Fractured Space - Starter Pack Download] [pack]

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About This Content

Save 80% and jump in to the battle with the Starter Pack, perfect for new players and veterans alike. Build up your fleet with four great ships and four superb skins, plus more.

Pack Contains
Four ships*:
USR Colossus - Heavy Attack
TDS Protector - Light Support
Zarek Venturer - Medium Attack
USR Ghost - Stealth Attack

Four skins (these can be used instead of the standard ship skin):
Colossus Mercury
Protector Maia
Venturer Jupiter
Ghost Mercury

Credit boosters x10
These can be selected for use after a match to double basic credit earnings.

250 platinum
This can be used to purchase in-game items.

*You will not be reimbursed for any ships you currently own.

Title: Fractured Space - Starter Pack
Genre: Action, Free to Play, Indie, Strategy
Developer:
Edge Case Games Ltd.
Release Date: 3 Oct, 2017

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Minimum:

OS: 64bit Windows 7 SP1 / Windows 8 / Windows 8.1 / Windows 10

Processor: 2.3+ GHz

Memory: 4 GB RAM

Graphics: DX11 with Feature Level 11, SM5
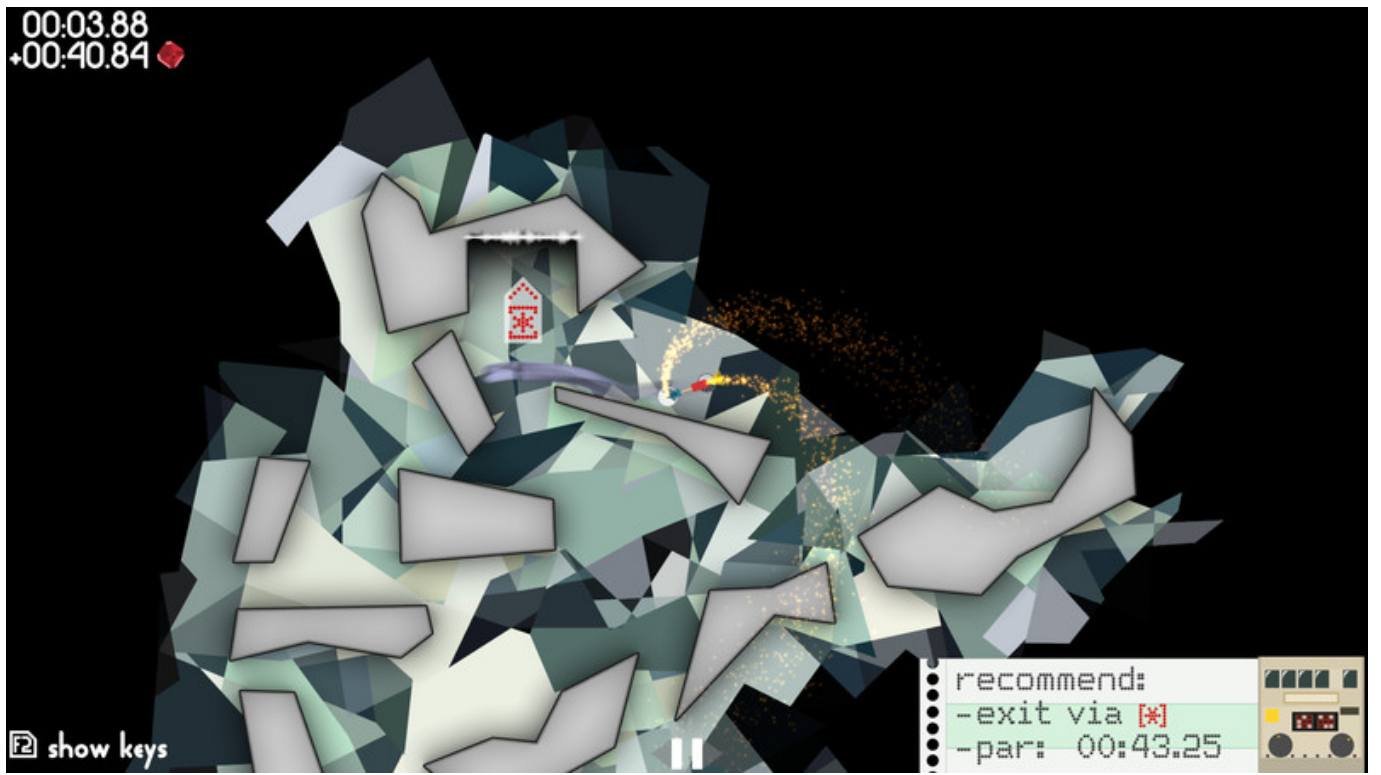
DirectX: Version 11

Network: Broadband Internet connection

Storage: 16 GB available space

Additional Notes: Make sure your drivers and Windows are updated. Supported chipsets: NVIDIA 470 GTX, AMD HD6850, Intel HD4600 or greater. Laptop versions of these chipsets may not be supported. Updates to your video and sound card drivers may be required. We'll be constantly updating the game to lower the required specs, so bear with us if your machine is struggling.

English

00:03.88
+00:40.84

show keys

recommend:
-exit via [*]
-par: 00:43.25

Inventory

fractured space starter pack

After 25+ hours of playing this on normal, I'd say this is a very good, almost great game. My attention span for games seems to be around 15-20 hours but this kept me interested the whole time, up through about level 103 out of 130. And I'd still be playing it if it weren't for the dark holes.

They are not fun. At all. They are like gravity holes that suck you in and spin you around them. They are highly annoying and hard to escape without falling to your death. It was a ton of fun for the first 100 levels but I lost interest after fighting dark holes for 30 minutes.

