
Oozi: Earth Adventure Activation.rar



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About This Game



Oozi: Earth Adventure is a classic 2D platformer with old school gameplay - no puzzles, no punishment, just 100% pure classic platforming fun! Its most prominent features are HD visuals and beautiful hand-drawn art, but despite its visual style, it's a good fit for all kinds of gamers. The variety of difficulty levels – from Kid to Hardcore – allows everyone to enjoy the game

regardless of their skill level. It tells the story of Oozi - an alien spaceship pilot who crashed on planet Earth, lost his space suit and needs to find his way home.



The game heavily utilizes Steam integration, including Achievements, Leaderboards, Cloud Save, Trading Cards and special feature – Quantum Ghosts, holographic recordings of players from alternative universes.



- Relive an **old-school** platformer experience - this time with beautiful, **high-definition visuals**.
- Four difficulty levels, including Kid difficulty - made specifically for the youngest gamers
- Quantum Ghosts - watch how players from alternative universes played through the game
- Challenge mode - additional 44 short, but extremely difficult levels with various objectives
- Fight **various enemies** and discover new gameplay mechanics in **distinct worlds** - jungle, cave, lab or even an alien planet.
- 5 hours of story mode – 20 levels and 4 boss fights
- Steam Achievements, Leaderboards, Cloud Save, Trading Cards and Full Controller Support



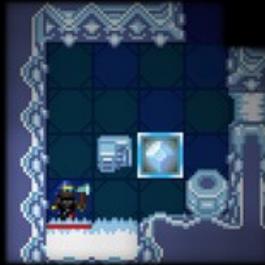
- Oozi Earth Adventure offers an addicting platformer experience that harkens back to the days when "scrolling parallax backgrounds" were super hip and the entire summer's agenda was to set a new high score. - Impulsegamer
- Fantastic visuals and tight platforming - extraguy.com
- Oozi: Earth Adventure feels like it deserves pride of place in a SEGA Mega Drive compilation - dealspwn.com
- ... absolutely stunning to see... , with a lush array of colors... impressive 2D artwork as the lush environments and bright world look fantastic... - armlessoctopus.com
- ...provides a solid platforming experience, complete with lush visuals and challenging gameplay... worth playing for any fan of 2D side-scrollers... - extraguy.com
- ... fun platforming game with magnificent visuals ... - gamerdork.net
- ... it's strong in every department, and it's an absolute must buy ... - writingsofmassdeduction.com

Title: Oozi: Earth Adventure
Genre: Casual, Indie
Developer:
Awesome Games Studio
Publisher:
Awesome Games Studio
Release Date: 5 Dec, 2013

