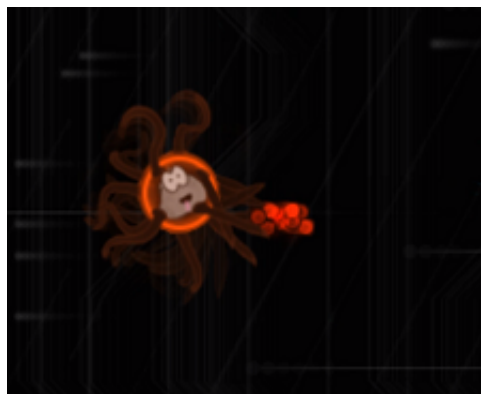

Spark Activation Code [Patch]



Download ->->->-> <http://bit.ly/2NHnuvW>

About This Game

Everything in Spark is rooted in the player's arsenal of destruction-- *four bullets that vary in power and speed.*



Whether you are testing your precision and cunning in the Puzzles, your destructive skills in Conquest or your resilience in Survival; mastering the multitude of combos at your disposal is crucial.

Blast, Dodge, and Solve your way to the top of the leaderboards to crown yourself the king of Spark.

Conquest

Did you ever dream about a world in perfect harmony, with no conflicts or power-hungry tyrants??? Yeah, me neither. That would be way too boring.

Time to step up! Crush your foes, and their fearless leaders in Conquest. Elaborate bullet patterns, coordinated enemy movements, and... BOSS BATTLES.

Rack up points by blasting everything that shows its ugly mug. Bonus points if you can defeat the final boss. I have to warn you though; he is a little bit... crabby.

Survival

Surviving is all the rage right now... It's been trendy since the inception of this beautiful blue planet. Even if trends aren't your thing, hop aboard the hype train in Survival.

Your objective is simple: Stay alive as long as possible. Think about it... you've been 100% effective so far IRL. Time to transition that effectiveness in game.

Craft combos to clear enemies, collect powerups to help when times get tough, and don't forget your dancing shoes because you are going to need some fancy footwork to dodge all those bullets.

Puzzles

Okay... so killing everything isn't your style? Maybe you're more of an intellectual? Don't fret, Ruler of the Riddles... these Puzzles were made just for you!

Flex your brain, show off that surgeon-like timing and precision, and solve your way through as many as you can, you Emperor of Enigma.

If you want to be the Captain of Conundrum, you're going to have to be fast. It is a race against time. And, I can assure you, time didn't skip leg day.

Title: Spark
Genre: Action, Casual, Indie
Developer:
Knightmare Games, Limited
Publisher:
Knightmare Games, Limited
Release Date: 10 Nov, 2017

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Minimum:

OS: Windows XP

Processor: Intel Core 2 Duo

Memory: 2 GB RAM

Graphics: GeForce GT 340

Storage: 50 MB available space

English







CHORDS


GUITAR KARAOKE

9
LEVEL

LET'S PLAY

SETTINGS

EXIT

 Want more tips? Check out the Community Guides section in Steam community hub!

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Really bad FPS. Enemies mindlessly float towards you. Animations are bad. Level design is bland and mindnumbingly boring. Weapon models look like modern art (the bad type). Don't buy it.... I enjoyed this point and click much more than I thought I would. The hint system I was very impressed with. You can get just a little hint or have the whole puzzle blown open because it's been driving you mad. Good story and very intuitive puzzles. Gaius is most certainly the next Threeewood.. What would you say to a platformer where you have to roll around a square? Not push, roll. The concept has been done well elsewhere, like with your slick technicolor cube in EDGE, but you have to admit it's not the most appealing pitch in the world. You need a really sharp presentation or some enthralling puzzles to make that sort of awkwardness sing, and I suppose on some level Gravilon tried to do that. It tried, but it definitely did not succeed.

Gravilon is a puzzle platformer where you roll a square around a bunch of floating lines. Other than some floaty movement and dots you can touch to reverse gravity, the rolling is just as clunky as you're imagining. You can build up momentum to cross gaps, which you'll need to do pretty much all the time, but it makes your box extremely difficult to control. And that's a pretty core problem with the game, because not half a dozen levels in it gets blisteringly hard. You'll start being expected to make long precision jumps and clutch gravity flips, and falling off the level or touching deadly yellow lines starts the whole level over.

There are a few extra tools you have to overcome these difficulties, like a slow-motion button and the fact that when you die or reset, your previous square remains in the level. But rather than supporting your efforts, these mechanics become required before even warning you up to how they work. All of this takes place in a gray void with the next and previous levels visible in the back and foregrounds, which sounds cool except they're all made of the same black lines and blend together into a visual mess. Add a plain-text menu that looks like fifteen minutes of placeholder programming, and you have an unpolished, unbalanced ball of frustration on your hands. And it doesn't even roll right.

