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## About This Game

A.R.E.S.: Extinction Agenda is the first chapter in a full featured episodic hardcore action packed side scrolling platformer, in the traditions of retro classics, where you play as Ares, a combat robot created for the sole purpose of saving humanity. Can you live up to the task or will you be reduced to nuts and bolts?

You are Ares, the first Zytron immune robot. A symbol of how far human technology has come, you are the most advanced robot in existence; built to run faster, jump higher, and fire quicker. In addition to these core attributes, your design includes a system for converting spare parts and resources into valuable items, armor, and weaponry. You will need to use everything at your disposal in order to reach and rescue the survivors aboard the Zytron infected space station.

## Key features:

- Play through various locations in the A.R.E.S. universe, each a beautiful, unique, 3D environment with challenging obstacles.
- You are the ultimate weapon with the ultimate sidekick – Collect the secret items and get power up to become a perfect weapon.
- Come face to face with colossal opponents, learn their patterns to defeat them in battle.
- Destroy enemies, collect their parts, and then recycle them to make incredible items, including health packs, ammo, and weapon upgrades.



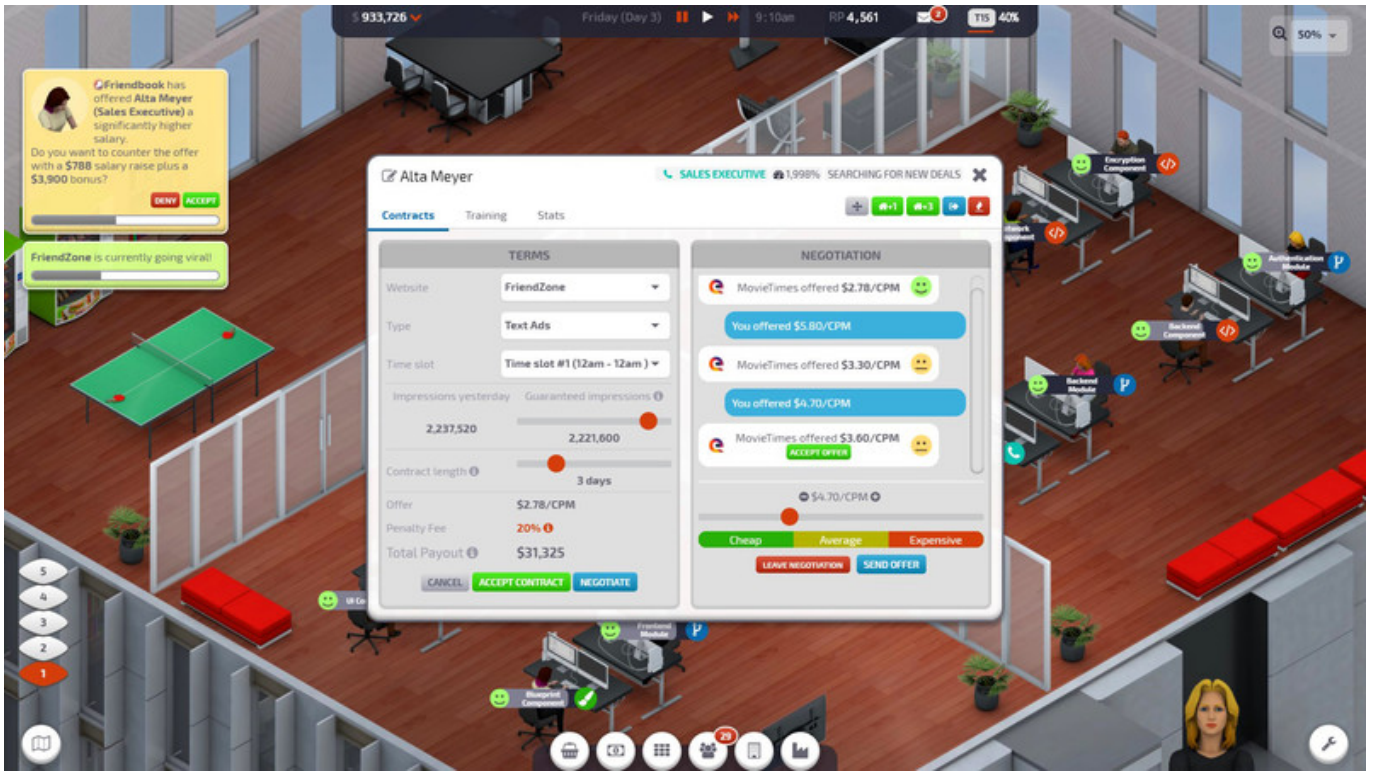
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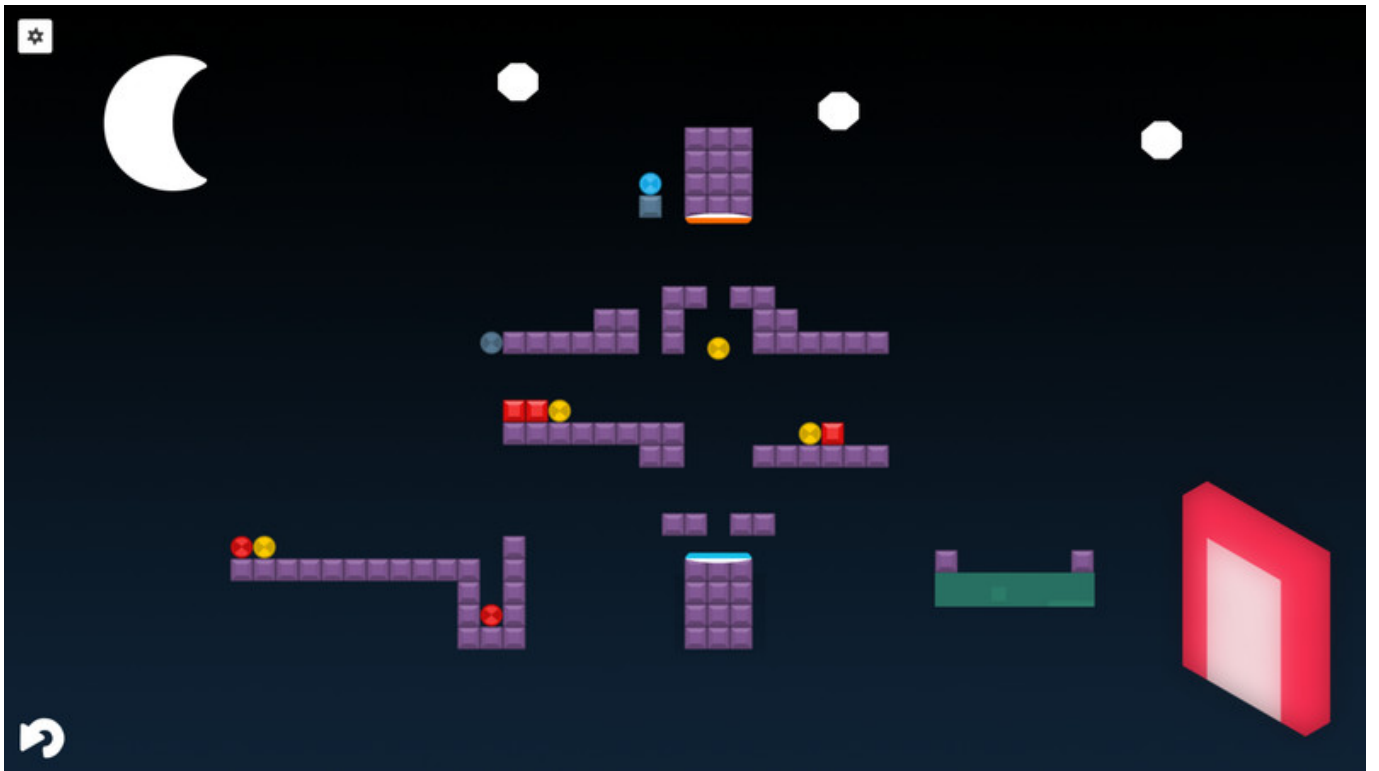
Title: A.R.E.S.: Extinction Agenda  
Genre: Action, Indie  
Developer:  
Extend Studio  
Publisher:  
Extend Studio, ORiGO GAMES  
Release Date: 20 Jan, 2011

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English,French,German,Italian,Japanese,Portuguese







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Bermuda is a game for 3\$ lasts about hour and half. It's really nicely put together game that's fully voiced with somewhat stealth sections in middle of each dialogue. The stealth part can be random at times but really easy. I really enjoy my time with the game and would recommend it to anyone. I have lots of fun with that game and i want more! Your team are on the good track for sure! Now the bad... The belt for hanging the gun should be a all around belt ... Cause the the virtual hip follow the head and it is hard to quick draw with a full body motion. Just saying! And for the menu it should be just a shoot it menu no cursor we do not need cursor only bullets!bullets!bullets! It is a gun game after all no! I wish you good luck and keep the good work!. All negative reviews practically say the same thing...

'Crap steering, Dumb AI, but the game has potential'.

