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## VIOLET: Space Mission Crack Download Pc Kickass



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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.

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# 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](#)

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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

**Fantasy Grounds**

**Characters:** Cleel, Sambo, Rorik

**Rorik: [DAMAGE (M)] Clave** **+3 10**

Damage [10] -> [to Ogre 1]

**Rorik: [DAMAGE (M)] Clave** **+3 4**

Damage [4] -> [to Ogre 1]

The glaive slices cleanly through the ogre's shoulder, dropping it instantly

[TURN] Ogre 1

[TURN] Ogre 2

The nearest ogre strikes out at you unarmed, in hopes of getting enough space to grab it's weapon

Ogre 2: [Die Human]

Ogre 2: [ATTACK] Punch **+4 18**

Attack [18] -> [at Rorik] [HIT]

Ogre 2: [DAMAGE] Punch **1**

Damage [1] -> [to Rorik]

GM: Ogre 2

0 Health

**PART 3: LEVEL 3**

**Area 19 Ogres Chamber:** There are five ogres who level. The ogres variously wander from room to room often, to the kitchen and back here. Occasionally they found on the roof (Area 25). If they hear any commotion on the floor and immediately go to investigate. Otherwise they stay here with the remainder in Area 25. Those in Area 25 commotion in here and arrive to investigate 1-2 rounds later.

The room is large with heaps of bedding, poorly-ta bits and pieces of half-eaten meat, bones, broken c kegs and the detritus of these slovenly, filth-ridden fire is usually burning in the center of the room. La axes, bardiches, shields and some chest plates are one wall.

The ogres grab whatever is immediately available erupts. They do not take the time to don armor or least 20 minutes' warning (ie. someone comes and for a fight).

One of the broken crates contains some of the tre ogres have accumulated. There are several obsidia (worthless except to a collector), bones from exor kills, the skull of a massive bat (the bat would have feet from wing tip to wing tip. A ranger or druid r nature of the skull with a successful wisdom check are found in the swamps around Aufstrag), some s necklaces and a small pile of newly minted Unklari (around 500 pieces - see above Level 3, Area 17).

**Ogres X5** (These chaotic evil creature's vital: AC 16, HP 13, 17, 22, 22, 22. Their primary attribut physical. They attack with a weapon for 1d10+3 points or damage or their powerful fists for 1d10 points of damage (one attack, one damage). They have dark and twilight vision.)

**Encounters:**

- Allip
- Balonakalon
- Blood Ooze
- Cleric
- Fey
- Gorgon
- Greater
- Lesser Sl
- Ogre
- Ogre Ma
- Otyugh
- Rochun
- Screed
- Shadow
- Tavis Wy
- Tiern
- Ungern
- Ungern
- Ungern

**COMBAT TRACKER**

Name	Init	HP	Temp	Sbd	Wind
Rorik	8	54		1	
Ogre 1	7	14		14	
Ogre 2	7	14			
Ogre 3	7	14			
Ogre 4	7	14			
Ogre 5	7	14			

Init 0 Move 20 ft

BTH 4 Atk Bardiche (1d10+3), Punch (1d10)

Special Darkvision 60 ft, Twilight Vision

Round 1







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\*sigh\* Okay. I dont want to do this.

I love the games premise, the games style the games delivery.

Tower Defense isnt really dead per se, but after the oversaturation its become kind of rare to see any of them anymore. And here I stumble over Locks Quest. It seemes cool, looked cool, sounded cool on paper. And Its a re-release for all other major outlets.

but this version, as much as it pains me, I can not recommend.

Because as good as the music is, as stressful as the battles get, as beautiful as the art is, there is a really basic thing that kills the game for me

the controls

Given, with a lot of the things you are able to do you see that this was an NDS title. Those little mini things to increase your combat damage or repair your defenses faster. But for what I feel, it doesnt really work on mouse/VKB controls.

As often as I tried to ratchet-repair my walls and turrets, as often Lock just sprinted off to the bottom of the screen where the little ratchet minigame was.

As often as I tried to repair a turret during a battle, as often Lock stormed headfirst into an enemy and fisticuffed it in the face  
As often as I tried to quickly click through the combo during said fisticuffs, the more it just didnt register clicks and so I could count as well as some imageboards. 1, 4 Ah damn, now I'm stuck in combat for 3 more seconds while another wall gets ground to dust.

