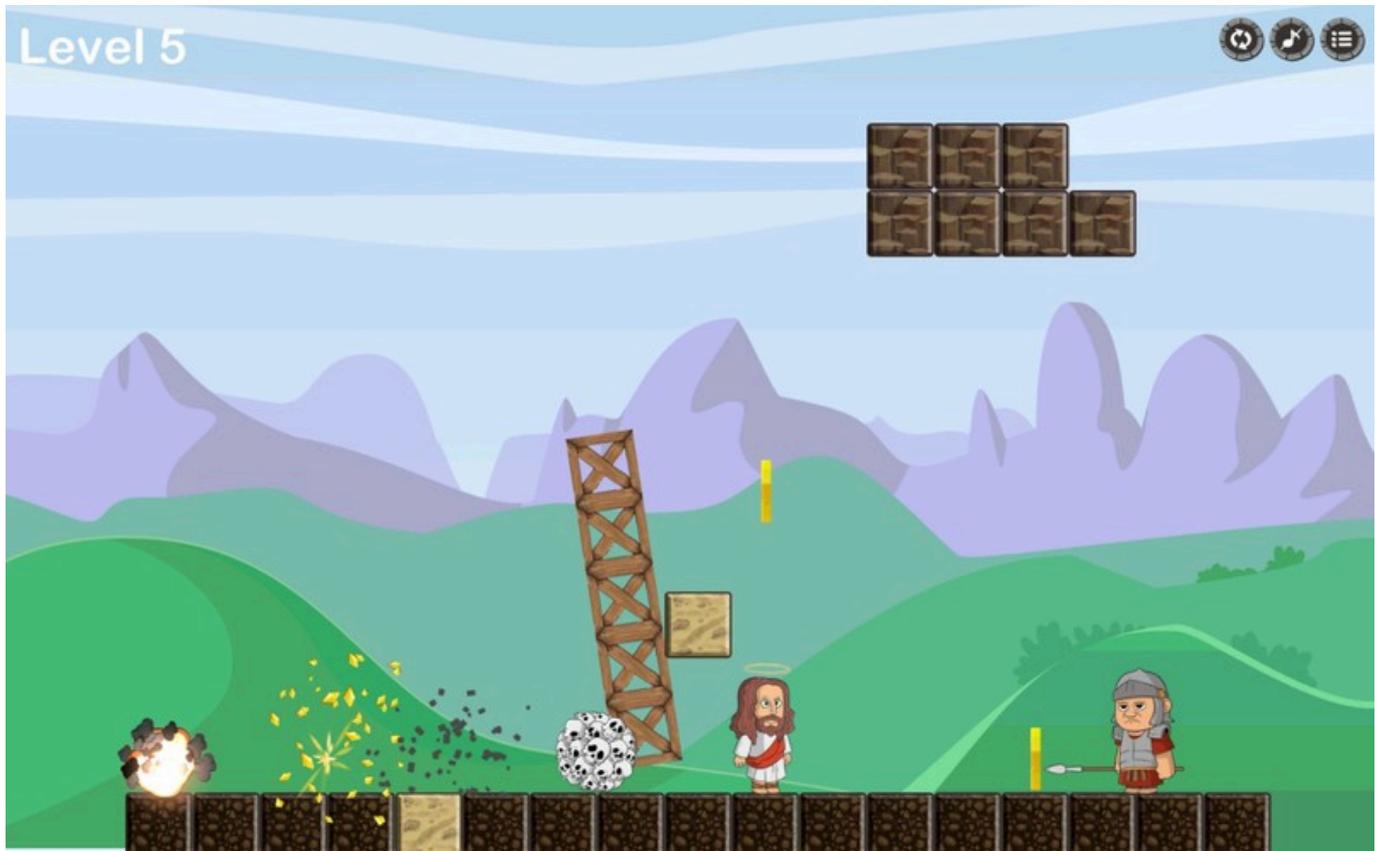

VIOLET: Space Mission Full Crack [PC]



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About This Game



OVERVIEW

Space stations have mysteriously gone offline. Decades worth of data are still uncollected. That's where you come in, Candidate Alpha. We need you to collect the caches of information adrift in space. A number of collection sites have been located, but there are too many unknown astrophysical factors. We cannot guarantee your safety.

Violet: Space Mission is a 2D precision action game in space, about dodging asteroids, data collection and space exploration. You are Candidate Alpha, sent on the Violet Programme for this mission. Good luck and godspeed.

FEATURES

- Dodge asteroids.
- Zero gravity in 2D.
- Hand drawn art and animations.
- Precision gameplay. Every move you make matters.
- Easy to pick up, difficult to master.
- Intense gameplay across 12 unique levels.