I'll be the first to sing the praises of a fresh take on the vast platformer genre, even if it doesn't pan all the way out. But Gravilon is a transparently lazy attempt at using a gimmick to push a poorly-designed game. Anyone with functioning eyes should see the problem with the layered levels right away, and if you somehow get past that you really, really should be questioning the fun factor of precision maneuvering with a rolling square. No one seems to have caught these fatal flaws and so Gravilon sits here, mired in its failings like a wagon with square wheels.

Did you enjoy this review? I certainly hope so, and I certainly hope you'll check out more of them at <https://goldplatedgames.com/> or on my [curation page](#)!. Kicked my grandson, took 2 knives to the head, and a grenade, damn granny is a bauss tank. Lmao, not something I'd play that often but maybe once in a blue moon it's a fun dickaround game for like a hour.

Here's a video, if you enjoy subscribe with notifications <https://www.youtube.com/watch?v=8GOVqgrCsCY>. The online multiplayer is intense

10/10. Had an interesting time with this Tower Defense title. Graphics are good and music appeals (at least to me).

Tower placement can initially be a bit vague, notwithstanding you will soon work out there are placement pads (that could be a bit more prominent).

Would not mind a "zoom out" option.

Have just got through the 3 levels (20V20V15 rounds) Given the download is a hefty 2gb, I was wondering in the Unreal engine was the "bloater".

However, for the price, you can't complain!!

Was craving some sword and sandal action after reading the Blood and Bronze RPG , so far im having fun with this game , only complaint being sometimes your hero gets stuck on an object for a second or two , but other than that its pretty cool , plenty of lore and history to discover , the loot so far is pretty varied , and its nice to see the types of armors warriors wore back then . your companions actually fight very well and you can jump between all of them whenever you want .Enemies will rush you but they will fall back regroup and fight somewhat tactically to preserve themselves which is a nice change in a game of this genre . There is story dialogue as well given in graphic novel form with really sweet art , its on sale right so for 2 and half bucks you get a really cool game , especially if your a fan of Diablo, torchlight etc... The graphics are well done you can see detail in everything , scenery is nice too ! Imagine the Old Testament as a Sword and Sorcery novel/history book um jogo legal,Mas,o tempo de jogo é muito curto,em torno de 30 min.. This is a pretty well-done implementation of a cool idea. You're on a Windows 95-analogue machine, trying to track down criminals with a very limited interface. Come for the nostalgic dial tone, stay for the detective work of following down leads.. DO NOT BUY.

This game had potential, but now it's just a scam. It'll have NO good reps, you could hardly call it an 'Indie Game Battle' when it's going to be filled with bad flash characters and mostly your own creations. It's made by a crap dev. who can't take criticism and only wants to here good things about the game, not only that, but the dev is litterally the only one working on the project. This project is now a failiure and will never offer what it promises, do NOT get scammed!. I can totally roll these 2 cigarettes before the Guard walks over here

ok

roll roll

lick

ok

roll roll

OH♥♥♥♥♥EVERYTHING INTO THE DRESSER!

Oh yes good night to be standing in my Cell not doing anything just thinking about pure Christian thoughts and what I did to be put in here.

Ok time to finish my cigarettes.. I cant get this out of my library, it is so annoying

is there a way to remove it from steam? I cant seem to find one.

Patch 1.0.1:

Hello Everyone!

I know there have been some issues, mostly revolving around scores entering and events triggering within the Steam API. So i've been working at fixing some of the more important issues, here is a list of what's been worked on. Please if you have any issues or suggestions drop them in the forums or contact me directly on [Discord](#)[discord.gg].

- Normalized Puzzle Scores so they have an equal impact on Total Score
- Fixed it forcing tutorial every time you log in. You should just have to exit it one more time! (Really sorry for this)
- Updating scores in all modes more consistently.
- Fixed small visual issues with Green + Yellow combos

There's alot more i need to fix and tweak so i'll likely have more changes in by the end of the week. Hope you are enjoying yourselves in the meantime. Seriously if anything comes up please let us know so i can fix it ASAP!

We are REALLY happy to have finally released the game. We are planning on continually improving/adding to the game for a while. Thanks so much for playing!

Cheers.

Ecky. **The Future of Spark:**

Hello Everyone!

