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Rise of robotnik

2014 video game Sonic Boom: Rise of LyricDeveloper (s)Big red buttonPublisher (s)SegaDirector (s)Bob RafeiProducer (s)Lisa Kapitsastephen FrostDesigner (s)Brian McInerneyCrychrist (s)Adam YeagerWriter (s)John MelchiorChristian CantamessaComposer (s)Richard JacquesSeriesSonic the HedgehogEngineCryEnginePlatform (s)Wii UReleaseNA: November 11, 2014EU: November 21, 2014AU: November 29, November 29, 2014Genre (s)Action-adventure, platformMode (s)Single-game Sonic Boom: Rise of Lyric - adventure game Developed by Big Red Button and published by Sega for the Wii U. Along with Sonic Boom: Shattered Crystal for Nintendo 3DS, the game is a spin-off of the Sega Sonic the Hedgehog series and is part of the Sonic Boom franchise, which also consists of an animated series (whose games serve as a prequel), comic series Comics Archie and toy toy. The two games together formed the third and final part of Sega's exclusive agreement with Nintendo, following Sonic Lost World and Mario and Sonic at the 2014 Sochi Winter Olympics in 2013. Both games were released in North America, Europe and Australia in November 2014. The Rise of Lyric was met with a very negative reaction from critics, where it was heavily criticized for its numerous failures, camera system, control, combat, history, dialogue and character development. On a commercial basis, the game did not do well: by March 31, 2015, the total sales of Rise of Lyric and Shattered Crystal were 620,000 copies. The site of Sonic, Tails, Kndles and Amy pursues Eggman until faced with an ancient tomb with a carving of Sonic and Tails at the entrance. Sonic twice stops Amy from opening the door, but when Metal Sonic ambushes the group, Sonic opens the door and the group escape. Inside, they encounter a prisoner but powerful snake villain named Lyric The Last Ancient. The lyricist recognizes Sonic from events a thousand years ago and captures the group, but the Tails deactivate the shackles and turn them into rays called Enerbeams for the group. After meeting Cliff, the team discovers that Lyric planned to create an army of military robots with Chaos crystals to create a world of twisted metal and robots, but was imprisoned by the Ancients when they discovered the plan; The group then intended to receive the chaos crystals in front of lyrics. In an abandoned research center, they meet MIA, a robot that rebels against Lyric, who helps them by creating a portal that allows Sonic and Tails to go back a thousand years in time to get a map showing the location of chaos crystals. Sonic and Tails then attack the Shadow, but defeat it, enter the portal, successfully obtain a map from inside the Lyrica weapons facility and trap it inside for the future conclusion of the Ancients. Lyrics are reluctant to form with Eggman, but after success, Lyric includes Eggman programming Metal Sonic against him. The band defeats Metal Sonic and Eggman and receives the final Chaos Crystal, but Sonic is surrounded by Lyric and his robots. Lyrics require crystals; Sonic refuses to give them up, but Tails, Knles and Amy agree to do so. Sonic is then attacked by Lyric's robots and buried under the rubble, but recovers, and the group went to Lyric's lair to stop him. During the battle, Lyric reprograms Enerbeams to okoot the group, but before he can take advantage of the situation, Eggman ambushes Lyric from behind, releasing the group. Sonic then binds Lyrica with the help of his friends and removes Lyric's technopathy device to disable him; Kntles throws him away. The band celebrates, but in a post-credits scene, Eggman restores the device and uses it to revive Metal Sonic. Gameplay Gameplay Example in Sonic Boom: Rise of Lyric Sonic Boom is an adventure game with a stronger focus on exploration and combat than previous sonic the Hedgehog, featuring four main characters that players control: Sonic, Tails, Knables and Amy. Each character has its own unique gameplay abilities and mechanics: Sonic can use his speed and homing attacks, tails can fly and use various gadgets, Knles can burrow underground and climb walls, and Amy can use her hammer to swing at the poles. Each character also possesses a whip-like weapon called Enerbeam, allowing them to perform various actions such as hanging from accelerating rails, removing enemy shields, and solving puzzles. There is also an emphasis on collaboration, with switching player control between multiple characters and using your abilities to progress. The game will support local cooperative multiplayer for two players, with additional modes for up to four players locally. The Rise of Lyric is divided into at least three basic gameplay styles: the fast stages of the platformer, akin to major Sonic Generations series, research stages, and boss battles. On May 17, 2013, Sega announced a global agreement with Nintendo for the next three games in the Sonic the Hedgehog series, which will be developed exclusively for Nintendo devices. This included Sonic Lost World and Mario Sonic at the 2014 Winter Olympics in Sochi. On February 6, 2014, Sega announced Sonic Boom as the official name of the Wii You and Nintendo 3DS. The game is affiliated with the Sega Sonic Boom franchise, which includes television series and other merchandise, and is the third release in Sega's exclusive agreement with Nintendo. The franchise is intended for Western audiences and serves as a prequel to the television series. Sega announced that the game will feature the traditional Sonic speed along with a new research game called Enerbeam. «Enerbeam». Marcello