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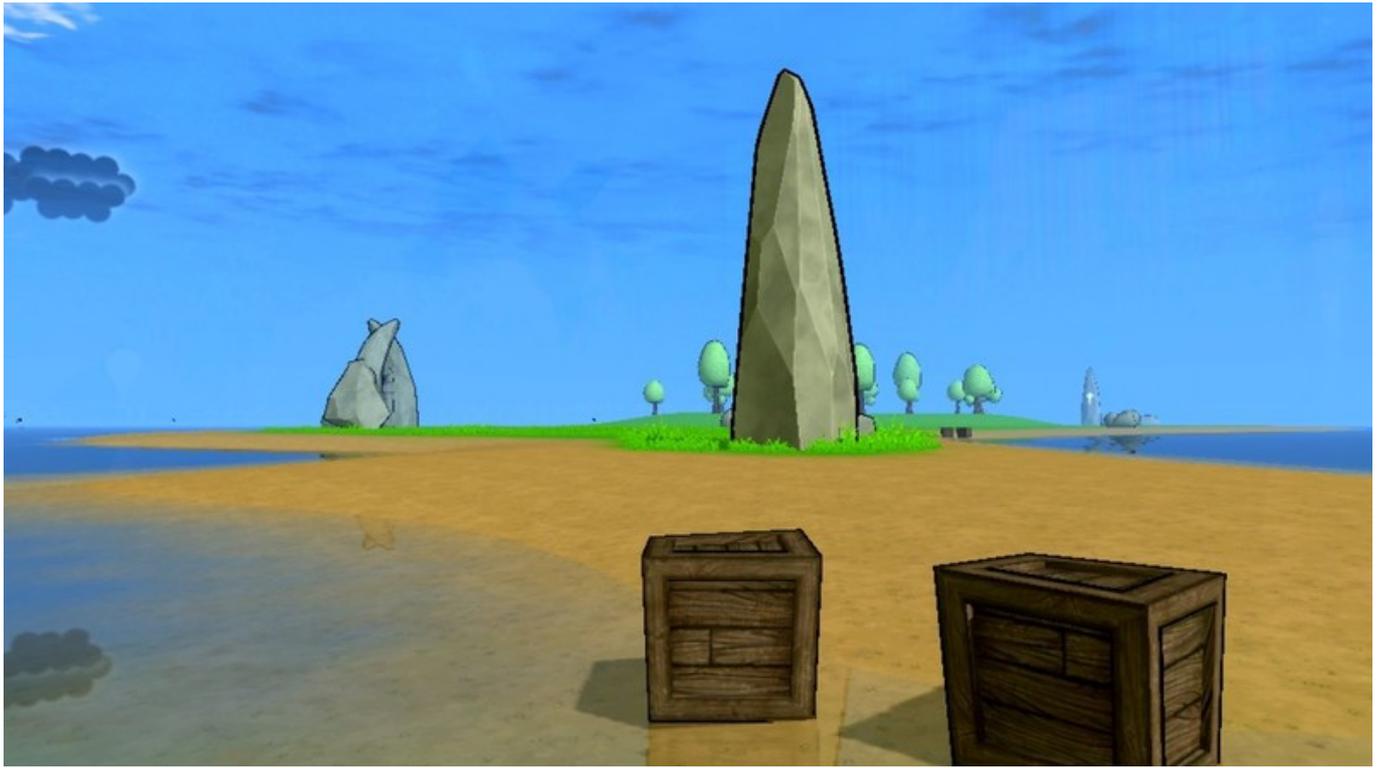
English,Polish,Simplified Chinese





ALIEN PALACE

You barely recognise half of these artefacts.
How many worlds has this creature plundered?...



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I have mixed feeling about this game. It is a great game with big potential. but it is NOT worth 20 euros!

+

Great game to play if you are bored

Nice with some extra missions to get promoted

-

No time to fix your vehicle since you always get a call out.

Many bugs that really needs to be fixed such as them listed below

*You can not see oilspills if you have to low graphics

* You can not end your shift even when you've passed 8 a.m

My main issue with this game is as a paramedic, you just pick up the patient and drive him/her to the hospital, i would love to see some work on that.. Fully enjoyed this game! I love the Indiana Jones franchise and I love LEGO, so this was a no-brainer from the start! The gameplay and puzzles are simple but still fun, the humour is quirky, all the levels are designed with so many extras, making them all replayable, and the game WORKS on Windows 10, with 2x Xbox 360 wireless controllers and a Xbox 360 Wireless Gaming Receiver!!! My wife and I both played this endlessly on Steam Big Picture until we gained 100% - we were that addicted!. I wouldn't recommend. Great concept but slow, clunky, repative and most of all frustrating. Mine worked first time no issues apart from slight sound crackles.. I have mixed feelings about this. I'm loving the old school charm thanks to the graphics style, music, and simple, yet challenging gameplay. Yet the game is all about using grenades, which have large splash damages that can also hurt you, and only easy mode removes the irritating time limit that causes damage to your team over time, making a game about managing a small team to dodge attacks and use sometimes annoying grenades more difficult than it needs to be.. Love this game! If you like My Time at Portia, you will love this game. I like that there is always something going on with the planet, but you still relax and farm, mine, or use a magic staff on enemies. Very fun!. I'm sorry, but please optimise your game so it can run in modern resolution

Another game from the same publisher which resolution screwed up my computer's icons and windows, even when I try to uninstall it...

Is it even worth the cards when you got it for free? Urgh...

