
Space - The Return Of The Pixxelfrazer Ativador



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About This Game

Space - The Return Of The Pixxelfrazer is an open-world sci-fi hack'n'slash.

Your aim is to explore the inexhaustible amounts of destructible asteroid fields, spacestations and unknown planets of the universe.

And by exploring I mean hacking, slashing and destroying everything that comes into your way.

Shredding all kind of objects means getting more resources and getting more resources means upgrading your ship so you can shred more kind of objects, which rapidly becomes an addicting spiral.

And maybe, one day you'll probably find out about one of the most unsolved mystery of our universe... the pixxelfrazer.

Be excited of all the cool features this game brings to you:

- all sorts of combinable weapon upgrades and active abilities
 - procedurally generated infinite world
 - quests
 - cool physics
 - randomly generated music
- local co-op (Xbox360 controller required)
 - and a lot of love

Not only is Space completely designed, created and programmed by one person, the whole gameengine is build up by this guy and this grants you an unique experience of a game the couldn't be any more indie.

Title: Space - The Return Of The Pixxelfrazzer

Genre: Action, Casual, Indie, RPG

Developer:

Sørb

Publisher:

Sørb

Release Date: 2 Nov, 2015

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Minimum:

OS: XP or higher

Memory: 1 GB RAM

DirectX: Version 7.0

Storage: 20 MB available space

English,German







A good addition for those who prefer modern image trains and those who like steam locomotives. The locomotive is well rendered, looks the part and is a very capable workhorse. She can keep to 90mph on the level with 12 Mk1s quite comfortably and I have had her up to 101mph, although that was downhill towards King's Cross. Unlike some steam locomotives I possess, such as the Fowler '4F' and the Stanier 'Jubilee' she can keep speed up hill like the 'A4's' and is good at holding pressure when the injectors are on. Recommended purchase.. One of the best rhythm games on Steam!

If you like rhythm games go and buy it right now.

Sadly a lot of people never heard of this game, and I found it accidentally on a news post on moddb.

Quality is solid, has a great ingame latency adjustment and feedback.

Great original music!

Cool interesting story as well, but if you don't care about that you can just do free-play.

Gameplay is a mix of rhythm and "racing", the rhythm gameplay is like Beatmania/DJMAX and Sound Voltex.

Overall great game and needs more exposure for sure!. Ok. Its nothing great, you cant even do anything else than watching around. (took me about 2 minutes to figure that out - controllers are not needed)

The whole experience including this 2 minutes of finding out how to do anything was about 5 minutes.

I am used to Horror (both movies and games) and yes, i shaked a little bit 2 times. It uses cheap mechanisms, but honestly even if you expect them, it gets you in VR.

- buy that short experience for that 1Eur

- it shows what is possible within VR and Horrorgames

- dont expect a game or anything like that

- show it to people who experience VR the first time and scare the♥♥♥♥♥♥out of them:D:D. One of the biggest things I like about this skin is that it has a different voice when playing. I like having different voices while playing because it can get repetitive to always hear the same mans voice. She has clever responses to what she wants when she is crying out for help and other things. I really like this skin but as with the other skins in the game it doesn't give you an advantage while playing the play. Its just for aesthetic purposes and is just for the people you are playing with. They get to enjoy it alot more then you do since they are looking at her all the time. I really like this character and I highly recommend it to anyone who is a hard core player of Killing Floor.. Honestly, the game is a mess in every aspect. It's even torturous to play because of how poorly it runs and how poorly it controls. If the gameplay was more fluid I would only be left bewildered (although not in a good way), because this game is \u2665\u2665\u2665\u2665ing strange. In a pointless sort of strange. What am I doing, what is this mess on my screen, why is there now a rave going on, wtf was that thing... why seahorse, why have you done this to me, why.

Sadly though, simply moving around the world is a struggle. It would be difficult to get from point A to point B, if thats all you were doing. But you are expected to explore a very confusing world, that can at times appear as though someone ate an entire bag of pixels and proceeded to vomit them haphazardly around my screen.

