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About This Game

In an all-new, completely revamped LUXOR Evolved, the chains are faster, the power-ups more awesome, the shooters more stealthy. In this retro-styled arcade shooter, you'll experience a faster, more intense LUXOR, unlike any you've seen before.

Revisiting the arcade classics, LUXOR Evolved is action packed with 65 unique levels, addicting effects and sound tracks. This number one marble shooter game has tons to keep the challenges coming and your shooter firing.

Key Features:

- 65 levels of all-new fast and furious LUXOR
- 7 Interactive Sound Tracks
- 21 power-ups and 3 super power-ups that upgrade your Shooter
- 4 Game modes
- Unlockable secret levels and bonus levels

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- 33 Achievements

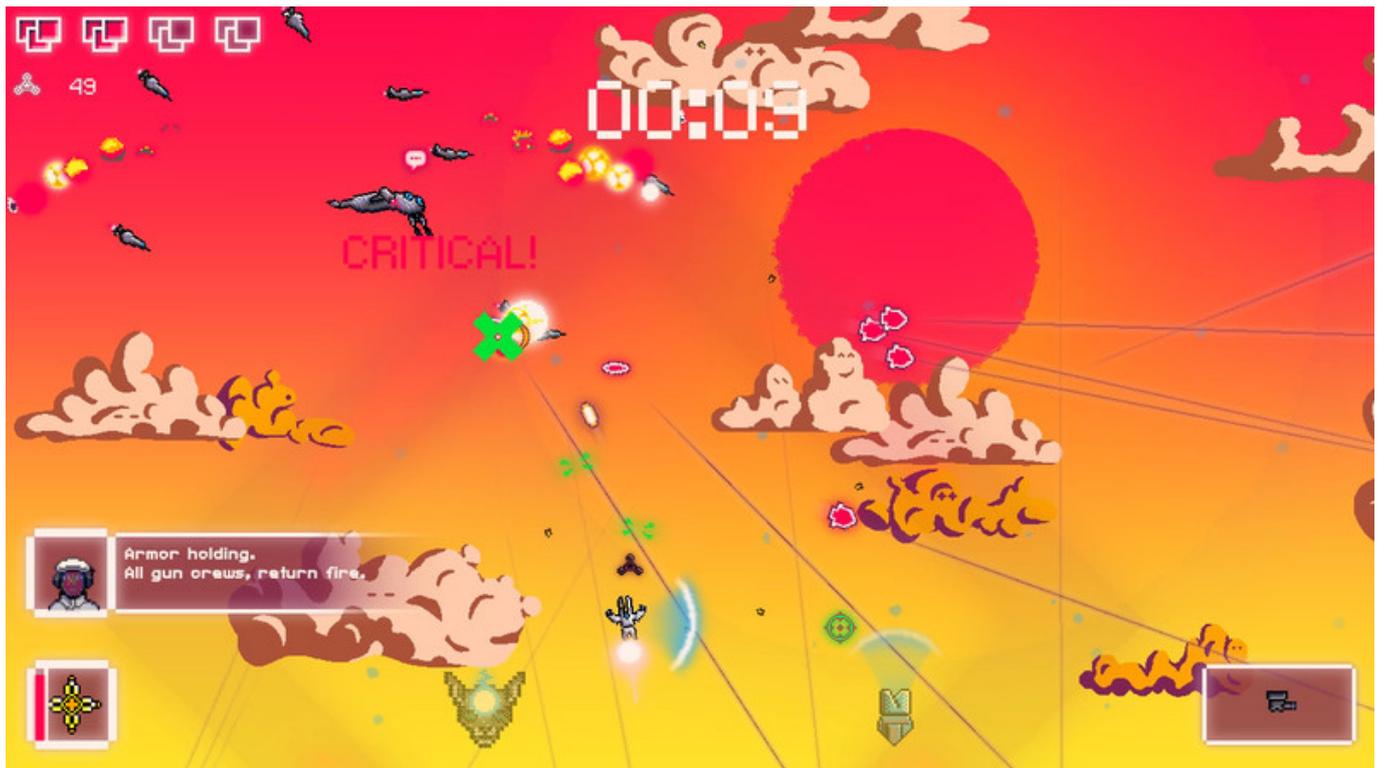
Title: Luxor Evolved
Genre: Action, Indie, Casual
Developer:
MumboJumbo
Publisher:
MumboJumbo
Release Date: 1 Mar, 2012

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English







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so unique and keeps you interested, loved it <3. I've recently realised I have a soft spot in my heart for indie horror games. I've worked my way through Ib, Mad Father, and Witch's House. I took a break for a while, but Spring Break rolled around, I had some time, and I'd just gotten my paycheck. So I got myself an account, and started browsing through the indie section.

I really wasn't sure about this game, since it only had one review, and I couldn't really find any information on it other than the description, but I figured \$5 wasn't going to kill me, so I went ahead and got it.

I can say, without any sort of hesitation, that it was worth five bucks.

The story is interesting and just the right amount of macabre. There aren't as many jump scares as you might expect, but there's a lot of psychological horror. The characters are all different from what I expected, and this family certainly isn't what we might think of as loving. But it's interesting to see them battle between trusting each other and letting their suspicion run wild.

I'm also a fan of the whole 'fear' system. The main character is afraid of the dark, and as you travel through the enormous mansion with a very limited field of vision, his fear gauge will go down. If it isn't replenished by lighting matches or eating chocolate, he'll begin panicking, and will ignore your directions and run in a random direction for a time. Of course, lighting a match alerts the murderer to your location if he is in the same room. It makes the game just challenging enough to keep you on edge as you make your way, trying to keep your family safe and get out.

