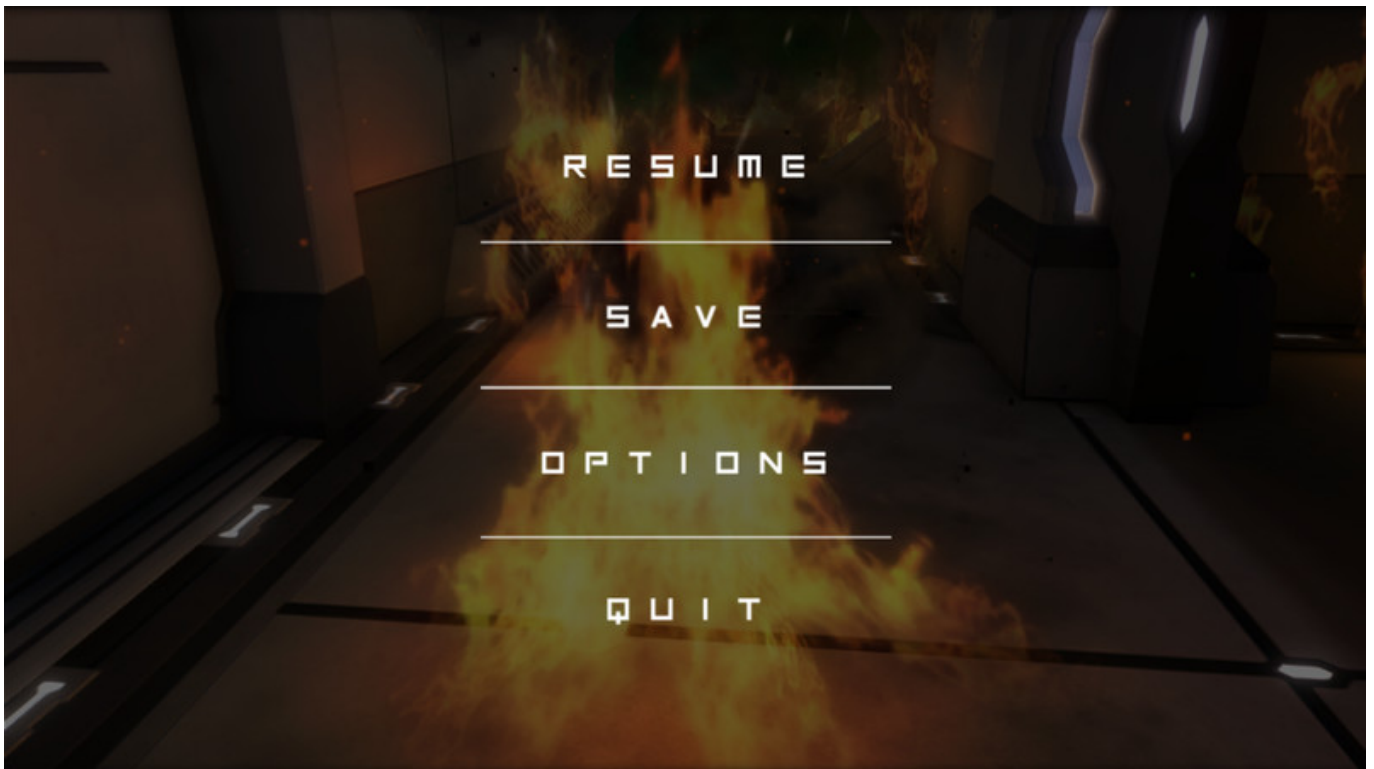

Fields XY Download No Survey No Password



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About This Game

Platforming - Simple right?

Fields XY places you in control of 2 characters with very different characteristics. Use the arrow keys to direct a simple platformer character, dodge spikes, climb towers and teleport between areas with the aim of finishing at your goal.