I can't recommend to this to anyone, at all, ever. Not even as a joke.. its good but servers r a bit dead. Clearly inspired by the best elements of the genre (arcade gaming, FTL, Starfox) with tons of nice throwbacks. Exciting gameplay with an adventurous streak is enhanced by some seriously delightful sci-fi music and sound design.

Starship Rubicon also features surprisingly creative writing, a fun equipment allocation system (symmetry rules!) and even more customization. Memorable and easy to get into, the game is a good introduction to the indie scene. Easily one of my favorites..

One of the best FPS from the 90's besides DOOM, but with another great axxxkicking original soundtrack! - Would I recommend this to anyone? Hell Yeah! WTF not?!. After years of playing Advance Wars in an emulator I wanted better. Tried the demo of the small wars game and then found this. Love the sarcasm and humor in the game. The only short comings for me are the aircraft are kind of a PITA to use and I wish there were some bigger maps! I'd like a skirmish to last an hour not 15 minutes. Other than that, lovin it.

Columns 3: Revenge of Columns is competitive-only falling blocks puzzle game for up to 5 players. I have no idea how inanimate objects can have revenge and why. Maybe Puyos punched them right into jewels. It's clearly inspired by Puyo Puyo with competitive only play, no solo play. No worries, has single-player campaign. The 5 players was done with Team Player peripheral which had 4 ports and could be inserted into single one, with console having only two ports. The game was developed by Sega of Japan and Minato Giken in 1993 and probably would have stayed in Japan but Vic Tokai published it in 1994 in US. Exclusive to Mega Drive, not arcade port. 4 Megabit ROM.

If you wonder where is Columns 2; it was arcade-only title. Focused on Flash Columns and Versus with players able to attack each other.

The game that you have here is nothing more than emulation of Sega Genesis version. Western version that removed 2-on-2 mode. It was like 1-on-1 but other two players were supports, playing rock-paper-scissors to get the prize to their side.

Now, technical part about Sega's emulation here:

The Sega Classic games that you purchase on Steam count as DLCs for "Sega Mega Drive & Genesis Classics" game that should appear in your library.

It has Bedroom HUB which is the one with many features yet lags for many and Simply Launcher which lacks Workshop and Online but at least it works just fine for everybody.

However, Simple Launcher has its fair share of glitches as well. It can crash. And it does the second time you go to main menu, so always quit after saving there so it doesn't crash when you want to save next time!

Emulation itself, mostly sound, isn't that good but it does its job. Also, yes, emulator supports quick saves.

As alternative, you can use external emulator to run games that you purchased. Sega kindly placed in all games that you purchased in "uncompressed ROMs" folder that program itself doesn't use, just change file extension to ".bin" or so. The file for this one being "Columns3_USA.SGD".

I also demand you to read digital manual of this game first. You can find it here on store page or go to "manuals" folder of game root and open "COL3_PC_MG_EFIGS_US.pdf".

Has online (in Bedroom HUB only) and local multiplayer.

These emulators also support only up to 2 players. You have to use your own for more players.

Welcome to the COLUMNS world! We have chicken mascots!

So, you know the basic rules of Columns. Each block that you get is a vertical column made of 3 jewels of random color that you fill your board with. You can only rearrange jewels inside. If any jewel ends up over the top of board you lose the game. If single-colored jewel happens to be on a single horizontal, vertical or diagonal line with at least three of them then they get removed. As a result of jewel falling down afterwards you could set up chains, which also could get unpredictable as diagonal lines keep various patterns less than obvious. Good fun.

However, albeit Columns 2 is the first one to have it, there is now a Crush Bar attack that costs 10 points for a single bar. You get points by removing jewel lines, getting a lot more if you do chains or have more than 3 jewels in a line. After that you can press A to attack player to the left or C to attack player to the right which uses as much of points as possible. You can have only up to 30 points. Upon attack opponent's floor bar will rise one row, your one will lower one row and opponent's currently falling block will get destroyed.

