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## Ori and the blind forest black root burrows boulder

Title - Ori and the Blind Forest: Definitive Edition Version Tested - Xbox One Available On - Xbox One (coming to Windows and Steam at later date) Developer - Moon Studios Publisher - Microsoft Studios Genre - Action and Adventure, Platformer Official Site - Release Date - March 11, 2016 Where to Buy - Xbox Store (and eventually on Steam) Ori and the Blind Forest is an award-winning game. It has amazing graphics, hauntingly good music and a story guaranteed to make you cry from its very beginning. With the new Definitive Edition, you get everything that was great in the original version, plus new areas, new abilities, and a few key improvements. With so much carefully crafted content available in Ori and the Blind Forest: Definitive Edition, it is well worth picking up. This is true whether you are brand new to this game or have already been a fan since day one. Ori and The Blind Forest now offers two new gorgeous areas: Black Root Burrows and the Lost Grove (pictured above). The two new areas, Black Root Burrows and the Lost Grove, offer uncharted terrain for Ori to explore. Both areas are available to access early on in the game. They help show players more about Naru's past. Black Root Burrows, in particular, held my attention for a while. This section of the map features a lot of underground design. However, this is hard to notice at first because you begin the area almost entirely in the dark. Ori's small circle of light brightens a bit of the immediate area. Some platforms are also lit with a light glow to help you navigate. Enemies here emit a small amount of light. Of course, this light is snuffed out when they are defeated. The lack of sight certainly presents a different sort of challenge for the game. As Ori continues through the area and finds an orb that gives better vision, it becomes easier to develop a strategy for navigating the darkness. However, the orb does limit your ability to jump. The orb mechanic then presents a different sort of puzzle in itself. The Lost Grove was the other new area added to Ori and the Blind Forest: Definitive Edition. This environment offers a lot more color and a whole different style of beauty. Players learn more about Naru's story. You will discover why she may have been inclined to help Ori in the first place. I became fond of both of these new areas during my playthrough. I really enjoyed the Black Root Burrows because of its different elements. Navigating the darkness of the area, and with a hindrance of carrying an orb, was a challenge. I often found myself jumping blindly, unsure of where the next safe patch of ground might be. I also liked playing through the Lost Grove, as it required a lot of thought to be able to solve puzzles with the amount of energy that I had available at that time. In addition, the new ability Ori gains in the Lost Grove needs some amount of precision to use well, and I enjoyed the new mechanic for this area. Even if it was frustrating at times. Add in the discovery of Naru's story, and these two environments quickly became some of my favorites to traverse. Players will get to learn more about Naru, and why she helped Ori in the start of the game. Players get to learn two new abilities in these areas. In the Lost Grove, Ori can learn Light Burst, which will help you navigate through various secrets and pathways. Light Burst is a sort of small light grenade Ori can throw at enemies, or use to solve puzzles. In Black Root Burrows, Ori learns an ability called Dash, which can give short bursts of speed. Both of these abilities went with the areas well and definitely made for some unique, fun experiences. In particular, an Indiana-Jones style boulder scene was one of the most frustrating, rewarding and entertaining experiences in Black Root Burrows, and that was just one area where Dash could come in handy. Both Dash and Light Burst translate well into other areas of the game. While I found myself using Light Burst less often, as it used up an energy slot each time, I frequently used the Dash ability in all sorts of situations. A short burst of speed was helpful in both fighting and fleeing. And being able to access these new abilities early on in the game provided an advantage in later areas, giving Ori more tricks to use in exploration. Dash is a helpful new ability to have, and not just in Black Root Burrows. Exploring is a big part of Ori and the Blind Forest. One big improvement for this aspect in the Definitive Edition was the use of spirit wells as teleportation tools, moving