Some goals however, are just out of reach. Enter the top down character, moving on the XY plane with WASD, leaving a trail of platforms as they move. Combine the unique traits to tackle difficult puzzles, where planning every move is key. Fail to do so, and you risk making the exit truly unreachable.

A third character is also available and will be featured in many future levels. Operating similar to the top down character, they leave a small temporary platform trail that fades in time. This final character changes the game from a thought provoking puzzler, to a more fast paced platformer.

The game features 50 levels at this time with the plan for frequent level updates. Access to the Steam workshop also makes the amount of levels available endless.

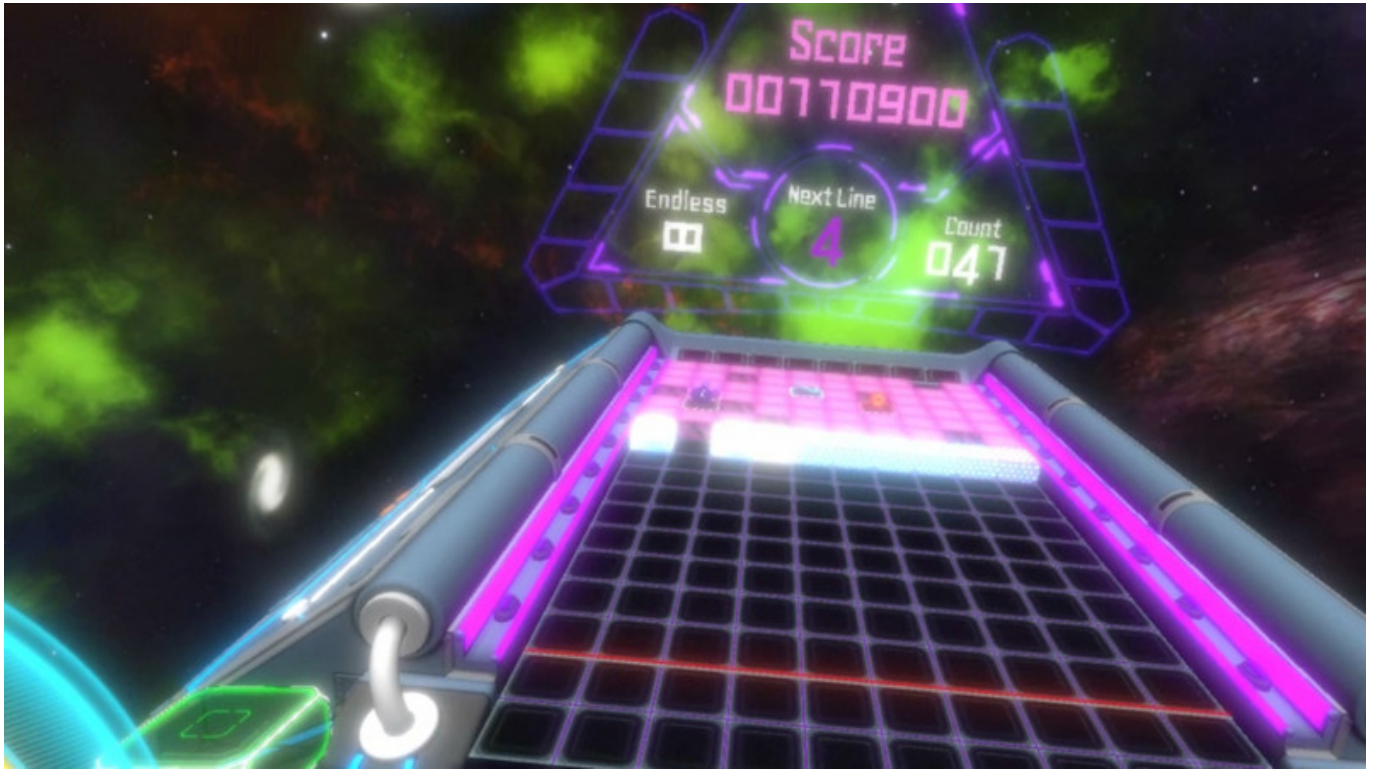
Title: Fields XY
Genre: Indie
Developer:
Liam Hughes, Ryan Cooper
Publisher:
Liam Hughes, Ryan Cooper
Release Date: 7 Apr, 2017