Thus you can just pressure with raising bar as well as destroy current falling block which only changes short-term plan for opponent thus the gravity and jewel leftover still play one of the challenges. And you have to pay attention to enemy board if important block is coming to crush it too. After all you can use this attack when you want instead of immediately. Oh, and since there is 30 points limit you can't just overwhelm an enemy with single big chain so the matches tend to last a while sometimes, balancing between loss and win. Fun!

The game also includes a fair amount of powerups. Magic Stone blocks return and appear after every 20 lines of jewel removals. Depending on which jewel of Magic Stone hits the floor you get various effect. Just wait at title screen for

instructions.

If you do a good amount of chains then you get a block where one of the jewel becomes a Flashing Stone for a limited time. If you manage to remove it then opponent gets a temporal random bad effect. Mostly it's stuff that messes up with humans, such as reverse control. But most important random effect: can't rearrange jewels in blocks. Better than normal attack and will impact CPU as well. It's almost out of place.

And outside of single-player campaign if the board gets filled up with a lot of jewels then game randomly turns one of jewels at the bottom of a screen into Super Flashing Stone. Such situation is somewhat similar to Flash Columns. It will remain there until you remove it after which you get a powerful effect, some until the end of match.

Let's talk of single-player. You get a Pyramid Columns mode, a series of battles with opponents, each battle being \u201cbest out of 3 rounds\u201d. Yea, no endless, no flash. If you select Practise then you just battle 3 easy opponents and go back to selection. In Normal mode you battle 10 monsters and there are 5 jewels colors only. The final boss is a surprising difficulty spike, suddenly learning to do constant chains. Sadly, they decided to give Normal players a \u201cscrew you\u201d bad ending. Shame. For Hard mode you play with 6 jewel colors and there is extra final boss that eats jewels for breakfast at a lighting speed. And THEN you get your \u201cCongratulations!\u201d.

Oh, it also uses items system. You get random item for beating an opponent, sometimes. You can use them anytime by pausing the game. Hourglass can't be used as it's just a continue. And yea, you have only limited tries otherwise it's game over for you. Protip: Leave every item for final boss, you silly!

It's just a shame that all opponent are extremely bland. They got nothing to say aside from obvious, 2-frame animations, barely react in any entertaining way. After all the additional ROM chips costed money to manufacture and puzzles always were supposed to be cheap, so they didn't put much graphics. At least multiplayer has various chicken animations that are entertaining. What isn't cheap however is music. The music is so awesome it's almost out of place! It's no wonders that people keep taking tracks from Columns 3 into their Sonic hacks.

As for multiplayer you got a variety of modes for up to 5 players. Sadly there aren't any CPU bots. Gotta find a party of friends who are willing to play some old puzzle game. Got 1-on-1 where you have selection of up to 5 backgrounds and music. 3-for-all has just one background. 2-on-1 in case your mom found the game. And then there are 4-for-all and 5-for-all where positions get shuffled and graphics of jewels become just colored squares. but hey, Clotho remix from the first game, yesss! There are no Flashing Stones in latter modes I believe. Oh, and for every mode you can set up how many jewel colors each players deals with, up to 6, and starting handicap of floor bars. And how many rounds.

Ah, there is test menu. Sound test, control test, color test. Eh.

Overall, it's a solid competitive puzzle. Underrated both as a sequel and as alternative to Puyo Puyo. Great mechanics for attacking and focus is still on same columns gameplay. It's just a shame that it doesn't include solo endless or flash column, you have to get other Columns games for those.. It's hard to tell about the game without spoil because the immersive atmosphere are all about the game itself. Just try it! I recommend a great sound system, sit down, relax and enjoy the view!. Fun game! Immersive and scratches a baseball itch.. \u2665\u2665\u2665\u2665\u2665like this is why people hate unity. STOP....JUST NO.. When it comes down to small ship combat it feels fast and fun, how ever it feels more like a game where giant ships shine more when it comes to gameplay. It is missing some parts that make it feel like a living galaxy but in regards it does feel as if there is so much that can be created for the game, the game is in Early Access so keep that in mind.

