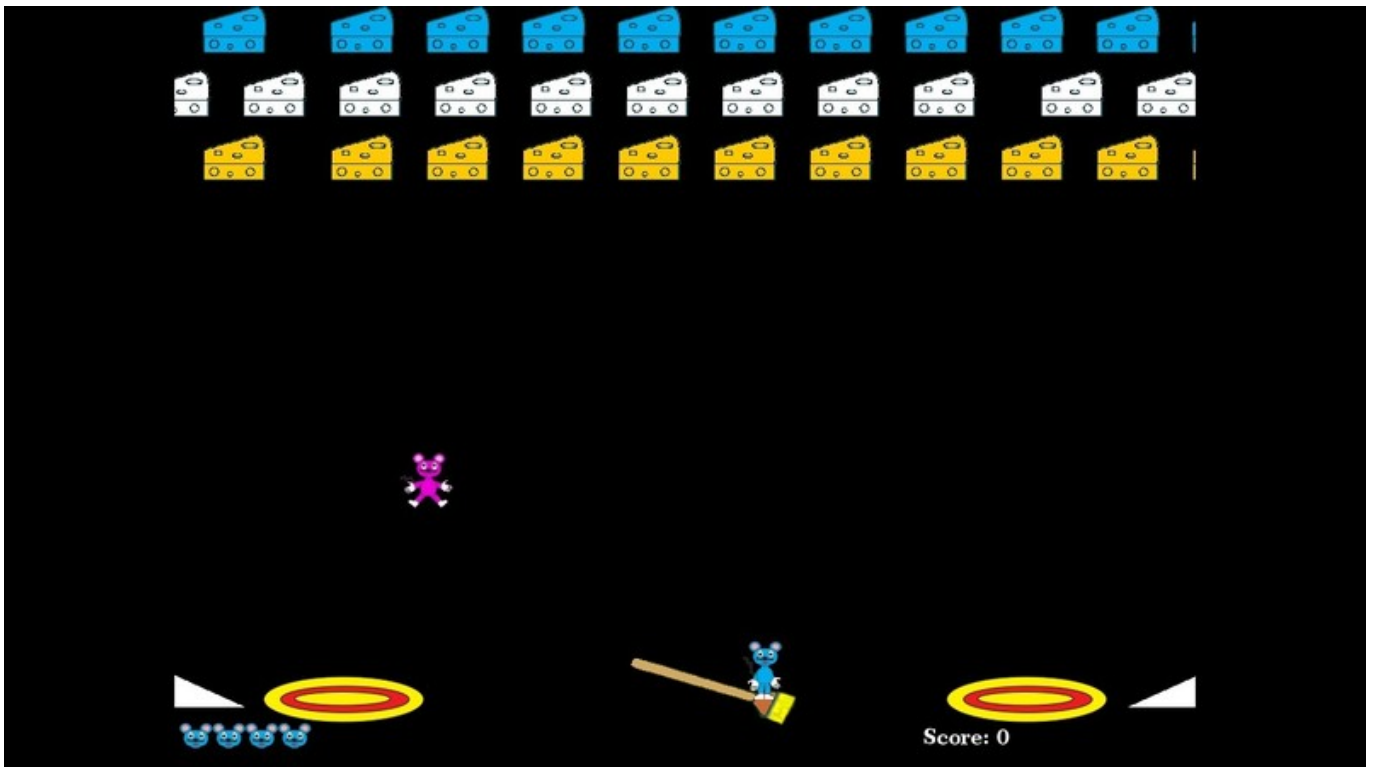


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## XLR Download Mega



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## About This Game

**IMPORTANT:** XLR is an Early Access game that is still under active development. That means many aspects of it are still rough around the edges, or are just plain missing. We rely on the community model of testing and iterating with our customers, so if you're looking for a finished product, you should wait for our full release later this year. Seriously, this is a **WORK IN PROGRESS**.

Most simply put, XLR is a multiplayer team based arena shooter.