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English







slope field of xy . xy berry fields. slope field of $xy-x$. mean field theory xy model. magnetic field xy. slope field for xy. electric field xy. direction field $y'=xy$. random field xy model. xy field recording. xylophone field frame. magnetic field xyz. xyz field scanner. xylem field smart technology. xyz field spells. xy slope field. vector field xy. mean field xy model. michael fields xylem. slope field for $xy/2$. slope field xy

I had to play this crap game for 5 minutes just to leave this crap review.. My video review:

<https://youtu.be/d4ok604nfAo>. This game gave me cancer.. I really wish I could refund this after the nerf.... Great for the memes and speedrunning. Also its nice and cheap.

Quite a fun arcade style platformer.

Recommend using an arcade stick for that authentic feel! xD. So, the good first: fun game, creepy retro art, lots of good ideas and enemies. Some genuinely startling jump scares. 5 hours to beat it, more if you hunt down all the achievements. The story is fun too. Definately worth the few bucks their asking.

But the bad: "RPG elements" is stretching it. Yes, technically they're there but they're just an excuse to make you grind so the game takes longer. Only way to upgrade your capabilities is to buy weapon and armor upgrades and tatoos by going out and grinding on a swing meter in hunting and fishing mini games. If you don't do this, you can't defeat certain enemies and you can't do extra grinding to make fights easier because the merchants simply won't sell you higher upgrade tiers of gear. The fact that this is intentional is made obvious by the fact that every major enemy has exactly the right number of hp and damage so that once you have the right gear if you hit the swing meters right, you kill them right before they kill you. All the "rpg elements" could be removed and the game would be better for it, if 2/3 as long.

Also, the writing is so-so. It's not awful but there are times words are used incorrectly and one major plot hole towards the end of the game. Aside from those complaints though, it's fun and I wouldn't let those stop you from buying it.. I really can recommend this game only for a big fans of MotoGP and only because there is no other option. For others it's not an option. First of all, it has some critical issues which lasts for months without fixing. You can find occasionally that your career is no longer saving or the game isn't starting. But even without this it's far from perfect. AI is too easy to beat (on some tracks even extremely easy) on the highest difficlty level (with semi-pro physics), graphics was great seven years ago, it's almost always rainig, AI has cheat lap times in qualifying and a boy, who beats everyone in Moto3 and Moto2, winning almost every race, is only welcome in CRT teams (which makes your career looks pretty strange).

But if you're ok with that, go and buy it right now! In fact, you don't really have a lot of choice in moto games, do you?. The game is short but sweet. Within the 1.3 hours i played i managed to get just about everything and complete the game. The game is a must have/must try for the value. Definitely a great adventure! When you get all items and complete all sidequests it really does feel good ;). I love jigsaw puzzles. I actually own all of the puxel puzzles since I bought the pack. That said, I don't recommend this one or Japan. It lacks a saving mechanism and, most important, there is no puzzle rotation. Everything starting out alligning perfectly takes all the fun out of it. There is also a stupid, impossible, to get achievement that requires staring at the menu for 2 hours in a row. Look at the discussions if you want to know more. If you really want to do zombie puzzles, wait. They are releasing improved versions of these puzzles for free to play pixel puzzle ultimate provided you own puzzles: undead. As it is though, don't buy this game. They aren't fixing it.. I got this last year for free on a Bidding event on steam. It was really useful for getting my assets into blender and refining them into Maya LT using Maya Stingray then putting them into Unity to make a very short game. So useful. The sculpting helps me smoothing models more. I would rrecommnd this as an alternative to Zbrush. User interface is confusing but there are good tutorials on Youtube.

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