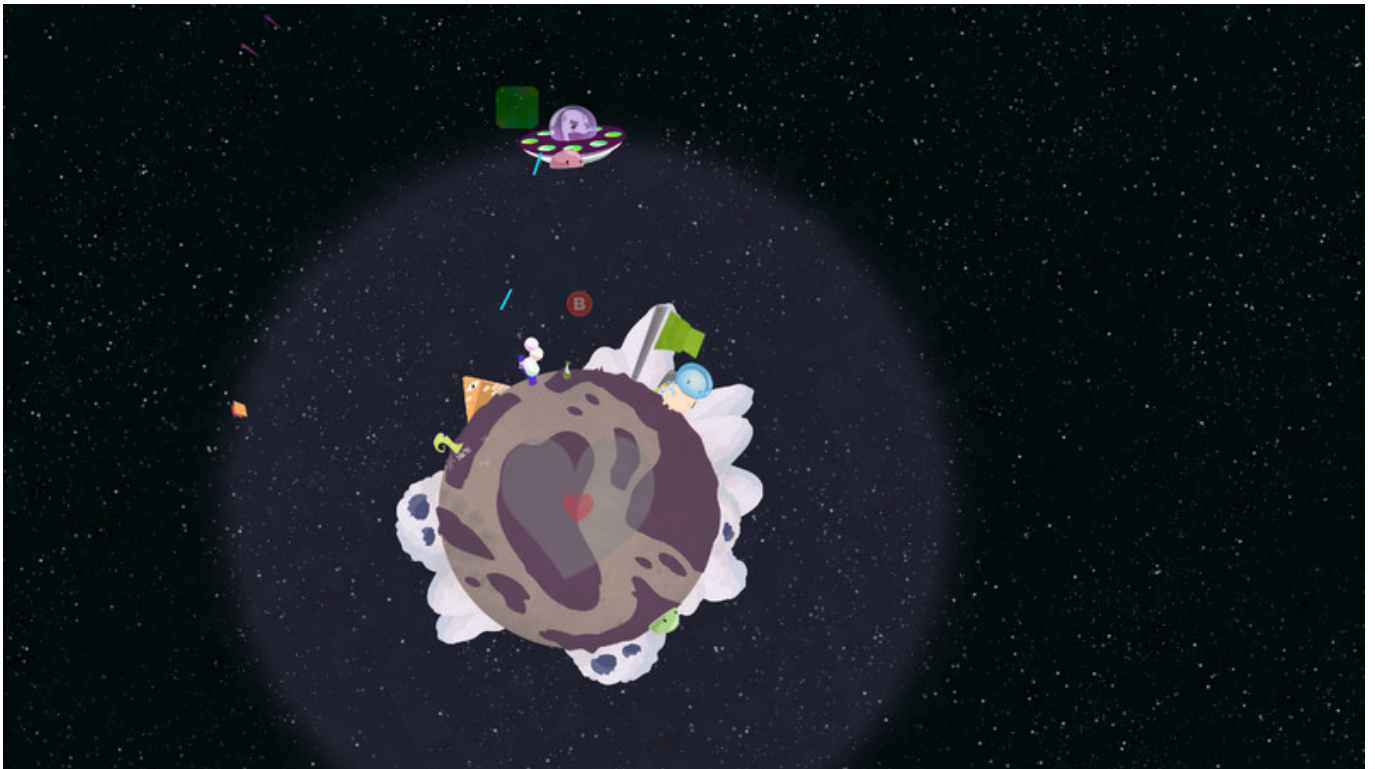


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## About This Game

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!!