In the world of XLR, a future humanity is fighting for its survival as companion AI has become the dominant life form. Some AI have deemed humanity a scourge worth wiping out, while other AI have deemed humanity an endangered species worth preserving and honoring as the AI progenitors. Most remaining human factions have banded together under a new super banner called the Earth Recovery Consortium (ERC) to pool resources and form strike teams for continued survival. Their most frequently pressing objectives are to raid hostile AI-controlled facilities for energy, technology, and supplies. While most of humanity agrees that ERC goals must always be met for continued survival (ERC goals coming soon to matches), invariably every sub-faction has its own side agendas for each mission, in hopes of one day wresting control from the other side of the AIER war.

You'll party up into factions (with friends, or just join a random match), then land in a drop ship with your strike team at an enemy facility. After selecting a metaframe for your consciencess to intertwine with symbiotically, your team will deploy to various battlegrounds.

Don't worry, If you need some training, you can always go up against some simulated enemy combatants in singleplayer training

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mode.

## Choose to play as any of 9 player classes:

- **Hawk:** Like to plan and strike from afar? Then this is the metaframe for you. Keep tabs on the enemy by tagging them with your **binoculars**, then take them out from a distance with your **sniper rifle**. Or deploy your **holodouble** to mislead the enemy, then silently strike from behind with your **knife**.  
Locomotion: slide
- **Slayer:** Are you a tried and true Soldier at heart? If so, get down to brass tacks with your **laser rifle** and **laser pistol**. Engage in close quarters combat with your **machete**, or toss out a **timed grenade** to break up a fight.  
Locomotion: slide
- **Bliss:** A monk that seeks the answer to one question: “Why are you hurting yourself?” (coming soon)
- **Shadow:** Are you like ninja? Move about with stealth, using your **zipline baton**. Then Cut down your enemies with your **katana**. If need be, slow them down at range with your **throwing knives (coming soon)**, or vanish in a puff of smoke with one of your **smoke bombs (coming soon)**.  
Locomotion: slide or zipline
- **Logi:** A futurist who is going to be a LOT of fun. (coming soon)
- **Tang:** Take an aggressive stance with your **minigun** and **shotgun**. Then incite a little mayhem and confusion with your **gravity knuckles (coming soon)** and **gravitronic grenade (coming soon)**.  
Locomotion: slide
- **Thermo:** Feeling a little moody? Burninate everything in sight with your **flamethrower**. When things get too hot, flip the barrel around to activate your **freeze pistol (coming soon)**. Throw in an **incendiary grenade** for good measure, and finish up with a dash of **thermo mace (coming soon)**.  
Locomotion: slide
- **Ballisto:** If you love calculating angles and bounce shots then this is the metaframe for you. Wreak havoc with your **grenade launcher**, then charge in with your **plasma pistol (coming soon)**. Don't forget to maximize damage with your **warhammer (coming soon)** and **proximity mine (coming soon)**.  
Locomotion: slide
- **Zoner:** When you're in the mood for some good old fashioned flow state, just pull out this metaframe's **dual pistols**. All the while confounding the enemy by rapidly using short range teleportation to jump to new vantage points. Defend or attack with your **energy shield (coming soon)**, and turn the tables on the enemy's plans with a **swap grenade (coming soon)**.  
Locomotion: teleport

Many of XLR's player classes use a slide mechanic for locomotion. We've done a lot of experimentation and testing, and we believe we have found a reasonable solution for reducing motion sickness (or even eliminating it completely for many players).

Please let us know in the forums what your experience with it is.

We recognize that some players are more prone to motion sickness than others, so we've taken steps to ensure that you never have to use the slide locomotion mechanic if you don't want to. All interactive elements before you enter the combat arena are positioned to fit inside your play area. And during combat, choosing the Zoner class will result in only using teleportation.