UPCOMING

Killer Lobster has begun development of a story-driven, sci-fi puzzle adventure game, based on the expanded universe of the VIOLET series, with returning gameplay elements of VIOLET: Space Mission.

Please look forward to our next release!

SEE ALSO

Useful Links:

[Official Website](#)

[Presskit](#)

[Violet Manual](#)

[Violet : Space Mission on Android](#)

Title: VIOLET: Space Mission
Genre: Action, Indie, Simulation
Developer:
Killer Lobster
Publisher:
Killer Lobster
Release Date: 20 Jan, 2016

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Minimum:

OS: Win XP, 7

Processor: 1.2 Ghz+

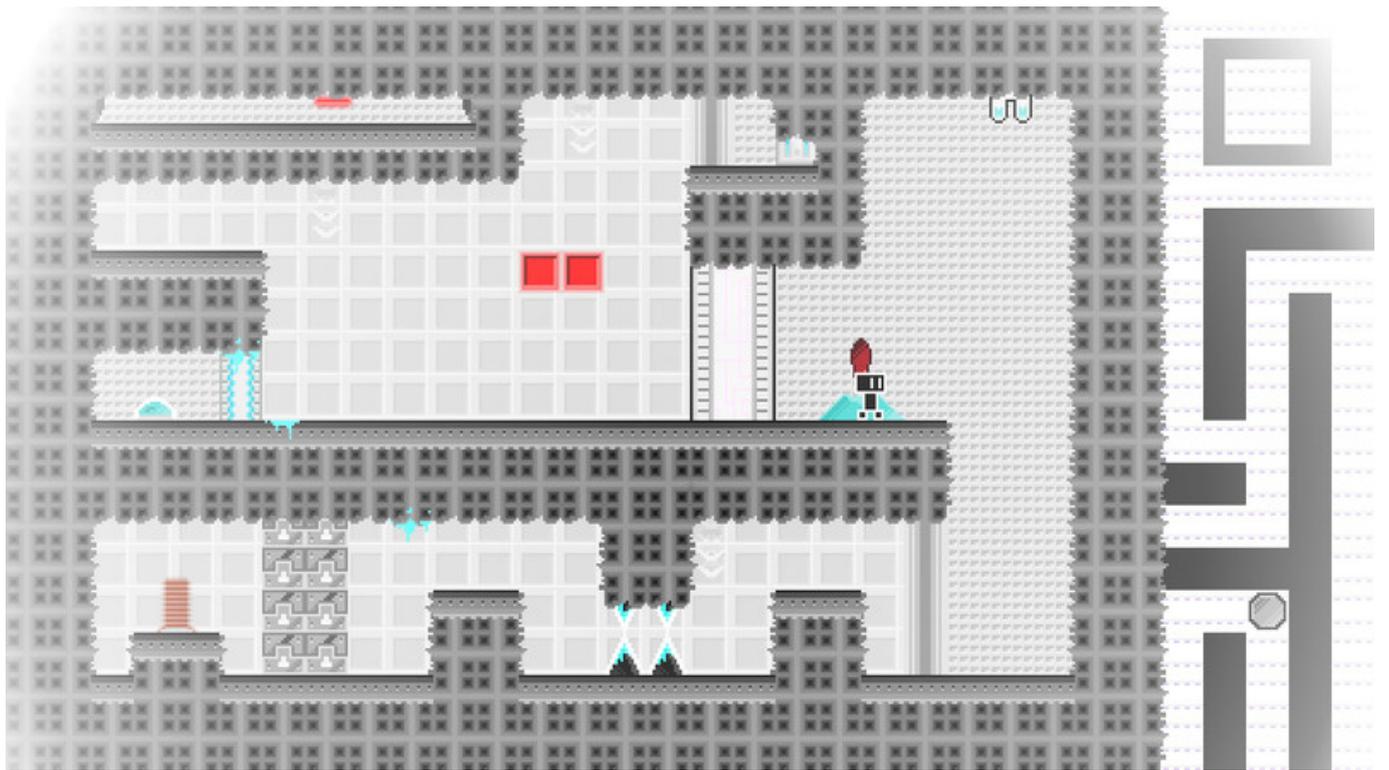
Memory: 1024 MB RAM

Graphics: 256 MB

DirectX: Version 9.0

Storage: 384 MB available space

English







I was excited to find a pc game that ran on legacy hardware and had single pc splitscreen, but after playing motocross madness and road rash, I felt this game came short in a lot of areas. I remember the controls playing like super hang on and everything else about it just wasn't worth the 5 dollar price tag. If you are looking for some weekend fun you can grab this for \$1 or \$.50 on the christmas deal, but buy it regular price and you will be disappointed.. This game has never worked. I've had it over a year and waited, hoping things would be fixed. The tutorial screen loads and I can hear the lady talking, but the screen is solid purple and never displays anything. I have tried everything I can think of and I cannot get this game to work.. IS GETTING\u2665\u2665\u2665\u2665\u2665\u2665OFF...WHERE MY IS ORIGINAL COSTUME PACK...I CANNOT SEE ANY NEW COSTUME PACK. Damn.. what was I thinking?

