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About This Game

Story

It is your 147th day onboard the research station Plexarium and you are conducting an exciting new experiment to study how spiders live in microgravity.

Unfortunately, your crewmates were up late last night partying and one of them tipped over a jar of gooey green Zorlithium that spilled into the spider cage. The spiders have started tripping out and some of the crewmembers have gone missing.

Your only chance to survive is to find and collect fuel cells so that you can power up the transporter and beam back home.

Features

X-Ray Vision

Press the blue button on your phaser to activate x-ray vision, which helps you to see what's hidden around the corner.

Force Fields

Press the green button on your phaser to call down a force field. Each time a robotic spider gets trapped in a force field, you earn a bonus item.

Bonus Items

There are eight different bonus items that you can earn. These include radar, stun turret, titan shield, hyperion x-ray, olive branch, phaser boost, arbiter turret, and talon robot. Each item assists you in your quest to capture the fuel cell.

Leaderboards

Unlock your competitive streak by playing time trial and endurance modes. In time trial mode, you are ranked by quickly you can solve ten mazes. In endurance mode, you are ranked by how many mazes you can solve using only three lives. Each mode has its own separate leaderboard.

Title: Plexarium
Genre: Action, Casual, Indie
Developer:
Parrott Studios
Publisher:
Parrott Studios
Release Date: 14 Sep, 2017

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Minimum:

OS: Microsoft Windows XP/Vista/7/8/8.1/10 (64-bit)

Processor: Intel Core 2 Duo, 3.0GHz or AMD Athlon 64 X2 6400+, 3.2GHz

Memory: 4 GB RAM

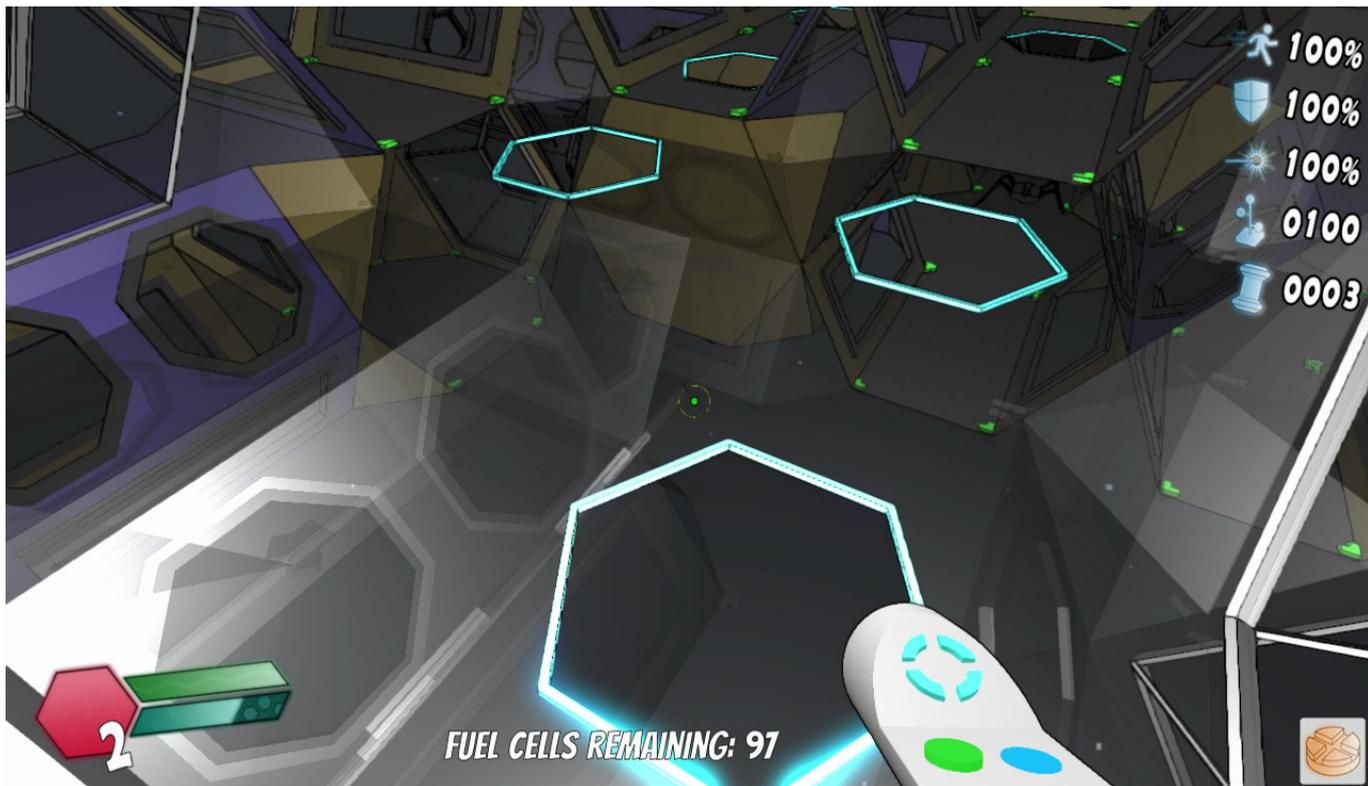
Graphics: nVIDIA GeForce GTX 260, 512 MB or ATI Radeon HD 5670, 512 MB (Does not support Intel Integrated Graphics Cards)