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Title: XLR  
Genre: Action, Indie, Simulation, Strategy, Early Access  
Developer:  
Metaware Limited, LLC  
Publisher:  
Metaware Limited, LLC  
Release Date: 5 Apr, 2016

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**Minimum:**

**OS:** Windows 7, Windows 8, Windows 10

**Processor:** Intel Core 2 Duo, AMD Athlon X2, or equal at 2.0 GHz

**Memory:** 2 GB RAM

**Graphics:** GTX 970 or better

**DirectX:** Version 10

**Storage:** 1 GB available space

**Sound Card:** DirectX 9.0c-compatible, 16-bit

**Additional Notes:** Requires Vive controllers

English

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Characters  Encounters   
 Exploits  Images & Maps   
 NPCs  Parcels   
 Skills  Character

**WHAT'S OLD IS N**

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 Easy Challenging

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**XENOMORPH!**

About WOIN Studios Presents  
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 Introduction

**SECTION 01: SETTING**

**SETTING**

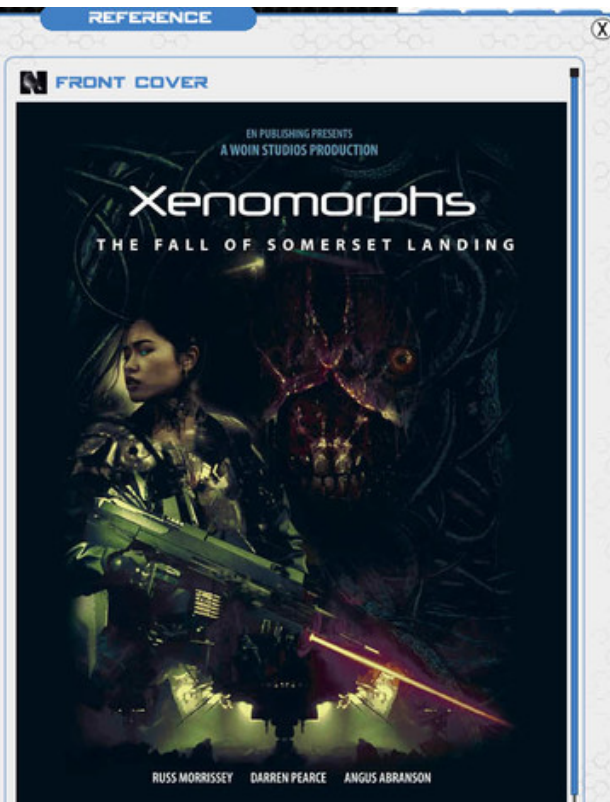
Tone  
 Explored Space  
 Player Characters  
 Technology  
 Chen Zua  
 United Marine Corps

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Plot Seeds  
 Losing Contact  
 Stray Resurgence  
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**RACES**

Races







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This game is clunky, slow, and unbelievably boring. Some unreasonable amount of effort has gone into making every moment of nothing last as long as possible. The feedback for action is terrible. The controls are incredibly unintuitive. The game seems to offer depth in the form of deep understanding through observation. It fails to deliver even in the slightest. The only really good aspect I can find is the occasional cool visual. I highly doubt the game developers even played this game all the way through. This game does not deliver any sort intentionally crafted experience. It is a hodge podge of boring tech demos that can only amount to boring you to death for a short playtime and high price. Digital Dreams has failed in delivering even the vaguest resemblance of a quality gaming experience. This game is not worth its asking price.. THIS is what right looks like, THIS is how you make a RPG maker game!

What we have here is a beautiful story told with text, cutscene art and music, the use of all these is clearly done by a dev that knows what he's doing. THIS is the gold standard for RPG maker games on Steam, I want to see more like this.

#### Pros

Artstyle

Story is very good

Music is perfect for the mood/feel of the game

#### Cons

Like any great RPG I just wish it was longer lol.. They said: "Created by fans of Geometry Wars, Nuclear Throne, Binding of Isaac, Serious Sam and Enter the Gungeon. <3" and it is true. I want a little better sound design and more cool synergy builds, but game already has been perfectly playable and enjoyable. Sry 4 my bad english.. What is this? What did I just play? H-How can such a piece of♥♥♥♥♥♥exist in my library? Surely this must have come in a bundle, but even then..... I gave money to this? Well anyway, here we go. You play as what appears to be a stereotype of a young black male, full of ego and confidence, and an old white soldier who tries to keep things professional. The two character's cultures clash as the black guy repeatedly calls the white guy hick, who, in return always shows dissapointment in his partner's actions. Okay so I played the first level and half of the second one, the game was going nowhere quick and with only 4 weapons to play around with, I was done.