This is a great game for kids. PARENTS BUY IT.

The matter is, I don't have any children, sooo this really isn't for me.

Happy and cheerful game. Actually I gave it some time and I find it a bit challenging for the younglings.

Which sometimes might be good. I give it a thumbs up and a label for age under 13yo.

>> Steam cloud, achievements and trading cards, plus controller support. <<. As a military man, myself, I absoultely loved this story. I grew so attached to this story that I found myself physically reacting to the events as they unfolded. I'm now incredibly eager to get onto the next one. I give this a 9.5/10 only because the occasional gramatical error threw me off, but aside from that, if you haven't read this, then you should do so right now.

this game was beautiful, few things to fix; ummm intro music not loud enough please raise i had my headphones at 96% could barely hear. Slenderman OP please nerf.. Great game!. Drummer here. Way too inaccurate. Very unintuitive to play. At it's core it's probably a flawed concept due to lack of pedals, and triggers don't do it nearly enough justice (especially as typically you manipulate your sticks using those fingers!) Feels like this could cause beginner drummers to develop really poor practices if they started with this.

Thought it'd be a fun little toy to play around with and do some basic beats, but I can barely get that out of it. I'm curious what someone really practiced on this would sound like, but even the trailer video shows how difficult and sloppy it is to play.

Really wanted to like this, but ultimately it's just not what I was hoping it would be.. this is the most est money robbing holes there are in any game i played they rob u of ur money and super service. and the most laggy bull i have ever seen and i played tons of online games.. As there isn't much to do but play the tracks, the game is a fun game, though it is definitely an early access game. There are a lot of glitches with the speed booster, if your car barely even tilts and you are pressing the shift key aka the speed key, you will go flying and into outer space, as well as the game is way too bright, making it extremely hard to see, if you are reading this, developers, it would be a good idea to tone down how bright the tracks are. The game is an actually difficult racing game though. I find present day games to be way too easy, but that takes the fun out of the game. I like the game, keep fixing the bugs, I will start really playing this game when time scores are added because I really like speedrunning. Looking forward to the full release of this game!. Great game once again from MCF. It did take a few puzzles to really get into the flow of the new game style but it was incredibly enjoyable. Also kudos to Big Fish for all the nostalgia in this game it was a great trip down memory lane (extra kudos for the peg leg!). Only complaint is how short the game was, then again I just never want these games to end!

Absolutely loved the story line and ending for the game!. After trying for three hours to come to grips with this game's mechanics, I decided to give up. I don't think *Bob Came in Pieces* is an outright bad game, it's just a game I can't get used to, nor do I find any fun in it.

The basic idea is sound and actually somewhat original: controlling Bob, you have to travel through several levels in order to collect the missing parts of his ship (Bob is a spaceship that came down to earth in pieces). There are several obstacles on the way, most of those objects that have to be removed or replaced (well, in the few levels I played anyway). By putting together Bob in the right way on the work-pads, you can figure out how to overcome the obstacles/puzzles: putting an extra engine in one of the slots makes a huge difference, and there's a "pull beam" that lets you pull away objects. At least, theoretically. Since the controls of this game are off-target to say the least, controlling Bob once some pieces of the spaceship have been adjusted, became a nightmare. Even more problematic is that the game relies on physics to solve puzzles - bu the physics seem to have been hugely overdone, with every action leading to a much greater reaction than I would ever expect. That makes the game nearly unplayable for me - although I would love to progress further into the apparently well designed levels and discover more of Bob's pieces, the controls and physics just don't let me do so. Graphics and sound do a pretty good job, so all the more regrettable that the gameplay let me down.

With over 80 achievements, of which the greater part have only been achieved by under 2% of all players, this game seems like a nightmare for achievement hunters. Apart from achievements for completing levels & gathering spaceship parts (fair enough!), there are lots and lots for finishing the levels within a certain time limit. These limits are set so extremely tight, that those achievements are only for the most stubborn gamers out there, or for these who figure out the wonky controls to perfection. People looking for another 100% game, definitely should skip this one, and it won't help in getting a good average completion rate either.

But there's a fair chance anyone else can actually figure things out, and enjoy this game. It's just not my cup of tea, I guess.

Not recommended, unless you're very good at solving physics puzzles and have lots of patience

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