I will give a chance to this u need to give it!This game gonna be great if we support it!
Im writing in really early access of the game so is really early to talk about pros and bads!!!
From the little of my gameplay this game has bowling which is little hard atleast for me.
REALLY good thing it is this game have music that young people listen in the clubs (yeah the game have a club)!
I have a good chat with a developer and he said that will be a daily reward so we will never run out of coins!
So we don't talk about a classic game it is a start of new category of games!I can't give a rate cause is really early!. HIDDEN GEM
10/10. anybody wish to debate?. Very disappointing. Not ready to be sold. The maker should check what make it to hard to play or understand what is going on. Users are not supposed to watch one hour of tutorial to learn how to play.

New evaluation

After playing 36 more hours I have decided this game is extremely fun. You just need some patients.. I wish more VR games were like this!

The art direction and graphics on this game are fantastic! I love zipping around space. Going to warp is very satisfying. The potential for this game is very high.

The only negative is that its very short. I beat it in around 45 minutes.

Feedback/Suggestions:

MOVEMENT:

Took me awhile to figure the best movement strategy.

Hold down the movement button on your dominant hand. This will make your other hand the movement hand. At first I found this super weird, but it actually works rather well.

So for me its hold down fire with my right hand, along with the movement button. Also hold down the fire button on the left hand, but use the left hand to move left or right. This means you are not always hitting your enemies with both guns, but you can circle around them and dodge their attacks, which is super fun.

BUGS:

The octopus bosses voice was coming from behind me instead of from the boss. (sound issue).

SUGGESTION: WARP

Going to warp is satisfying. I noticed the rocks that are flying by me at super speed are barely visible. You may want to slow them down, or make the rocks bigger, so they are more visible.

I wish I could shoot while in warp. I love the super speed!

I think there should be a mini warp for combat that speeds you up for a 2nd or two. This would be fun.

SUGGESTION: DRAGONS

The dragons look amazing. I think they need powerups. Either permanent ones or temporary, either works.

I also think the dragons should have different abilities. One is going to be the main firing gun, while the other is used for movement/dodging. I think the dragon being used for movement needs a different attack, maybe a heat seeking missile or a shotgun blast. This would work well with the way movement works in the game.

I think it would be AMAZING if the dragons had personalities. They could comment on how bad or well you are doing. If you kill a boss or kill many enemies quickly without taking damage, they could high five each other. This would be great.

SUGGESTION: DIFFICULTY

I hope there are more levels coming. At times it was too easy. I think increasing the speed of movement along with the speed of the player's bullets would be good on harder difficulties, along with more enemies.

SUGGESTION: Grip buttons

I am a VIVE player so the quick side looking did nothing for me. I think it would be better if these buttons made your character side step rapidly, or made you fly to the left or right, so you can orbit planets and enemies easier.

SUGGESTION: MINI WARP

I don't see a reason to ever stand still in this game, so you may want to have movement on all the time. This would free up the current movement button for a mini warp rush in combat, which would be very satisfying, and keep holding both movement buttons to charge up to a full warp.

I really like this game. Well done!

. The game itself is a very fun and simple strategy concept with quick rounds and decent amounts of depth considering the easy rules. I'd recommend it if you intend on playing it single player.

The online multiplayer, however, is an absolute how. I bought the 2 pack to play with a friend, and in the duration of one ~half hour session, we experienced the following:

- Whether we were able to join each other seemed like a complete dice roll; we just had to keep making new games until one finally became visible in the games list. There's no invitation system.
- Upon joining me one time, friend's game did not load the board or characters and they had to quit.
- Said game then became invisible forever, despite both of us attempting restarts/rejoins.
- Seemingly random server disconnects that cause your turn to be reset to the beginning.
- Friend's "end turn" button completely broke; when pressed, nothing happened on my end, it only affected fairies on their end.

In addition, you also have to sign up for an account JUST for this game and use their friends list system on their website if you want to play online. The online interface in general is terrible as well; there's not even any way to see who you're playing against while you're ingame, and there's no local chat (only global).

Note that this was with cross-platform Windows/Linux play. I don't know if that makes it more likely to break, but broken is broken.

Again, the core game is fine. This review takes into account that I bought this entirely for the online component.

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