I've finished one playthrough, and I have to say, the ending I got definitely surprised me. I'm pretty sure I got the bad ending though, so I'll have to try again, it would seem.

I'm always long winded, but I'll go ahead and list the pros and cons from my experience:

Pros:

Interesting plot

Frequent plot twists (I don't know if that's the right word to use, but there are a lot of very surprising events that change the way you think about things)

Simple gameplay, but not boring.

Multiple endings

A lot of player decisions that ultimately change the outcome

A good blend of the visual novel and rpg genre

The Korean voice acting is actually very good

Cons:

The most glaring one is some shoddy translations. The mistakes are pretty frequent, but they don't interfere with the ability to understand, so they aren't a huge issue. But those that can't stand grammar/spelling errors should beware.

The characters can, at times, be incredibly unlikable. Minhyuk is very self-deprecating, and most of his siblings are manipulative jerkwads. But it plays into the story, so it's forgivable.

There was an occasional glitch, particularly on the second floor for me. A few times I was seen by the murderer, but he would not follow me to other maps, and I could not hide. Yet he'd be waiting for me to return to the map where he first saw me, and

continue chasing. I had to load my games a few times because of this. But it's not too hard to overcome. Some of the puzzles aren't well explained. You are given vague directions and just kind of have to push buttons and hope. There was one that involved moving a bunch of stones to the right that I'm still not sure how to do, I just kept messing around until it worked. But you can eventually get it, even if you just mess around for a while.

For me, it was a fun game, and I'll likely play again soon to try and get the true ending. I'd definitely recommend it to anyone that is a fan of the indie horror rpgs.. Best to use with a graphics tablet, really good interface, easy to learn, high resolution, let your spirit and creativity flow and create amazing art(work) *_*. Wonky but entertaining. One things the devs need to do is make the enemy models better react to your contact. That is one thing that GORN does very well and this one struggles with. GORN is better than this game, but this is still worth picking up.. **FREAKING PLAY THIS GAME OR THE SPIRIT OF THE WHALE WILL VIOLENTLY♥♥♥♥♥YOUR FACE UNTIL THERE IS NOTHING LEFT BUT YOUR BLOOD FILLED CORPSE**

The game is really great and I highly enjoyed it! :D (Not only because I'm a Fujoshi of cause. xD)
The story was very interesting and rather original and there were quite nice and unexpected plottwists.
It had a certain realism, even though it's still a game and you can't get rid of game logic completely. At least the decisions that were made were well explained.
Amazing music/soundtrack! That's all I'm going to say.^^
The gameplay was told to be around 10 hours and I needed a little more than 10 hours and I regret not a minute of it, so the price-performance ratio is in perfect balance.^^
The first Bad End left me a little unsatisfied, because it was quite short, but after reflecting it a little, it was fine.
I would have loved it, if Monty would have been a little more Yandere, at least in the Bad Endings of his route or if there would have been a secret Yandere Ending for him, that would have been awesome! But I'm still satisfied with his route, it's just an idea of mine, because I kinda like Yandere characters. xD
Though there are some flaws. First it lacks a gallery, however with the screenshot function you can make one for yourself.
Sometimes even though the music is really good there isn't any playing in some 'minor' scenes.
Another little idea of mine, which I would have liked to see in the game since it plays in 1910 the fact that a homosexual relationship was still forbidden at that time, there could have been like a Bad End or so, when Alex and whoever he is with in the route would have been found out. Though they always took great care to not be seen by anyone, so it's fine the way it is.
By the way, you get to be Uke AND Seme in the different routes in both aspects. :)
In the end I suggest this game to the BL and VN lovers out there. :). my cat loves this game. I have never hated a game so well, it is beautifully annoying and hits me in all the correct nerves to\2665\2665\2665\2665\2665\2665me off. I had a blast raging at this game that I hate to love. You will enjoy all the time you spend playing this, till you eventually spike a controller through a wall.

98V100 The_DragonKingGamer "I hate my life now, but at least the journey to depression was fun."

Seriously though I do love this game, and I recommend it to all player, pro and casual. You'll have a blast and it's great with friends. Developers are responsive and content is unique and enjoyable. The maps detail and silliness make it a game I can play everyday. Thanks for this gem, have a good one! ^^.

Very cute and somewhat short(episode 1) adventure-game with very retro graphics but full mouse controls.

Nice and intuitive puzzle-design. If you don't mind it being short it go for it.. Loved it :)
good cheap horror game.. Almost harvesting season.. Sims meets FM was boring after a few minutes. EVERYTHING has to be done manually, and while monitoring players of field activities is a cool idea, it became very annoying and tedious of keep up with your players... also knockoff EPL... Keep your money and buy FM plz. BUY THIS GAME NOW- An open ended love letter to the early 90's 16 bit era, Sega and metroidvania- So many cool nods to the past and level design i didnt think still existed- Krobon Station- Thankyou so much-You Kick♥♥♥♥♥ Please continue to make games of this calibre, it was such a breathe of fresh air!

If you grew up in the 80's and 90's with the flood of quality Japanese made games this is a proper hit of nostalgia and is the most refreshing new game ive played in years

So if like me you tire or the same rehashed tripe that has been released and re-released over the last few years games like this give us a glimmer of hope!. This is a game I'm looking forward to when it's completed.

I've been following this game for about half a year now and finally seeing its release has made me extraordinarily happy, along with the fact that it's met the expectations I've had for it so far. I'm excited to see where it goes from its release to Early Access and I'm even more keen to see how the story and combat will evolve from here on out.

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