Z-Exemplar Download Link Pc

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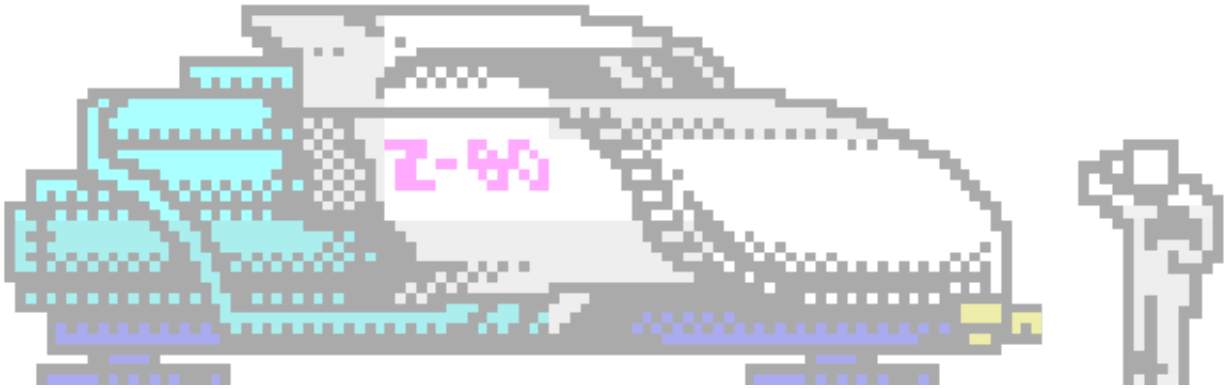
About This Game

Z-Exemplar is a side-scrolling shooter in the tradition of R-Type, Gradius, Nemesis and other classic arcade games from the past. Borrowing its aesthetic from the computers of yesteryear (specifically the Sinclair ZX Spectrum) Z-Exemplar combines bright, bold, 8-bit pixel art with frantic action and an epic mission to conquer a galaxy of almost 1000 planets.

The Background

Z-Exemplar was conceived as a love letter to the ZX Spectrum. Proudly retro, the game embraces the limitations of its 8-bit inspiration to deliver a fast-action, guns-toting, laser-blasting quest with intuitive gameplay and long-lasting appeal.



But it's not just nostalgia for its own sake.

There is something hugely appealing in the 8-bit aesthetic, something that can be absent in photo-realism. There is space for interpretation, for imagination and a vague assemblage of pixels can evoke in players a different emotion from that engendered by more detailed, distinct images. With the added vibrancy of the ZX Spectrum's colour palette, this pixellated aesthetic gives Z-Exemplar's visuals a unique and distinctive feel.

On its surface Z-Exemplar's gameplay appears simple - shoot anything that moves and collect the booty they leave behind - but the over-arching goal of the game is anything but. You are tasked with conquering all 960 planets that make up a hostile galaxy with each planet's defenses uniquely configured. As you explore the outer reaches of the galaxy, the defenses become stronger and enemies more lethal and numerous. There is abundant challenge in Z-Exemplar, challenge that grows with your experience.

To turn the battle in your favour you can access an arsenal of over 20 upgradeable weapons that transform your basic fighter craft into a devastating war machine - selecting the right loadout for each planetary battle is essential.

Features

- 960 Unique planetary battlegrounds
- 10 Planet themes
- 21 Awesome Weapon loadouts
- 16+ Hours of gameplay
- A galaxy full of secrets
- Conquest leaderboard - who'll be first to take over the entire galaxy?
- Hundreds of enemy types

- Huge end-of-level guardians
- Authentic 8-bit pixel art style and audio

Title: Z-Exemplar
Genre: Action, Indie
Developer:
Suminell Studios
Publisher:
Suminell Studios
Release Date: 25 Nov, 2016