Ori between one area and another. Many of the environments needed certain abilities in order to progress into all the secret places. Being able to have an easy way to come back to such secrets was a definite plus, especially for completionists like myself. The use of teleportation also helped to bring the world of Nibel together as a whole. Whereas in the original edition, one might have to follow long, select paths to get back to certain areas, now it is possible to move Ori around more freely. Rather than taking the player out of the experience, such free movement actually helps the forest of Nibel feel more believable and real. The Definitive Edition also brings in new levels of difficulty, opening up the game to all types of players. Now, those people who want to appreciate Ori and the Blind Forest for its graphics, but not necessarily its difficulty, can play on an Easy mode. There is a Hard mode for players who might want even more of a challenge. And for those who are searching for a game almost impossibly hard (I'm looking at you, Dark Souls people!), the developer has added a mode with only one life for the ultimate challenge. With the game open to so many different levels of play style, Ori and the Blind Forest: Definitive Edition has become something that absolutely everyone can enjoy. The many changes that have been made to this edition the game have made it an even better experience, and I can already tell that Ori will be one of those video games I will return to for years to come. [embedy] Gameplay: Interesting and challenging platformer with a beautiful story. Graphics: Vibrant environment, everything is very fluid even as the areas vary greatly in design. Sound: Soundtrack and narration fit well with the theme of the game. Presentation: Runs well with very few hiccups, every element added in Definitive Edition works well. This Definitive Edition includes two new areas, two new powerful abilities, new secrets, more story sequences surrounding Naru's past, multiple difficulty modes, and full backtracking support. Plenty of great extra content for the award-winning game you know and love! Tags: OriandTheBlindForestXboxOne 20 90.60% (32.4) 20 81.99% (33.8) 20 68.52% (34.5) 40 61.27% (36.4) 20 60.14% (37.1) Restored the heart of the Ginsu Tree 60 55.83% (37.8) Escaped the rising waters of the Ginsu Tree 20 54.70% (38.5) 30 43.26% (41.5) Restored the winds of Nibel 60 38.39% (43.8) 20 37.83% (44.7) 40 34.88% (46.3) 20 33.52% (47.2) Restored the Element of Warmth 60 30.58% (51.8) 20 30.12% (52.8) 100 29.56% (53.7) 10 42.58% (43.0) Killed 4 enemies simultaneously using Charge Flame. 10 51.08% (39.2) Killed 25 enemies using Bash to reflect projectiles 10 24.69% (57.9) Opened 5 shortcuts using the Charge Flame 10 68.06% (35.1) Used your first ability point 10 93.77% (31.4) Killed 5 enemies with Charge Jump 10 12.23% (207.1) 5 97.51% (30.5) 10 30.80% (50.8) 25 7.25% (309.4) Restored your first Map Stone 5 84.48% (33.2) Restored 50% of all Map Stones 10 50.74% (40.0) 25 17.44% (137.0) Found the lost corridor in the Misty Woods 10 22.65% (60.0) Saved at every Spirit Portal 20 21.18% (109.0) 10 14.04% (169.9) Collected 200 Energy Shards 15 32.73% (49.0) Earned all Efficiency Skills in the Ability Tree 15 23.33% (58.9) Earned all Utility Skills in the Ability Tree 15 22.20% (62.3) Earned all Combat Skills in the Ability Tree 15 22.20% (62.3) Earned all skills in the Ability Tree 25 18.12% (129.8) Collected all Energy Cells 20 18.80% (123.1) Collected all Health Cells 20 19.25% (117.5) Juggled a rock 5 times without it hitting the ground 5 17.10% (143.7) Bashed off enemies 10 times in a row without touching the ground 5 13.25% (182.2) Tricked 5 enemies into killing another enemy 5 42.81% (42.3) Killed 3 enemies without touching the ground 5 28.43% (54.7) Caused an enemy to destroy itself 5 64.33% (35.8) Crushed a Ram with a Stomper 5 44.28% (40.7) Killed 50 enemies with Stomp 10 15.86% (154.4) Killed 100 enemies with Charge Flame 10 12.66% (194.4) Killed 500 enemies with Spirit Flame 10 31.37% (49.9) Finished the game in under 3 hours 25 2.49% (680.5) Double Jumped 5 times consecutively without touching the ground 10 35.56% (45.5) Completed whole game without dying 25 1.81% (908.3) Completed the whole game without using an Ability Point 25 2.94% (561.4) Escaped the Boulder in Black Root Burrows 15 33.07% (48.1) Uncovered the mysteries of Naru 20 25.48% (56.8) Killed 5 enemies using Charge Dash 15 11.66% (221.9) Activated 3 torches using Light Burst 15 26.27% (55.8) Killed 50 enemies with Light Burst 25 8.72% (267.3) Completed the game on Hard Difficulty 75 5.55% (376.1) Completed the game on One Life Difficulty 85 1.25% (1284.3) By JitaeonwJitaeonw. Last updated 28 Sep 2017 There are 57 Achievements for Ori and the Blind Forest: Definitive Edition worth 1250 pointsCheck out our forums or ask a question for more help. 10 A New PathBreak open 5 shortcuts using the Charge Flame 10 AirborneDouble Jump 5 times consecutively without touching the ground 10 Blast MasterKill 100 enemies with Charge Flame 10 Choices ChoicesUse your first ability point 10 Deadly DashKill 5 enemies with Charge Jump 10 Deadly DeflectionKill 25 enemies using Bash to reflect projectiles 10 Deadly DetonationKill 4 enemies simultaneously using Charge Flame. 