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About This Game

SCXL is a minimalist rhythm game that puts you in a role of a battle commander to challenge your reaction and reflexes.

Key Features

- Potapon like combat
- Minimalist soundtrack
- Rhythm-based gameplay

Title: Super Commander XL
Genre: Action, Casual, Indie, Strategy
Developer:
Zeuta Caffè
Publisher:
Zeuta Caffè
Release Date: 9 Oct, 2018

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Minimum:

OS: Windows 8

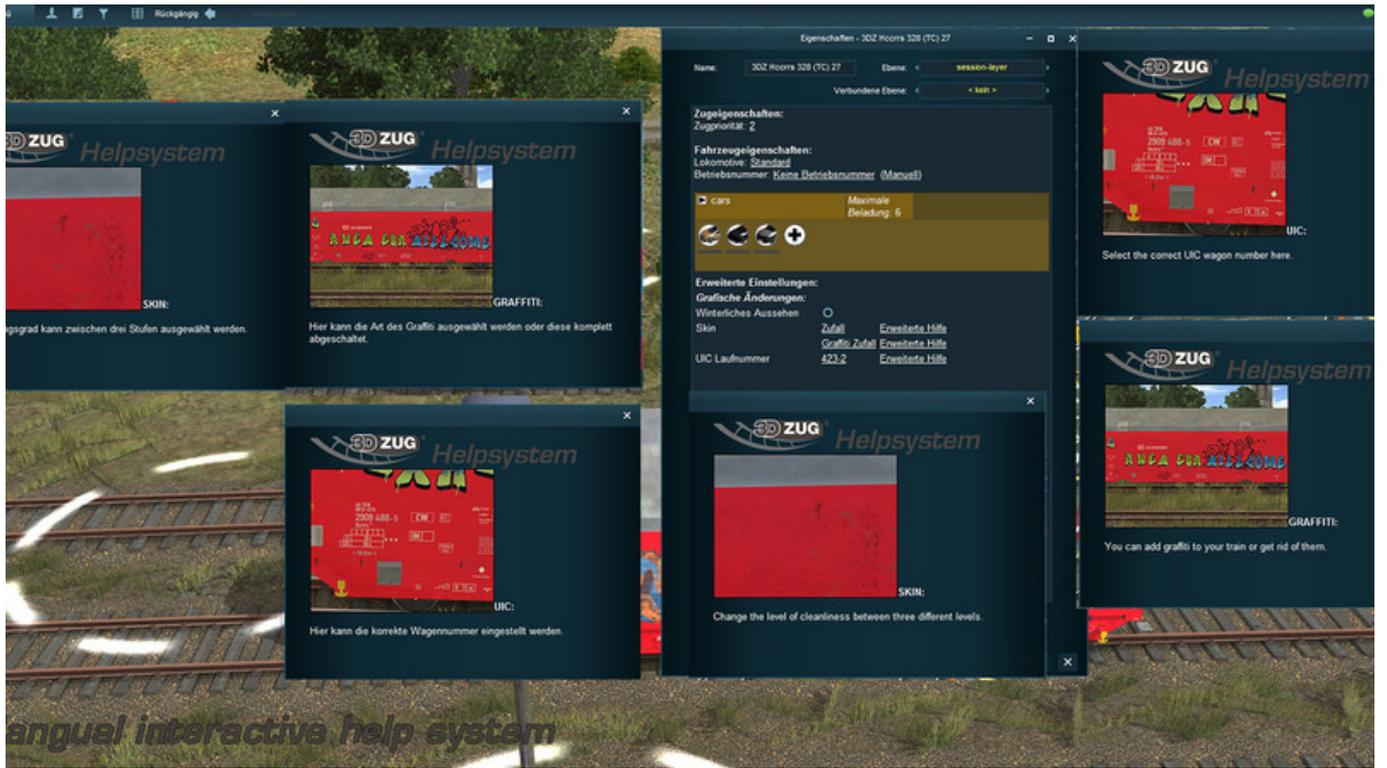
Processor: AMD Athlon II X3 450, 3.20 GHz