Honestly, I almost think the game is *too* long. 100 levels and a bit faster upgrades would be better, imo. The upgrades are nice and for the most part keep you motivated, but I fell behind in the "passive" upgrades. I then came to a level that you apparently need one of the passives to get all the gems. I will have to complete 10+ levels and not upgrade anything else before I can go back and finish that one. So...don't do that.

The levels also get progressively more elaborate and a few of them in the 90's got a bit tedious, but the level design overall is very good.

Movement is defintely not perfect, but it's workable once you get the hang of it. It can be a bit frustrating at times, like when you need to jump through a one-character high hole.

The boss fights are mostly on the easy side. A couple of them took 4-5 tries but most were 1 or 2 tries.

Overall, it is a very fun game that is worth the price even if you end up wimping out at the dark holes as I have. I will probably go back and finish it at some point but even if I don't it was money well spent.. One complaint: the gameplay was a bit clunky. I would advise the developers to put a little bit more time into placing their triggers in such a way that the user can grab something quickly and easily, rather than having to grope around until the tactile response indicates that they've put their hands in the right spot. On first playthrough, I would guess the triggers need to extend further towards/past the fingertips. The orientation of the hands isn't quite right either, and holding something such that you can read it is more than a little awkward. I also would advise making it a little more obvious that the first door is locked. In future episodes, I would also like to see a more polished locomotion system. The blackouts between locations are immersion breaking.

Essentially, it's clear the effort here was put towards the story. Game mechanics feel like an afterthought, a boring distraction cobbled together quickly in order to move on to more interesting things, and the result is a game that feels like a very pretty prototype. The narrative is excellent, but the mechanics get in the way. I would love to see that addressed in future updates/episodes.

Otherwise, this is an excellent experience, and I would strongly recommend it as a quick introduction to what VR can do in the storytelling arena. I look forward to future episodes, and would gladly be willing to pay for such episodes provided they were of a suitable length.. this game should be more well known to other players because it's great.. I saw one of the streamers I frequent, GrandPooBear, playing this game and about 30 seconds into the first level I had to pause the video because I didn't want to spoil what appeared to be an azmzing game.

Splasher is like a cross between a less punishing version of Super Meat Boy combined with the gel physics of Portal 2. The controls could be a bit tighter, but so far this is a pretty enjoyable game that I would recommend people check out.. it would'nt even load don't know how it got bbest reviews in the series. If you want a hunting unlimited game get the 2008 version. worse than a nail getting shoved up your♥♥♥♥♥

Definitely a nice game to get some friends together for, it's simple but elegant. It makes room for a little mindlessness, but is very open to strategizing.. *\u0427\u0435\u043b\u0438\u043a \u0441\u0442\u043e\u0438\u0442 \u043f\u0440\u044f\u043c\u043e \u043f\u0435\u0440\u0435\u0434 \u043f\u0440\u043e\u0442\u0438\u0432\u043d\u0438\u043a\u043e\u043c. \u0428\u0430\u043d\u0441 \u043f\u043e\u043f\u0430\u0434\u0430\u043d\u0438\u044f 97%. \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665 \u043f\u0440\u043e\u043c\u0430\u0445\u0438\u0432\u0430\u0435\u0442\u0441\u044f* -\u042f: " \u0415\u0411 \u0422\u0412\u041e\u042e \u041c\u0410\u0422\u042c, \u0414\u0410 \u041a\u0410\u041a\u041e\u0413\u041e \u2665\u2665\u2665\u2665\u2665\u2665, \u041a\u0410\u041a \u0422\u0410\u041a\u041e\u0415,\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665 \u0412\u041e\u041e\u0411\u0429\u0415 \u0412\u041e\u0417\u041c\u041e\u0416\u041d\u041e, \u0418 \u042d\u0422\u0418 \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u042b-\u041f\u041e\u0421\u041b\u0415\u0414\u041d\u042f\u042f \u041d\u0410\u0414\u0415\u0416\u0414\u0410 \u0427\u0415\u041b\u041e\u0412\u0415\u0427\u0415\u0421\u0422\u0412\u0410?! \u0414\u0410 \u041d\u0423 \u0412\u0410\u0421 \u0412\u0421\u0415\u0425 \u0412...". Pretty unplayable with all the crashes.

Can't seem to get my mouse working.

Abysmal.

Win 8 x64 Intel+AMD Graphics. Awesome platformer! Tight controls, great variety in puzzle mechanics, SICK soundtrack and just the right price.
Highly recommended to anyone who wants a tight platformer with no ♥♥♥♥♥♥♥t!. A stunning little Indie Arcade game with nice Pixel graphics in Retro setting

The game itself plays as those old Arkanoid/ Brick Breaker games where we had the bar that we moved left and right to keep the ball above the screen, this one is slightly fast with tons of mechanics that this game has to offer.

The graphics are done beautifully for the game, any pixel lover will love what they've done here, the game looks good, feels good and is a pleasure to look at.
There is a funny yet ridiculous lot behind the game, a showdown between Death and the Thief Dracula, the story may not be all that deep but it plays off well with the game itself.

The game offers several things we don't usually find in these game types, enemies within the levels, boss fights, we don't always have to break every brick to progress, but instead make a exit large enough to move on, so the game offers quite a few new things that's pretty neat.

The game has a few small issues, but nothing worth game breaking, as it is this game can be thoroughly enjoyed. getting it on sale is preferred here though.
. Pretty fun game.
https:\/\/youtu.be\/ikJnKkqfQAs. great but short puzzle game with relaxing music.. does anyone know how to get a refund on this game?

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