Another little gripe is that they dont completely explain controls, as in, I can place defenses with LMB, rotate them with RMB but how to deselect them.... good luck, you're on your own (its MMB, btw)

So yes, if possible try to get it for DS but PC? that quest ended quickly.

Sorry.. Huge fan of the webcomic. That said, the game was pretty disappointing to me. If you like the webcomic and are always hungry for more like me, then it may be well worth it to go through the game for seeing more of the characters and all that- but they don't quite shine as well here. I finished to the end in anticipation of an interesting story, but the ending felt very abrupt and anticlimatic.

Where to start? The graphics are...okay. The animations were pretty awful. They were very stiff slow and choppy and kept making awkward pauses in the dialogue that really interrupted the flow of the action. The sound effects? My ears were bleeding (especially that one re-used kiss sound effect oh god).

The voice-acting (in English) was all over the place, some of them were okay or pretty good (thankfully Larisa was still pretty awesome) while some sounded like grandpa in a skype call with a \$2 mic.

The actual dialogue was pretty amusing. Again, Larisa is best.

The point-&-click stuff was pretty neat, though some parts were a bit too nonsensical/abstract to really solve except hoping to stumble onto it by chance. Then again, I haven't played too much point-and-click, so maybe I'm just really bad at them. I often got stuck trying every combination over and over only to finally realize I overlooked the simplest actions.

The minigames were simple but challenging enough to be fun imo. Plus, the CD's were a nice touch for when they could get too frustrating.

Personally, I would have really enjoyed it if the game's story took place more in the actual setting of the comic and used more of their existing characters that fans would love to see. It would be awesome exploring places that fit into the comic, like the school, cloud's house, the forest, the various places of the city- lots of potential there. Frankly it was hard to feel invested in that medieval setting with its short-lived characters who were little more than walking parodies of a genre.

If they made another game established more firmly in the comic's setting with more of its characters, I'd likely go back for more despite the various technical drawbacks. (please please fix that kiss sound effect though or it'll turn otherwise cute scenes into

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really cringe moments D:)

So, overall...I feel they could have invested much more time and effort into the quality of the animation and sound. Either that or lower the price to match what was put into it. Definitely room for improvement in the character models but was passable. Would definitely be more appealing with more focus on the comic's setting\characters imo. Good for some laughs and basking in Larisa's fiery glory but probably not recommended for people unfamiliar with the webcomic. (then again, I'd recommend them the comic first).

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Edit:

In hindsight, just thought I'd throw this bit of clarification in. I really wavered over giving this a thumbs up or thumbs down because, honestly, that depends on the context of whether you're going in as a Sandra and Woo fan or not.

On one hand, I don't regret buying and playing it- I wanted to support the author anyways, and it was interesting to go through as a fan. I'm also being a bit of a critical\u2665\u2665\u2665\u2665\u2665in that spirit, out of that sort of respect and expectation of a series I love. I would hope that other fans will invest in this as well, and hope a sequel may be made that will outdo the first.

That said, I ultimately concluded that this game will probably not appeal to the average Steam user to happen upon it, and decided to vote within that context.. I was suprised at first that everyone of them was in a relationship with someone else and I needed to get rid of them. As long as they were horrible persons it would be fine but some of them were actually nice... The stalking was funnier than expected.. Some events are fun as hell but then some events just make you wtf. Wouldn't pay more then 5\$.. very good game  
10V10 mi sa. This is one of my favorite VR games. I always break a sweat playing it because you have to move around really fast! It's a little on the short side, but it's fun to beat the harder difficulties, and the replay value is pretty high.

EDIT: Lot's of people complain about getting swarmed from every direction. Maybe the tutorial could help, but, I have beaten this on hard. You have to KEEP ON MOVING. Never stay still for too long. Also, use the little staircase area and the area by the billboard. This is still one of my favorite games and I still play it.. I always enjoy doing these puzzles and spaing out. It would be nice if there were a hint button to the game

6.5V10



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This game was so annoying. This is the best. 10/10 graphics, great sound and very scary.

Never play alone at night :p. Good game for the price, has a few levels to try out and receives frequent updates not bad especially since it's early access.. This game might be new and all but there is way too many bugs for released.(No stamina, frozen characters, getting stuck in the blocking animation and getting stuck in walls). Have played this German dlc love the new buildings and now can control the game speed settings plus the Terminal Stations are cool need to add to the warehouse extra spaces so more products can be held there if you are doing France try to include GB to Northern France like you have done with Ireland.

Overall great DLC love playing it However new characters are required for the different regions

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