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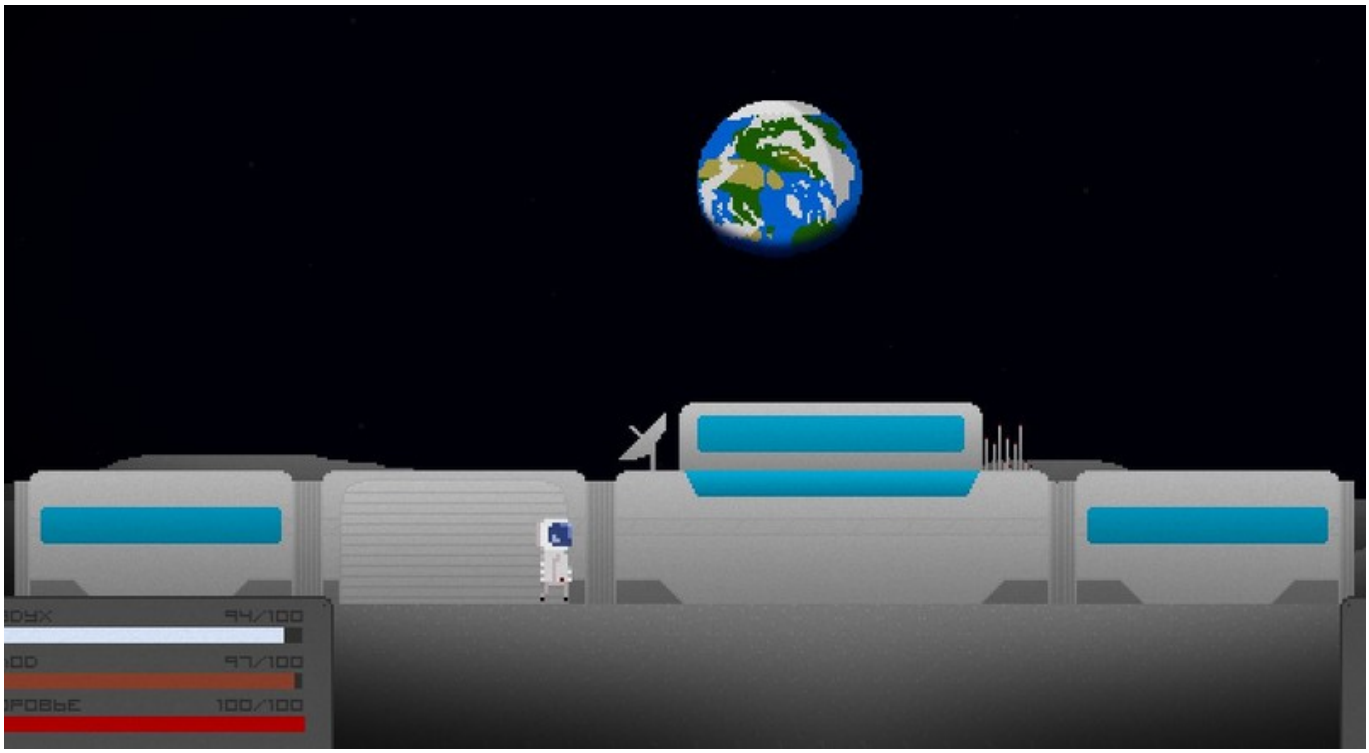
English


94/100
97/100
100/100

z-exemplar game

Any game where you can hold down a single key and let RNG decide whether you win or not isn't a very inspiring game. Some good ideas are let down by slow progress, tedious enemies, repetitive levels, and an unrewarding upgrade system.. Buggy keeps hanging i want my money back. As someone who has been enjoying RTS games since age 7 in 2000, i must say this is one of the most underrated RTS games of all time IMO. Give it a try.. There's a National Socialism sing-a-long & the main character grumpily refuses to comment on the jews.

GOTY. Useful to help generate tilesets to be used in 2D Unity games, I simply can't make.. rather short, yet amazing and challenging platformer.
Also the music's pretty good.. A2P protocol is a very nice game. In spite of the fact that it's still in Early Alpha, the game is already playable.

The dialalogues are fun, the carachters are cartoon like and nicely draw. Their recently upgraded to Unity 5 making the game to look even better.

The team behind the game is contantly improving it, highly recommended.. it's just pure crap

2nd Worst of Braingoodgames. This is a good 2D fighting game with great story. I highly recommend this game if you like good story with some good action. I enjoy playing this game. Keep up the good work. (If the dialog have voices that would be nice.) This is a work in progress game so it still has room for improvement. Fun game and good price.. Enjoyed it - an into to HO for kids. Very easy puzzles but love the music in the HO scenes!. a good combo of car stunts and awesome soundtrack. I recommend. Plus i love that feel of "back-to-sythwave" retro feel to it. maaan, awesome time killer!. This game is very simple, very enjoyable and very nostalgiac.

It takes the art style of Megaman and puts it into the gameplay of Doom and contains minigames that are essentially mini Starfox levels.
Matching the general theme the art and spritework is very simple and appealing to the eyes and helps you identify secrets and what you need to use to progress. The sense of progression is always there as you unlock new weapons fairly regularly. The map assures that you'll never get lost in the grid-style gameworld and its fast-paced combat makes sure youre clearing a typical room in under 30 seconds.

For 9 bucks i can recommend it. It's in early access so not finished yet but i feel like i got a fair amount of enjoyment out of it.

. Such a cute visual novel about high school life which is too true to be real.. Atari should have died back in the 80s.. Great game, it has the rare combination of music, gameplay difficulty and aesthetics that is hard to find in indie games.
. I'm an artist but I've never gotten the opportunity to create with spray paint. Up until today, the most I've used spraypaint for was painting the PSU cover on my pc.

The cans feel so realistic. The texture is spot on, and the paint even drips! You can shake the can too. Here's my first half-*ssed attempt at creating something. I found this really fun.

http://i.imgur.com/OaUe8vf.jpg

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