Potential? Potential? What you mean like a special child that's been dropped on its head potential? You mean special like the eraser at the back of a pencil? I don't care how good the graphics might look, it's just like placing makeup on a backside instead of a face...

Stop encouraging the developer. This game DOES NOT have potential. He has even now made Nash Racing2. Stop it reviewers. Stop giving him encouragement. Stop it now before he gives us a prequel like it\u2019s a George Lucas production.

The problems?

Call me the 'Stig'. I can do every level in 00:00.01. I kid you not. I'm a Nash master. Simply press forward and spacebar when a map loads, do a lap and then press start race and go over the finish line when the countdown gets to one. Talk about an oversight... How could you miss that one? Yet not even many reviewers make reference to that beauty.

<http://steamcommunity.com/sharedfiles/filedetails/?id=1347492575>

[Controls suck. So what does the developer do? He gives us turbo as well. Press shift and just shut your eyes.](#)

[Into self-mutilation? Go to the free roam map and just wait under the dropping hammers. When your happy with your new pummelled look, go to garage and see it up-close. http://steamcommunity.com/sharedfiles/filedetails/?id=1347492191](#)

['Race track' has invisible wall joints, sometimes the AI hit them at full speed and do 10.000 somersaults in the air on their way to Mars.](#)

[and the list goes on... Racing cars that forgot to leave their handbrake on when parked on a hill, time trials that begin with a negative countdown, being able to roll your car through the map, the sound of the cars constantly being behind you when in reality they are actually half a lap behind you.](#)

[The only way the developer could improve this game is if he went suddenly missing one day...](#)

<https://youtu.be/vIfpRHikBS8>

[If you enjoyed reading this review feel free to subscribe to my curator page. Thanks...](#)

<http://store.steampowered.com/curator/6843548/>. I've got nothing to say. It's obvious it's bad and I just thought I'd put towards getting this game off 'mixed' reviews.. Nice to have song pack more ?. Good. Very blood.. This game is an easy, relaxing game with the added benefit of easy achievements. All Zup games are like this, and can be completed at 100% achievements rather quickly.. We need more punk. This is definitely a giant milestone.

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Staring at the back of some guy's head simulator 20XX. Don't pick up this game. You don't do anything. Once you realize how to spam your wife for sex the game just becomes a waiting game. Don't buy this.. Not good. The controls and puzzles are unintuitive, overabstracted, and oversimplified, particularly if you're not using a touchscreen. Movement is lethargic and the environments, while evocative at first, become tedious and dull when you're forced to tread through them for the Nth time. Session III is particularly egregious in its repetition. *Superbrothers: Sword & Sworcery EP* is known for being a short game, and it still feels drawn out.

The story tries to make up for the lack of gameplay depth, and it finds some success in its Lovecraftian handling of the unknowable (which *Below* expanded on expertly), but I disliked the casual writing style and the underutilization of being able to read characters' thoughts.

The music is good though!. Not the worst route, but I did enjoy it, and I enjoyed it more because I did travel along the route in person when I recently went on my German holiday to Cologne.

Same issue i have is the same with the Hamburg - Hanover route, unnoticeable speed restrictions that change from 160kph to 30 or 60kph, which is annoying especially how I'm trying to get 1000 points on career mode.

I like it, and it's not too bad.  
I rate it 6.5/10

Get it during the sale.. Where to start with this game.... got it as part on an enticing bundle a while back, thought I'd give it a go and I spent the first 10 minutes trying to figure out how to hire staff due to the fact there is no guide or tutorial so if you don't know you have to guess until you give up and google. Quit trying to play the game after trying to figure out how to assign prison staff. Not worth the money, not worth the time playing this game! Prison Architect is 10x better!. 7/10

Would get doppelganger-ed again.. ouch.

I want to like this and I would really like to be able to recommend it, but this game takes all the promise of the setting and the really intriguing look and instantly covers it below a painfully bad user experience.

Just suffering through the tutorial felt wrong on so many levels, one forced tap, uh, click at a time.

Don't get me wrong, I think the opportunity to make turn based tactics game for both PC and tablets is a wonderful development for the whole community, but if it is done in such a lazy way, it actually hurts.

It hurts me as a PC player and it hurts other games with the same scope:

This is an example why there is still a lot of resentment against multi platform titles.

I can forgive the bad animations and translation, but the usability sins this game unleashes at steam players is beyond my comprehension.

I am writing this not to damage the success of the game, but in the hopes for an overhaul.

The basics of the game could work very well on steam, so consider putting some effort into redoing some parts for good old mouse & keyboard and high resolution screens.

. i wish there were achievements because i got an eagle on the 2nd hole.. Needs a remaster 8/10. An interesting game just for killing some time :)



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