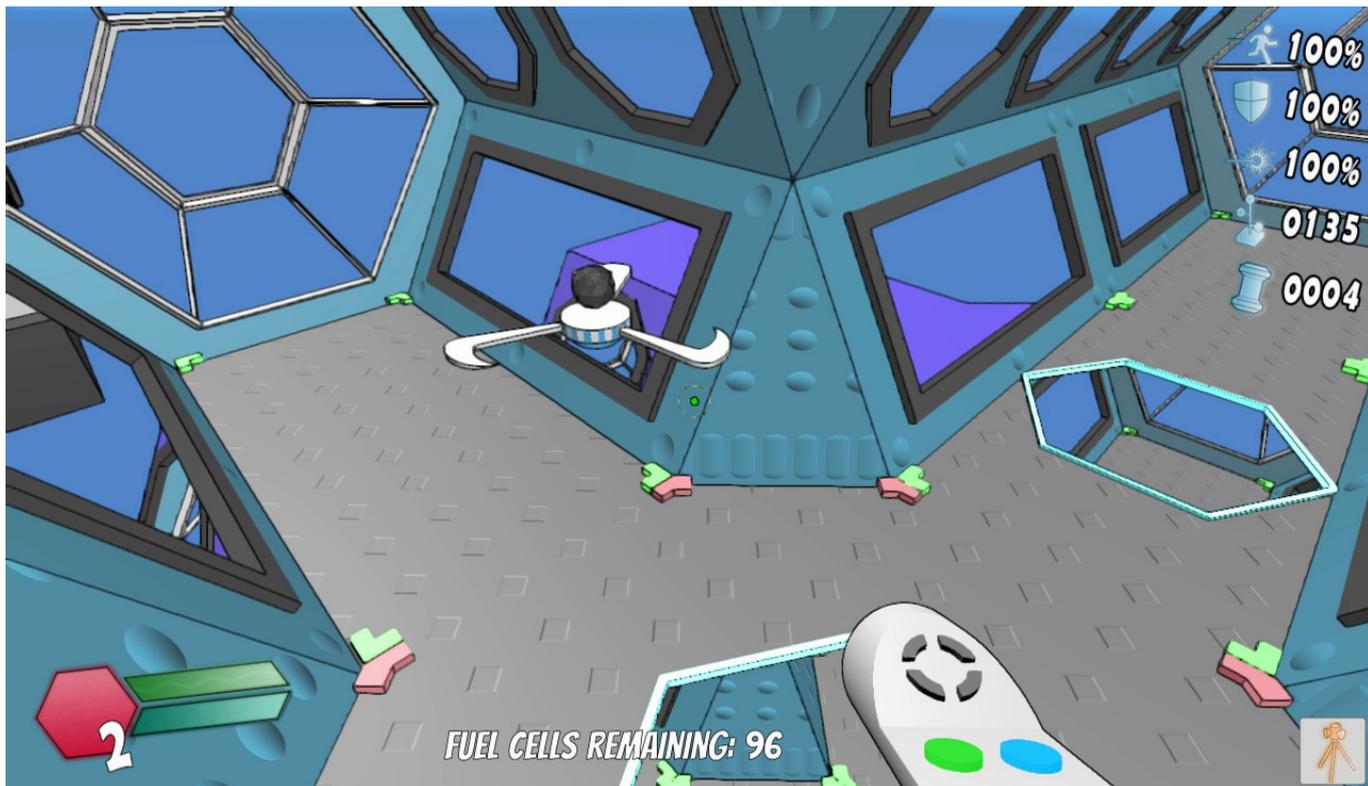
DirectX: Version 9.0c

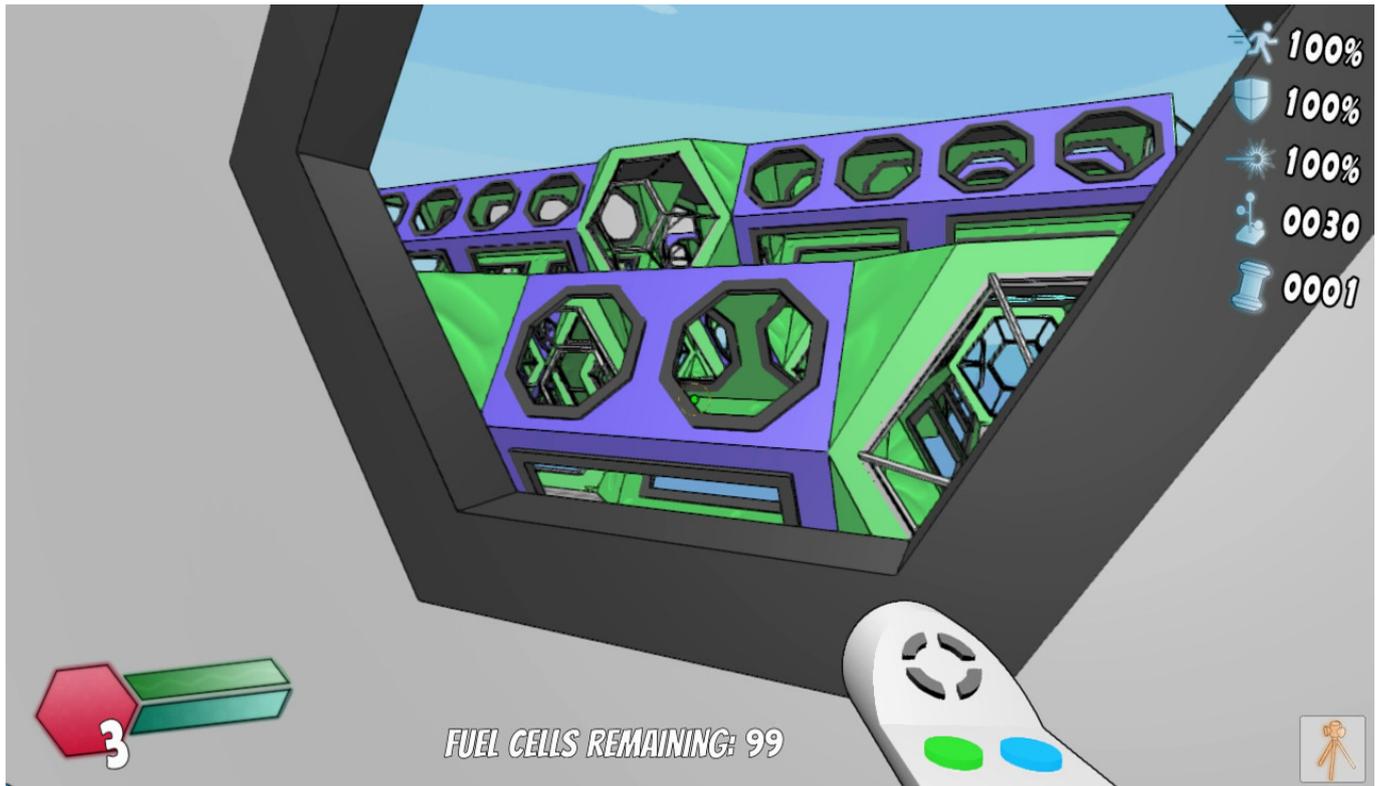
Network: Broadband Internet connection

Storage: 4 GB available space

English







This game has that fresh new experience that indies are made to deliver. The levels are just the right amount in length and not too easy nor too difficult to solve, especially when you correctly use the bonus items you get from trapping spiders. It has good replayability considering that the levels are randomly generated each time you start a new game, so you are always solving new mazes. It does require a system with reasonable graphics capability, so my low-spec laptop was borderline but my desktop with dedicated video card had no issues.. Plexarium is an excellent blend of action, immersion, and rewarding gameplay. On top of that, I have yet to encounter a single bug within it so far, which is hard to say for some indie titles.. Plexarium is similar to the capture the flag genre.

You're given the task to gather all the hidden fuel containers.

Each level is a randomly generated maze with multiple floors.

But be careful, there are many spiders roaming the ship.

And they can attack from a short distance.. Reminds me a bit like pacman where you're facing the same enemies on each level, but also a bit like tetris in that each level gets a little progressively more difficult and the music flows with that progression.