What could make it more enjoyable:

- Customisable pieces to make a ship look more unique (such as paint jobs and different models of same components).
- Ability to change ship speed like a slider to go 10%30%\90% speed.
- Different thrusters to cause the ship to go either faster forward\backwards\sideways that just many thrusters at the rear of the ship.
- More satisfying ramming, I mean yeah... ramming a ship is risky and expensive but damn right fun as hell and ramming stuff with a giant ship is always going to happen in any game where we can use giant vehicles.
- Making planets able to be landed on or have a purpose (BUT we kinda just zoom through them as of right now possibly because EARLY ACCESS so we may see this in the future).
- Making the galaxy a more lively place.

So far as a early access game i have spent 46 hours of constantly building ships only to make them far better due to an update the developers released and cannot wait to see more updates to witness where the game leads, I see alot of potential for this and have a feeling that some of the reccomendations i said just before are already being planned for the galaxy in this game.. Having more cards is always coolest additional content. Except having even more, of course.. THE BEST Ro2/RS mod in the history of the franchise!. A surprisingly addictive tower defense game with a simple but cute artstyle.

On each level you'll have a certain amount of mana you can spend, with your units having varying costs and their own strengths and weaknesses, so you have to work out who will be best placed where. As you defeat enemies, you gain more mana to place more units or promote existing ones. Generally, I only promoted my units when I ran out of good spots to place more, and that seemed to work fine.

I think the game has a satisfying level of difficulty; most stages weren't too easy but not too hard. Usually, if you fail, you'll have a better idea of what to do next time to be able to beat it. There was one difficulty spike in one of the last area's levels, but I was able to beat it after upgrading my equipment and trying out some different strategies.

The bosses were all pretty difficult, each taking multiple tries before I was able to beat them. It would have been nice if the bosses had a health-bar so I could see how close I was getting to killing them. I needed to do some grinding to upgrade my gear before I could beat the bosses, but this never took too long to do and I actually enjoyed replaying older levels with different unit placements to see if I could beat them without taking any damage.

When I was levelling up my characters, I tried to give each of them a fairly even balance between 2 or 3 stats each. There's no option to reset your stat distributions, so if you messed up and, for example, gave the mage a bunch of Strength, you probably wouldn't be able to progress and would have to start a new game. Occasionally I did put a point in a stat by accident, so it would have been nice to at least have some kind of confirm screen.

Overall, I would say that the game is a little rough around the edges but still worth trying out, especially considering its cheap price.. I would give this game a neutral recommendation, but Steam won't allow that so until either that happens or the game improves, I keep it as a no. My reasons for it are the balance issues and some awkward rules. The game itself is good, if you like Magic: The gathering, you will probably like this too.

You know something is not right when you look at the top 10 players and 6 of them are with a Darkness deck. Basically there are 2 strong factions and if you play anything else you will struggle to win.

Unlike in most games there are no counterspells and no reaction phase where you can react to an enemy spellcast. Combined with the fact that Darkness for instance has really cheap "Destroy Creature" cards and by cheap I mean they are often cheaper than the creature they destroy. Yes, the enemy can instantly kill most of your creatures without you being able to keep them alive and does this with the same or fewer resources.

Example:

"Destroy a creature with 2 atk or less"-2 mana, level 1

My collection of ~250 DIFFERENT cards has no creature with the same or less cost that has 3 attack or more and most that have a higher manacost get destroyed by just this card as well. This game really needs to have weaker or more expensive creature shots.

I know it seems like a bad reason to not recommend something, but when you play 6-7 out of 10 games against the very same decks and basically have no chance to win unless you do it as well the whole thing becomes extremely repetitive and loses diversity.

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