With the last patch, we have not received any reports of leaderboard malfunctions anymore, so hopefully that is all in check. Yippee! Please if you have any issues or suggestions drop them in the forums or contact me directly on [Discord](#)[discord.gg]. The only way for me to know about a problem and fix it is if you report it to us.

So what's next?

Well, that is kind of where you guys come in... I have some quality of life changes I want to patch in. I am going to reorder the menu so that Survival is the first game mode you choose, Conquest is much more difficult and can lead to a more frustrating experience if you haven't quite grasped the combo system. Survival is much more forgiving with the early intensity and use of power ups. There have been some ideas about listing combos in the pause menu, helping align combos with for the player automatically while moving, and straight nerfing the early stages of conquest. So be on the lookout for thing like that in the next patch. But other than that we have no real major plans unless you guys voice something.

.... And beyond that.

Well, we have more games we would like to make, and are going to start development on those soon. That doesn't mean I will not be fixing things here in Spark and checking up on things here, but that might mean any larger features will be put on hold for Spark 2! If you think there is something you really want in the game before we start our next project, please reach out to me!

On behalf of everyone who worked on Spark, I want to thank the people who have played this game, and anyone who plays it in the future. It means the world to us to see you guys enjoying the game.

You can catch me on [Twitch](#)[www.twitch.tv], if you want to see me working on patches or failing at climbing the leaderboards.

Cheers.

Ecky. **Kickstarter now live!:**

We just launched a [Kickstarter](#)[kck.st] for our next game Last Call for Alcohol. It is a drinking card game with a game-manager mobile app. If any of you are interested we really appreciated the support.

If you haven't heard. We also announced Spark 2 and GDC2019 and will have a Steam store page and a demo up this month!

Cheers

Ecky. **Survival Highscore Competition:**

Survival Highscore Competition. **Patch 1.2.0:**

Hello Everyone!

Noobs rejoice! Today is the day Spark got a whole lot easier. Based on data and some feedback from players... it appears things were WAY too hard. Especially for those who have never seen or played Spark before release. In this patch, the difficulty curve has been smoothed out in Conquest and Survival. Expect to be able to survive much longer than before, and hopefully get some higher scores! If you think it still needs to be tuned down or tuned up, don't hesitate to drop a suggestion. We are all ears. In the meantime, I hope you guys enjoy yourselves much more!

PRO TIP: Focus on the combos!

Please if you have any issues or suggestions drop them in the forums or contact me directly on [Discord](#)[discord.gg].

-
- Reduced difficulty of first section of Conquest
 - Reduced difficulty of first boss.
 - Reduced difficulty of second section of Conquest
 - Defeated bosses now give +1 HP
 - Smoothed out difficulty curve in survival mode so it takes much longer to get to the more difficult mobs.
 - Switched the positioning of Survival in the play list to be the top. New players should have an easier and more entertaining time learning the combos if they are under less pressure and have the help of powerups. We saw too many people giving up on the game entirely after playing only Conquest. We hope to see players stick around longer with this change.

You can catch me on [Twitch](http://www.twitch.tv)[www.twitch.tv], if you want to see me working on patches or failing at climbing the leaderboards.

Please if you put a decent amount of time into the game and have any feedback on how we can improve the game, leave a review. It helps me a ton to know where to focus on continuing development.

Cheers.

Ecky. **SEASON 2!:**

Welcome to Season 2 of Spark! Spark has been updated and should be much easier for everyone.

I have reset the leaderboards so it is fair game for everyone after the gameplay changes. Maybe this season someone will beat the final boss in Conquest.

Also, congrats to these players who have forever been immortalized in the in-game credits for their performance in Season 1.

Season 1 Champion: Some1xx. **Patch 1.1.0:**

Hello Everyone!

We still have had some issues with the leaderboards. That is a high priority for me, and i am hoping these changes will fix the issue entirely, but let me know if it does not! Also some quality of life changes, balance changes to the sharks and dolphins, and some achievements are now... uh... achievable. Please if you have any issues or suggestions drop them in the forums or contact me directly on [Discord](https://discord.gg)[discord.gg].

- Fixed another bug with scores not submitting consistently to the Steam Leaderboards.
- Now shows when you have set a new PR in the post game lobby.
- **Scores in game now have commas!**
- Fixed bug with first boss explosion SFX.
- Nerfed probabilities multiple sharks spawn in the late game.
- Nerfed health of Sharks.
- Nerfed probabilities of Dolphin spawning early game.

-
- Fixed Conquest Achievements

You can catch me on [Twitch](http://www.twitch.tv)[www.twitch.tv], if you want to see me working on patches or failing at climbing the leaderboards.

Cheers.

Ecky

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