I've also tried out the multiplayer mode with some friends and it's a lot of fun to do team vs team matches, reminds me of capture the flag in quake to some degree (which is a good thing). Plexarium is similar to the capture the flag genre.

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But be careful, there are many spiders roaming the ship.

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Cute and terrifying game. I'm slightly freaked out by spiders, and when I see one dropping from the above floor I have to change my pants. But it's worth it.. Plexarium is an excellent blend of action, immersion, and rewarding gameplay. On top of that, I have yet to encounter a single bug within it so far, which is hard to say for some indie titles.. The only known cure for arachnophobia. Solid experience from what I've played so far. The controls are mapped out pretty well so you feel like you have a good handle on things and the overall navigation of each maze is fairly intuitive. The geometry and lighting make it feel immersive. Also, each level is uniquely generated when you start the game, so each time you play it is a new experience. This also helps with the multiplayer aspect as no one can memorize the levels and have an unfair advantage.. Pros

- + Simple and Fun
- + Lots of levels to explore
- + Looks great, love the design
- + Has multiplayer
- + Game keeps your attention for hours

Cons

- Can get a little repetitive
- Wish there were a few more spider models. Do you like action games with tight controls and simple but clever mechanics? Do you like crawler games? How about a game where you can never memorize the levels because it always generates new ones? Well then, you've found your game.. Cute and terrifying game. I'm slightly freaked out by spiders, and when I see one dropping from the above floor I have to change my pants. But it's worth it.. This game has that fresh new experience that indies are made to deliver. The levels are just the right amount in length and not too easy nor too difficult to solve, especially when you correctly use the bonus items you get from trapping spiders. It has good replayability considering that the levels are randomly generated each time you start a new game, so you are always solving new mazes. It does require a system with reasonable graphics capability, so my low-spec laptop was borderline but my desktop with dedicated video card had no issues.. Pretty cool game with lots of levels to play.

Pros

- + Fun
- + Cute story
- + Rewarding
- + 100s of levels
- + Addictive

Cons

- Brings out my competitive streak
- Addictive. Enjoyable game with an aesthetic that reminds me of borderlands. Perfect amount of action without getting stressed. Also great for getting you in a good mood with the soundtrack.

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