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Spectrobes origins wii

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Content that is not playable before the release date: {{releaseDate}} . For pre-orders, payments are taken automatically from 7 days before the release date. If you pre-order less than 7 days before the release date, the payment will be taken immediately upon purchase. Excelente jogo, me surpreendeu e muito, creio que todos devam dar uma chance ao game, belo visual, excelente jogabilidade e desafio. Apesar de Excelente jogo, me surpreendeu e muito, creio que todos devam dar uma chance ao game, belo visual, excelente jogabilidade e desafio. Apesar de ser um jogo da Disney... Expand in: Spectrobes: Origins, Games Edit Share Spectrobes: Origins (—?????? The game was developed by Genki, published by Disney Interactive Studios, and released exclusively for the Wii, making it the only game in the series to be released for a home console. However, it is different from its predecessors in terms of gameplay and overall core, largely due to Genki developing this game instead of Jupiter and developing the game for the Wii console instead of the Nintendo DS handheld. Plot[edit | edit source] Spectrobes: Origins takes place some time after Spectrobes: Beyond The Portals. After krux's defeat, the Krawl regrouped and destroyed entire planets. The feeling that Krawl are able to operate portals in the Nanairo Nanairo Commander Grant gives maximum compulsion to guard the portals. Rallen, Jeena and Komainu are sent to Sector W for possible Krawl activities. When suddenly, a portal opens and roughly pulls their ship into itself. Once they regain consciousness, Rallen and Jeena discover that they have been transported to an entirely new galaxy called the Kaio system. They intercept an S.O.S. message from the nearby planet Wytterra, and decide to examine it. Rallen and Jeena quickly become entangled in a quest to save the entire Kaio system from impending doom. As the Krawl attack the system, Rallen and Jeena are told to search for the five Shards of a King, which are the components of the legendary Beast King fossil hidden on every planet. As the story progresses, they encounter individuals with ties to Commander Grant (one of whom turns out to be Krux, the leader of the Krawl). They also find krux is spreading chaos around the system. Eventually, Rallen and Jeena learn that the Krux terrorizing Kaio is really Jado, which is when the actual Krux appears. Commander Grant also appears, revealing the full extent of his past history in the Kaio system: Krux was once a Spectrobe Master of the Kaio system, and was friends with Kamtoga and Grant. Krux experimented, however, with an attempt to control the Krawl against the will of his friends, which led to his spoiled. Krux is also responsible for the current attack on Kaio; His plan is to crash a Krawlosphere in Wytterra and rule Kaio as his own. After acquiring the five shards, Rallen and Jeena summon the Ultimate Form Spectrobe Kaio to defeat the Krawl approaching Wytterra. Rallen and Jeena then fly to the Krawlosphere to confront Krux. Rallen defeats Krux in a duel, knocking him into the depths of the Krawlosphere, and then uses the power of the Beast King (revealed to the Ultimate Form Spectrobe called Kaio) to freeze the krawloosphere core, destroying it as he and the others escape. Peace returns to Kaio and Rallen, Jeena and Commander Grant return home to Nanairo. In a post-credits sequence, it is revealed that the Krux is still alive after the destruction of the Krawosphere. Gameplay[edit | edit source] Gameplay has changed significantly from the previous two titles in terms of controls, but the game has three separate profiles: Nonlinear exploration, encounter battles and excavations. Exploration[edit | edit source] During most parts of the game, players can choose to control Rallen or Jeena by switching between them on save points, with the camera in a third-person perspective. Players can interact with non-playable characters, use their Child Spectrobes to search for minerals, or just walk around. Players can use their Child wii remote (flick