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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

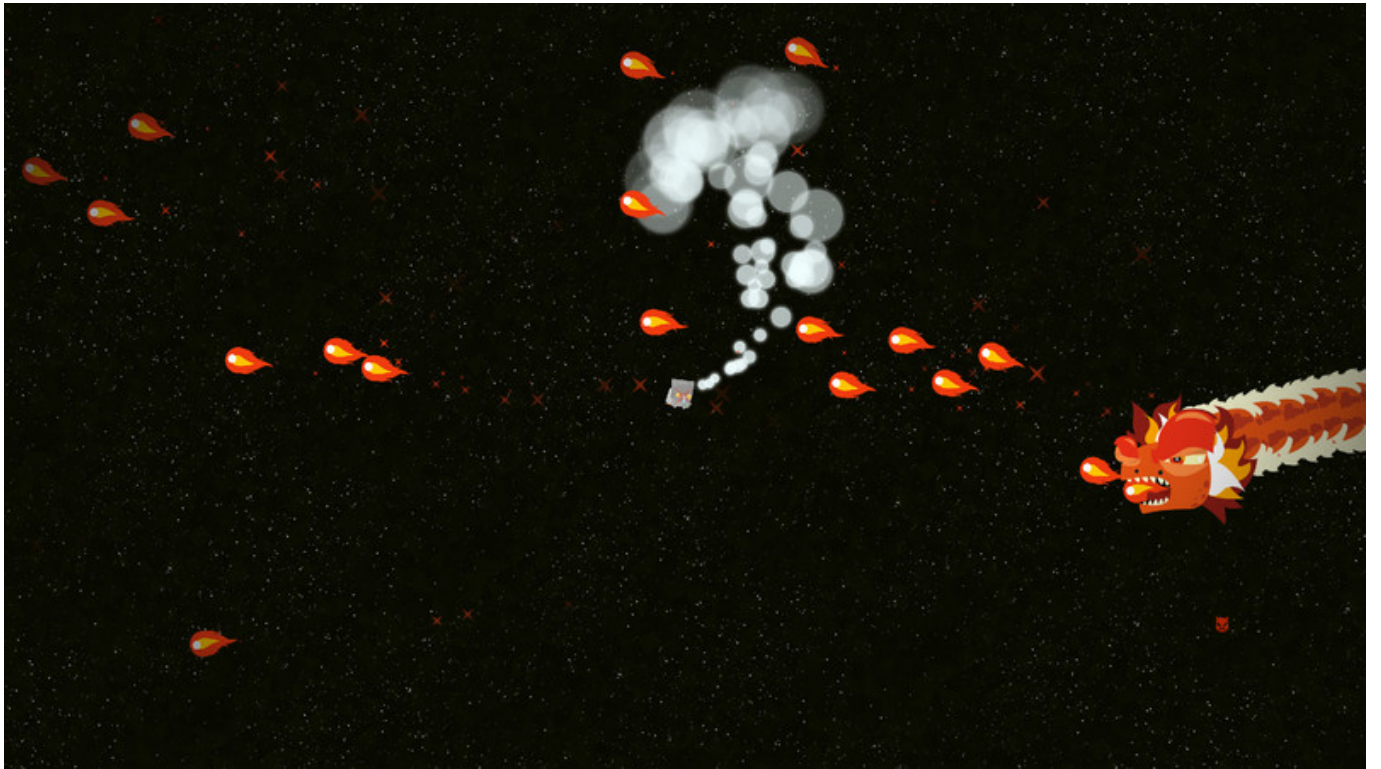
**Graphics:** NVIDIA GT/s 4xx or Equivalent

**Storage:** 300 MB available space

English,French,German,Russian







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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.. What is Cosmochoria?

Genre: 2D space adventure & shooter

Setting: cartoonish astronaut trying to revive a dying galaxy by planting seeds on small-scaled planets

Difficulty: 5/10 (normal playthrough), 8/10 (going for achievements and how to figure them out)

Length: 5 minutes to 2 hours for a single stint, 5-7 hours for a campaign playthrough, up to 15 for getting all rewards

Mode: singleplayer campaign

The positive aspects:

- fresh and funny gameplay. The player travels through a galaxy of 50 planets, planting seeds, crafting defence towers and shields, battling bosses and probably saves the galaxy by beating the so-called cataclysm
- a variety of powerups and perks. In every stint you do you will gain credits which you can invest in powerups and perks before starting another one. Those will permanently boost your abilities and thus make it easier to progress further. Very motivating!
- neat cartoonish graphics and funny dialogues
- Over 20 "artifacts" (to be randomly found in chests that pop up as rewards for revived planets) to twist gameplay mechanics in either a positive or a negative way, such as half/double damage, no planet healing, fast planting etc.

