intercept other planets.

There's a neat TD mechanic in this game, in the form of the things that bricks can create. You can fortify a planet with towers of various kinds, which is oh-so-necessary, because every third planet you revive invariably leads to a boss fight, against at least one big, nasty Chinese dragon, who spews projectiles the way you spew...well, never mind. Moving along.

What doesn't work

The first parts of the game allow you to progress really fast, but for me after getting the Laser Pistol - an exceptionally useful upgrade - the game slows to a crawl for me, probably because I'm having difficulty beating the Fire Dragon. It seems that beating bosses unlocks some upgrades, which leads to a slight balance problem between a boss standing between you and an upgrade you need to more easily defeat it, instead of the game giving you tools that actually help you defeat the boss.

Should You Buy This Game?

Yes, if on sale. I'd absolutely say it's worth \$4.99. I think the normal price is high for the game that you're actually getting.

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