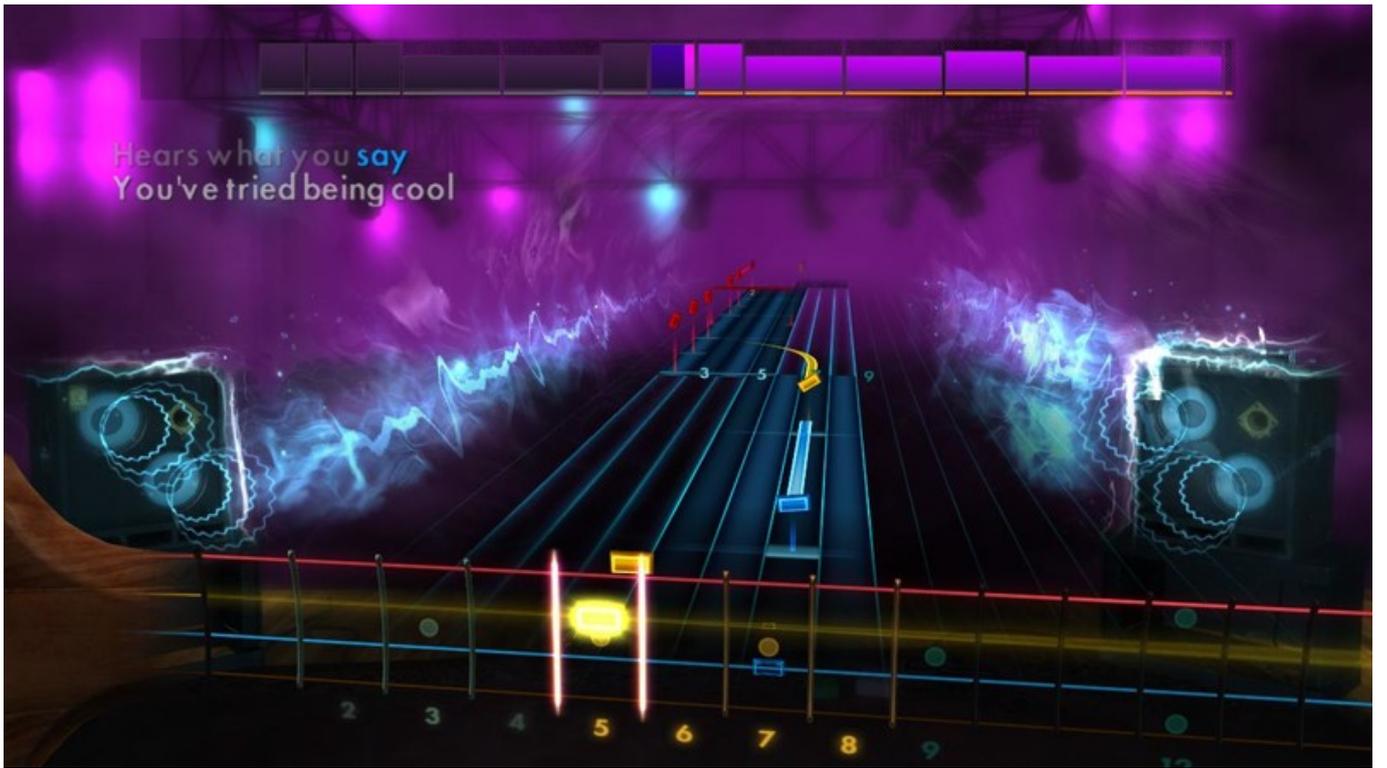
Memory: 2 GB RAM

Graphics: NVIDIA® GeForce™ GT 315

Storage: 200 MB available space

English







super commander xl

The first game ever that deserves the f2p title because u can get everything just by farming and being patient + unlimited fun u will never get bored theres always something to do. I feel like I'm just doing random stuff and I have no use in the game. You can change your ships parts, but the descriptions are pretty useless and there are no stats. Mechanics are not explained well. I want to like this game, but I don't.. This little game\experience is absolutely amazing! Definitely has a learning curve with the controls and they could be updated to make them a little easier. But you do get used to them and you are soon able to make the most amazing scenes. Can't believe this game is so under appreciated. If you have any interest in lego or building set peices with hundreds of different things you'll love this game. Runs great too on my mid level hardward. There's a couple of these type of games on steam but this one is by far the best. Great stuff devs. Don't do reviews often but people NEED to see this gem!. So, I've seen a lot of negative reviews on this game, and, seeing it was 99 cents, well...being the sucker for platformers I am, I decided to take a chance on this game, and see how I liked it. It isn't the greatest game ever, but it certainly is fun, and hard to put down when you get into it. The loading time upon starting the game was a little long, but honestly, it was the only time that a loading screen was seen, too--never saw another one while I was playing. I admit that the inability to change controls on the controller is rather annoying, but the layout as it is is just fine, I think, since on a controller, the Dash button was right next to the Jump, and the two attacks were in good reach, too. Now, personally, this game charmed me the minute the cutscene started, since it channels an RPG story fairly well, similarly to one you'd play on the Super Nintendo, and seeing that put into a platformer with some 'vania elements, I couldn't help but fall in love with it. I admit, some of the attacks seem a little clunky at times, such as the sword upper you can do with your blade-wielding characters, as it leave you vulnerable when you come down, but skills have been fairly diverse so far, and I look forward to delving in further to see what else awaits me! owo

Though, on another note, there have been a few little...iffy moments, two of them standing out more so than others. First, why does touching the "tutorial" boss kill you instantly? I know we're supposed to be getting some challenge, but, that seems kinda extreme for so early in the game. Second, there's a nifty secret area in the castle area that resembles, and even sounds like an NES game, but, upon finding the treasure there, and backtracking to the previous area, I discovered that, well...I couldn't leave. Going the way I came was out of the question, since it was like walking