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## About This Game

Space - The Return Of The Pixxelfrazzer 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 pixxelfrazzer.

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.

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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







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Does not work on linux >:C, I had to mastrurbate the code to get it working.\u2665\u2665\u2665\u2665\u266510. <====TO BE CONTINUED. There's something, I don't know what, that makes this better than the other 66's available. I like it. I think you ought to buy this.

The livery is accurate, the cab feels right and the control systems are (quite) accurate.

Pros:

Good livery

Good model detail

Nice cab

Control systems - centre sprung brakes etc

Train Length button

Nice (ish) scenarios

Cons:

The horn... ouch.

Could use a better (slightly less obvious) particle system - I've not seen a 66 putting out that much smoke, especially at idle. This is a complaint I have with all the 66s available.

Headlight control - only off/front/rear

TL;DR: This is a nice rendition of the class 66. If you're planning to use workshop scenarios with the 66, I've found there to be more available for the Freightliner livery version. However I actually prefer this version, and I think you should get it. But you should also get the Armstrong Powerhouse sound pack, because reasons.. One of the original DLC packs, this features 5 (Plus a hidden sixth, which is now given) new heists based off of an Armored Car robbery. Taking the trucks (1-4) will be difficult, along with the unrelenting force of cops comes Drilling into the Transports. You could blow the door open, losing a few loot boxes. On a Harbor covered with snipers, or the middle of the open in Crossroads, this DLC pack actually gives challenging new heists.

This is what content should be. Along with 6 heists, you get 3 weapons, 4 masks and a few more achievements at the price it is would be reasonable.. I have just seen this game on Steam this morning and have purchased it right away!

So many VR games that are released at the moment that have one or two ideas that would make a great VR experience but are then restricted to making a very short game in order for it not to get repetitive/boring. 'Stolen Steel' is Not restricted by this!!!

I really hope that 'Impromptu Games' do go ahead with making more content for this, as it has so much potential (So Much!).

There are so many different things they can do with this, they don't even need to worry much about a story!

I could really see the game becoming a VR Skyrim/Legend of Grimrock style of game, which would fill a big hole in the VR market.

There are so many fantastic non-VR games to compete with out there but with VR it is much easier to stand out in the crowd (especially with this little gem!).

Keep up the great work 'Impromptu Games' , I really hope that this game will keep growing! :-). Really good game similarities for example to Meatboy. Keeps you on the hook from beginning to end :D. you would rather watch paint dry on a wall, and then apply several more coats, rinse and repeat.

. Oi m8! This game is well good innit roit!? You got a loicence to make games this good m8!?

Did you slav or did you lose?. The game is a buggy steam if pile. It crashes constantly and every time I close it down I cant start the game again becaus steam will see it as running until i exit steam.

That being said: Its probably one of the most intense WW1 games i have ever played.



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I was excited to try this sequel to the original 10 Second Ninja and for a while I thought the game was a great addition to the series. However, the extra amount of levels/content don't help much when leaderboards cause the game to bug way too often. I simply can't continue playing further because I get a bug splat after pressing enter to enter the top left TV's level selection (leaderboards are one of the first things to load). The bug splat can't be "ignored" and has to be "aborted", which closes the game. The same thing happens when looking at leaderboards for certain levels.

Many of the highscores are also cheated, which can be noticed when perfectly executing moves in maps with simple solutions. Other than that, the game has too many maps with pixel perfect timing requirements which will be frustrating to master for X rating marathon modes (your run needs to be in the top 5 legit runs).

<https://steamcommunity.com/sharedfiles/filedetails/?id=894597574>

For now, I don't recommend the game.. Great game for a great price. If you've loved Celestia, this one will give you another small shot of hardcore platforming. Kudos to the author.. First off make sure you only buy this DLC when it's on sale. Overall this is a pretty fun short expansion. I finished it in around 2 hours. The vehicle sections were interesting. It took me around 2 hours to complete.. I will definitely give creds for a cool 3D Platformer game but the controls in this game are clumsy. I loved the artworks and the environment of the game, it was interesting and all that but I don't seem how this game really is that great. It's a bit short for 10 dollars. I have 2 hours gametime and I finished the game just so I could unlock all of the Achievements. Unfortunately I can't refund. Main reason why I dislike the game is because the controls are clumsy and the camera is awkward aswell.. \udb40\udc21. At first blush, this game seemed like it would be pretty good - but that feeling doesn't hold up over time. While there are 4 different factions in the game, they share the same 4 units. The single player campaign quickly becomes tedious when all battles consist of the same exact strategy, I can imagine this game might be more enjoyable multiplayer, but that aspect is pretty dead.

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