10 Flame MasterKill 500 enemies with Spirit Flame 10 Good EyeFind the lost corridor in the Misty Woods 10 Halfway ThereRestore 50% of all Map Stones 10 Life SaverCreate 50 Soul Links 10 Master of the ForestVisit 100% of the map 10 Seasoned ExplorerFind 50% of all secrets 10 Stomp MasterKill 50 enemies with Stomp 100 The Journey EndsComplete the game 15 Combat MasterEarn all Combat Skills in the Ability Tree 15 Explosive LobActivated 3 torches using Light Burst 15 Lightning FastKilled 5 enemies using Charge Dash 15 Power PlayerCollect 200 Energy Shards 15 Raider RunEscaped the Boulder in Black Root Burrows 15 Soul MasterEarn all Efficiency Skills in the Ability Tree 15 Utility MasterEarn all Utility Skills in the Ability Tree 20 Close callEscape a dangerous situation 20 Fight to live another dayHave a close encounter 20 Get back here!Discover the character in the shadows 20 Into the FireEnter Mt. Horu 20 Master GuardianCollect all Health Cells 20 Out of the DarknessUncovered the mysteries of Naru 20 PowerhouseCollect all Energy Cells 20 Rotten InsideEnter the Ginsu Tree 20 Safe and SoundSave at every Spirit Portal 20 The Ancient BeingMeet the Ancient Being 20 The Journey BeginsComplete the Prologue 25 EliteComplete the whole game without using an Ability Point 25 ImmortalComplete whole game without dying 25 Light Burst MasterKilled 50 enemies with Light Burst 25 No stone unturnedFind all secrets 25 PhenomEarn all skills in the Ability Tree 25 SupersonicFinish the game in under 3 hours 25 World at your feetRestore all Map Stones 30 Obtaining ClarityClear the haze from the Misty Woods 40 Lets be FriendsMake an unexpected friend 40 Top of the WorldClimb to the top of Nibel 5 Bash MasterBash off enemies 10 times in a row without touching the ground 5 Crushing BlowCrush a Ram with a Stomper 5 Deadly DodgeTrick 5 enemies into killing another enemy 5 Flying FuryKill 3 enemies without touching the ground 5 Juggle MasterJuggle a rock 5 times without it hitting the ground 5 Marking the wayRestore your first Map Stone 5 Self DestructionCause an enemy to destroy itself 5 So many secretsFind your first secret 60 RekindleFan the flames 60 Run for your LifeCleanse the Ginsu Tree's Heart 60 Solid GroundRestore the winds of Nibel 75 FormidableCompleted the game on Hard Difficulty 85 UnhingedCompleted the game on One Life Difficulty 85 UnhingedCompleted the game on One Life Difficulty Restore your first Map StoneEscape the Boulder in Black Root BurrowsCause an enemy to destroy itselfUse your first ability pointDiscover the character in the shadowsMake an unexpected friendCleanse the Ginsu Tree's HeartEscape a dangerous situationClear the haze from the Misty WoodsRestore the winds of NibelClimb to the top of NibelKill 4 enemies simultaneously using Charge Flame.Kil 25 enemies using Bash to reflect projectilesBreak open 5 shortcuts using the Charge FlameKill 5 enemies with Charge JumpRestore 50% of all Map StonesFind the lost corridor in the Misty WoodsSave at every Spirit PortalCollect 200 Energy ShardsEarn all Efficiency Skills in the Ability TreeEarn all Utility Skills in the Ability TreeEarn all Combat Skills in the Ability TreeEarn all Combat Skills in the Ability TreeJuggle a rock 5 times without it hitting the groundBash off enemies 10 times in a row without touching the groundTrick 5 enemies into killing another enemyKill 3 enemies without touching the groundCrush a Ram with a StomperKill 50 enemies with StompKill 100 enemies with Charge FlameKill 500 enemies with Spirit FlameFinish the game in under 3 hoursDouble Jump 5 times consecutively without touching the groundComplete whole game without dyingComplete the whole game without using an Ability PointUncover the mysteries of NaruKill 5 enemies using Charge DashActivate 3 torches using Light BurstKill 50 enemies with Light BurstComplete the game on Hard DifficultyComplete the game on One Life Difficulty







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