into a wall, and the other doorway which LOOKS like it could be an exit doesn't go anywhere, either, so my only option was to get myself killed by the mob of zombies, which, took quite a while since the character I was using had a lot of health. <w<; last of all, the boss of said castle spews lots of projectiles your way, one of which resembling one from a game many of us remember, if you've played Super Mario World on the SNES. Touch that, and it's an instant death, and it can be quite cumbersome to avoid, often leaving you hit, and instantly dead. Earlier before, when you drop underground into a room with two big mushrooms, and a bridge, going off to the left will lead you to plummet to your doom, since it hasn't been blocked off. And, last of all, the text seems to scroll by on its own, and it does so at random speed, or so it seems. Due to this, I missed a bit of text when trying to advance the text myself, being used to doing so in other RPGs and platformers, so...I hope this is changed later, or that you're at least given the option to choose manual, or auto. Other than these, so far, I'm quite enjoying myself. I hope that you will give the game a chance in some way, it really is quite nice, and I imagine multiplayer would be quite fun! If I can update this, I'll do so after trying it out somehow.

Pros:

An RPG story with multiple characters fit for multiplayer

Nice graphics

Decent enough controls

Cons:

Loading screen takes a little time

A few insta-kills here and there

Personally, I rate this game 7.5 out of 10, and I think it's worth a try to see if you like it or not! A dollar isn't a bad price to look into it, I say.. This game is old bad and sad.. I love this game, I play it often and it's great for working up a sweat and raising the heart rate.

My only complaint is that I can't find any guide that describes the use of power-ups? Specifically, the *little friends* (or something like that) in **Smash**. I bought this power-up but I don't see any AI assistants to help with the data balls? How do I call them?

Is there one? Can anyone point me to it?. Awsome Game, need some practice but if you are used with the controlls it's fun :D . I recommend this game. I enjoy waves of zombies but this has a twist as it gives it away in the title. I enjoyed the game.

<https://www.youtube.com/watch?v=yu6vjbkqoGU>

Rough game and well worth the money because of it. Good tower wars game.. This game was amazing. I loved all the characters and interactions.. Story 4/10

Multiplayer 7/10

Zombies 10/10

. Aww man I never reviewed this game. So much fun with friends. Mech battles in which friends control a portion of it at a time. THREE TWO ONE GO. Reminds me of Ghost Rider VR... but you use the shot gun etc on the bike... Controls work great.... Easily tilt your head a little to steer the bike... mainly focusing on shooting. No point in not checking this game out.. works great and is a keeper.. BEST GRAND STRATEGY GAME EVER. 9/10. BETTER THAN HOI

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