Uninteresting, uninspired. I'm sure in the final two levels, the two characters will have formed a strong bond because of the♥♥♥♥♥♥they've seen. Hell may have broke Luce Tom Waitts, but not these guys. In the end I'm sure when the black guy calls the white guy hick, it will be out of respect and he'll get respect back. Seriously, other than stupid writing there's nothing to talk about. This game sucks, go, get out of here. Play Red Orchestra, and if you don't like that check out Far Cry 3.. Bought this game as it looked pretty good from the screenshots. Played it for about 5 minutes and couldn't bear to play it any more, the controls seemed very unresponsive and the gunfights were awful. Also had graphics issues were textures were missing. I like this game. There is some mistakes or features like total history. The first one is united history on every pc, better will be like IRL every pc has it's own bash history. And may be some hints or about hidden at history. The second is there is no logout from pc or something like that, you'll just go on other pc if current is powered off. But this is just a nags from that who uses ssh every day.

First part was very easy, but second is so large. By now i do know much about morse codes, i have an note where i put my hints. But what was in report.txt at Fred's pc. Definitely i'll try to get whole info that i can reach.

10 of 10 detectives. And whoami (the last user was about 21 thousand days ago! About 57+ years) ?. Seems to me like they simply copied the advertising text from the physical copy.

There seems to be no bloody way to play with up to 6 players eventhough it was advertised.

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Here is a link to my [Blinding Dark EP#1](#) and [Blinding Dark EP#2](#)

[Thoughts on this game.](#) I bought it since it was new, had no reviews at the time, and I like suspenseful games. For me I'm mixed - I first gave it a thumbs up and then a thumbs down...back to a thumbs up. I could go either way because I like the mystery of [what is going on and that makes up for the lack of explanation in the game.](#)

Pros:

[The lack of knowledge keeps me wanting to find out more.](#)

[There is a mix of spells and weapons.](#)

[Variety of puzzles to advance.](#)

Cons:

[There are some glitches to be worked out.](#)

[I found the lack of info on torch and orb frustrating - I didn't know what to do for a bit because of this.](#)

[In the first few areas there is a lot of asset and map duplication.](#)

[Overall: If your thoughts coincide with what I was talking about above - you'll probably enjoy the game. If you are on the edge to buy or not - check out some videos on YouTube or check out the demo. I think it is worth a try.](#)

[I have episodes #3 & #4 posted on my channel as well if you are interested in checking them out.. Arma realism with Crysis 3 graphics. 11/10 best shooter ever made!! I thoroughly enjoy playing this game as it is relaxing and quite fun to play. However the weather change \(snowy\) makes it near enough impossible to see. Also, it is really difficult sometimes to jump again immediatly after jumping - which some obstacles require you to do so - so it's a bit of a problem. Like I said, it's a very fun game with nice music and cute things that you can unlock. It would be a lot better if I could actually get further in to the round. Slice and dice home slice.](#)

Pros:

[Decent physics](#)

[accurate sword handling and slicing](#)

[4 enviornments](#)

[cool leader boards](#)

Cons:

[Serious waste of fruits](#)

[water gfx seem irrationally expensive on the hardware in two enviornments. Put that on the lowest \(1080 ti for me\) and super sample it higher instead.](#)

[. I wish you would of mentioned that there was a newer game, or atleast put it on steam to, cause I just got decieved into buying an older game.... Thanks.](#)

[Good game still, reccomend. just annoyed that I could of bought the 2013 version instead. THIS IS NOT THE LATEST WRESTLING SIM THEY HAVE 2013!. Fun, light shooter.](#)

[Great graphic style, interesting upgrades, freeform play in an open play field, lightly punishing death mechanic, choose your own difficulty on the fly. I'm playing with keyboard and mouse. I bet it would be even more fun as a twin stick shooter.. 2D third person point and click adventure. Not a fan of the genre at all.. simple but fun](#)



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