The negative aspects:

- rather short, repetitive gameplay
- simple story (galaxy is dying - please help!)
- lack of content: galaxies are basically the same - not much variation; towers don't have upgrades; boss fights don't require special tactics most of the time

Result (and summary for those who have no time reading):

What a great and cute game cosmochoria is! Saving the galaxy and unlocking perks several times will make you spend hours ingame. If only there was more content, like additional galaxies, upgradable towers and more challenging boss fights! But hey, its an indie game and it does a great job - hopefully there will be a sequel one day!

Definitely worth the buy!. 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

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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.. 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!. This game is so much fun and there are plenty of things to discover! There are a lot of new



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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. 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 experience. 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.. 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.. 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 :(.....)

. It's certainly unique. So the basic mechanics are: jet around in space from planet to planet, planting trees to restore them. Once a planet is restored, it dispenses a random treasure and heals you. While this is going on you will be assaulted **RELENTLESSLY** by enemy aliens, which gets pretty frustrating. I was having Spore flashbacks for a while. After X time has passed, a massive boss monster will spawn, which necessitates jetting through space while managing your fuel and hopefully hopping between restored planets for healing. This is the phase where you'll usually die horribly and start over -- and if you don't, you plod on until the next boss spawns.

From treasure chests you'll either get some gems (for postgame upgrades), bombs, bricks (build largely ineffective towers with), or artifacts. Artifacts can be traded in for mutators accessible from the main menu, such as disallowing towers, more enemies, less enemies, "no eggs" (???) and the like. Most of these are also largely ineffectual, as I've noticed no difference even playing with fewer enemies and lower enemy health. Each time you start a new game the galaxy will be mostly randomized, including planetoids, what types of enemies will appear, and whether or not weapon powerups (which are crucial, as you can't buy weapon upgrades) will actually appear. The RNG swing is kind of ridiculous, I've had games where apparently every chest has contained an artifact, and others where they don't seem to exist. I've repeatedly gotten duplicate artifacts, and sometimes I've been unable to trade a new artifact in for no apparent reason. I somehow collected a pickup from a boss after the game was over despite dying to it, which gave me a white screen and a weird three-minute musical number.

It's really hard to tell how much of this game is actually functioning as intended, what's glitching out and what's just plain dickish design, and much like Rogue Legacy the necessitation of perishing repeatedly to grind upgrades is starting to rub me the wrong way, but to a certain extent I'm still quite enjoying it anyway. I'm just not sure if it's more fun or frustrating yet.

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THE REAL NO MAN'S SKY. 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.. 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.. 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!. (bad pun) have you ever wanted to fight naked with laser blaster in space? Well if yes, this is the game for you. The has still a lot of possibilities and probably some more updates for more feautres. Cosmochoria has a good and cute atmosphere yet challenging at the same time. Everytime you start anew, the map is randomized and basically your goal is to defend yourself while planting plants in a planet. Everytime you plant, the plant recovers and gives you health if it is fully recover. You could also upgrade stuff and turrets (the pyramid with one eye). I recommend this game because it is fun and a good game overall.. Beautiful and fast-paced, Cosmochoria is a rush of emotion as you hurl through the stars in this space-farming arcade shooter. This game is its own tutorial as you are thrown into the game, buck-naked with your jetpack equipped. The onslaught of bosses is heartbreaking sometimes, but maybe you collected enough points to upgrade your stats. But actually, writing this review is taking time away from that game. Time to get back to it.. At first it seems like a nice exploring game, but after discovering some planets it will turn into a proper bullet hell.

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