Churchill, the American company's marketing director, explained that the new franchise was not designed to replace the modern Sonic. The CEO of Western Developer explained that Sonic Boom's Sonic is very different... both in tone and in artistic direction. After the game's release, Nintendo Life announced that it had a working name, Sonic Synergy. Los Angeles-based game studio Big Red Button developed the game under the guidance of Sonic Team and longtime Sonic game designer Takashi Izuka. The game was built on CryEngine and focused on fighting and reconnaissance. Sega outsourced the game to Western developers to increase the appeal of the game in Western markets, culminating in a separate westernized franchise Sonic. The concept of video games came after a plan for the television series was developed. Big Red Button was chosen thanks to the studio's adventure game portfolio and leader Bob Rafey of the Crash Bandicoot, Uncharted series, as well as the Jak and Daxter series. Parts of the game were co-designed by IllFonic, which helped with some of the game level design, art assets and code. The game remains a separate succession to the main series, and was not originally to be released in Japan. However, it was later announced that the games would be released in Japan under the name Sonic Toon (ソニクトゥ Sonikku T'n). The music was composed by the British composer Richard Jack. Due to his experience with previous Sonic games, including Sonic 3D Blast, Sonic R and Sonic and All-Stars Racing Transformed, Jack was selected. Unlike previous games, Sega did not provide reviewers with pre-copies of either Shattered Crystal or Rise of Lyric; they could only start reviewing after the game was on sale. On the first day of release, a glitch was detected that allowed players to jump to an endless height by stopping the game during the Knuckles jump, which can be used to bypass most of the game. The Speedrunners managed to beat the game in less than an hour using a glitch. In January 2015, a patch was released to fix several problems with the game, including the Knuckles Jump malfunction. (24) AdmissionsAgregion EvaluationAggregatorScoreGameRankings33%26Metacritic32/100'27'Review AssessmentScoreDestructoid5/10 30-0 GameSpot2/10-31-IGN4.3/10 (Hardcore Gamer) - 33rd Independent (UK)1/10.35 Preview demo shown at E3 2014, received mostly negative reception from journalists. Destructoid is nominated for Rise of Lyric for Best Platformer and Best Nintendo Exclusive for Best E3 Award. By contrast, GameCentral was much more negative in their preview, stating that the worst game in the lineup was Sonic Boom Sega, which was so unspeakably awful that we couldn't even bring ourselves to play through the entire demo. The final release of the game was cooked, becoming the lowest scoring game in the entire series and notable for its exceptionally negative reception from critics. It has a Metacritic score of 32/100, the lowest for any Sonic game so far, and GameRankings score 33.15%. Don Saas of GameSpot (Don Saas) of GameSpot sweetened the game for repetitive level design, a dull puzzle solution, numerous errors and an uninsocnowed combat system. He stated that thanks to a combination of bulky controls, a broken camera system and a complete lack of responsiveness, the elements of the platformer and Rise of Lyric research are completely dysfunctional. He summed up the review by saying that the name Sonic deserves better than Rise of Lyric, as do consumers. Similarly, Tim Turi of Game Informer criticized poor visual quality, frame rate, dialogue, unfunny jokes, and shoddy level design. Mikel Reparaz of IGN was a little less negative, praising its multiplayer gameplay, but criticizing the game's simple and tedious battle, stating that The rise of lyrics is fundamentally not broken or reproduced; It's just thoroughly frustrating and unpolished, and while it has some fun to offer, it's fun that's been done better in countless similar games. The growth of the lyrics is well below our already low expectations. The Independent's Sam Gill called his graphics soft, criticising its poor gameplay and annoying glitches, but praising its soundtrack. He concluded the review by stating, although it can be argued the game is primarily aimed at children, it does not justify the overall lack of quality evident in this poorly executed piece of software. David Jenkins of GameCentral was overwhelmingly negative about the game, citing terrible camera, a dull fight, tasteless level design, broken graphics and serious errors. He said it was definitely the worst game of 2014. GameCentral was shocked by the E3 demo of the game, and David stated that one of the positive things about Sonic Boom is that it proves previews give a relatively accurate impression of the final quality of the game. Sega announced that Sonic Boom's total sales (includes Rise of Lyric and Shattered Crystal) had grown by 620,000 copies as of March 31, 2015, making the game the best-selling in the franchise. Inquiries: Kelly (June 2, 2014). Sonic Boom Games at E3 2014. SEGA blog. Sega. Received on June 2, 2014. Michael Mc Worthor (February 6, 2014). Sonic Boom receives an animated series, Toy Line' toy in 2014. Polygon. Vox Media. Received on October 10, 2014. Sega shows Sonic Boom: A new Wii U game, TV show and an assortment of game game games. Computerendvideogames. 2014-02-06. Received 2014-08-10. Sonic Boom: Rise of the Lyric Release Date moved up. Ign. Received on September 26, 2014. Scampell, David. Boom release date confirmed for UK. 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