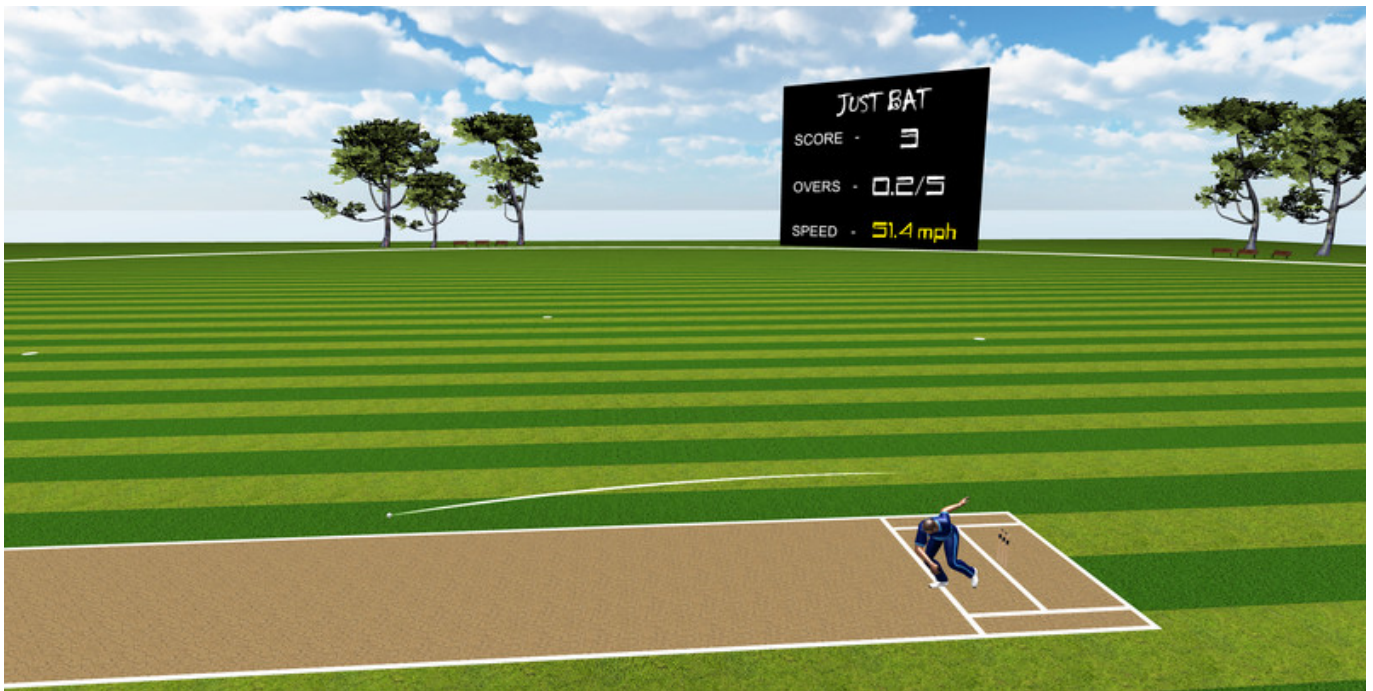

The Orb Chambers II Download Lite



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About This Game

WARNING: THIS GAME REQUIRES SKILL.

The Orb Chambers 2 is a brutally hard physics puzzle platformer expanding on the original to make it better in every way possible.

The game now includes MUCH more content, improved graphics and plenty of new features!

- - Skill system has been added.
- - Certain Items in the levels are now able to be moved around.
- - More complex level designs.
- - Improved lighting system and movement system.
- - Earn trophies for your cabinet in your house and picture frames for completing challenges!.
-

The Orb chambers 2 is allot more interactive and the keyboard now plays a big part in the game.

For anyone who has played the original you wont want to miss out on this!.

For anyone wishing to record you might need to turn the lighting engine off in game. and make sure to record at 60fps

Title: The Orb Chambers II
Genre: Action, Casual, Indie, Strategy
Developer:
StarSystemStudios™, Jaryd Brad Spann
Publisher:
StarSystemStudios™
Release Date: 1 Aug, 2016

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Minimum:

OS: windows 7 / Vista 32 bit

Processor: Duel core

Memory: 2 GB RAM

Graphics: NVIDIA GeForce 240

DirectX: Version 9.0

Storage: 100 MB available space

Sound Card: standard sound port

Additional Notes: Laptops and low end cards will need to play without the lighting engine.

English







Quite cool, but waaaay to hard :(

Runs well on Linux and steam controller support is also nice.. Awesome game. It takes the awesome elements of worms but makes it better (and more challenging). Nauseating level design and some very frustrating jumps spoil what is a beautiful and trippy environment to race in. Avoid this DLC and go for the Neptune pack instead.. Looking good at first, then gets a bit bitter.. A robust sequel to one of my favorite games of all time, definitely worth the money!. Raging Justice is a classically inspired side-scrolling beat-em-up both inside and out. What's particularly noteworthy is its arrival comes over two decades after the genre was last considered hot. While the contemporary release date is likely enough to drive most fans interest, the question ultimately becomes whether there's a good game to be had here or not. After having played and (mostly) enjoyed the game for several hours, my answer is yes but with some very clear caveats.

If I had to put my finger squarely on what Raging Justice is trying to accomplish, it's pushing to be a reimagining and/or spiritual successor to entries in the Final Fight and Streets of Rage series overall. From the gritty back allies and junkyard landscapes, to the abandoned fun fair and mansion that players will visit later on, the game attempts to capture the classic "street brawler" atmosphere of late 80's V early 90's arcade blockbusters that were chewing up quarters while simultaneously feasting on players frustrations. For the most part it's a successful realization of this formula complete with an array of punks and criminals, pallete swapped accordingly for further enemy diversity.

That's to say, Raging Justice looks, feels, and plays like your typical arcade side-scrolling brawler with all the cheap hits, questionable AI, and "hey! that's just not fair" gameplay of its forefathers from decades gone by. You *will* get double, triple, and even quadruple teamed with enemies coming at you from all sides, even on the "Wimp" difficulty. You'll marvel at how the blast radius from a stick of dynamite half a screen over even touched you, let alone knocked you to the ground and robbed so much of your precious health. You'll seethe at being unable to get a hit in as the millisecond you arise from a knockdown, one of the 6 to 8 (or more) on-screen enemies will have already knocked you down... again... for the 5th time in a row.

With time, skill and progression, you'll likely get better though. This amounts to learning the quirks of the game and eventually figuring out a strategy to effectively cheat the game worse than the game cheats you. So goes the classic beat-em-up genre, so goes Raging Justice.

While not quite commensurate with 2018 industry standards, the visuals in Raging Justice are a decent mix of contemporary graphical techniques and throwback Final Fight-esque presentation. While the game won't win any awards in the eye candy department, what's on offer here is more than serviceable and, again, harkens back to the time when the genre was at its hottest. This also includes some stilted, stuttery animation throughout. The harshest critics will likely claim that it has to do with unexplainable performance issues the game is incurring, while genre fans/Vapologists will offer "true to its roots" as the more likely explanation.

The music and sound effects really don't strike me one way or the other. While there's nothing here that I would consider downright bad, there's also nothing that really stands out either. Said differently, the audio samples and *especially* the music from both Final Fight and Streets of Rage remain quite memorable some 20+ years later. Those featured in Raging Justice... not so much.

While the developer gets bonus points for trying something new, the Good Cop (arrest) V Bad Cop (kill) dynamic ultimately feels tacked on and out of place in such a frenzied, sometimes panic driven game. Raging Justice often downright refuses to cooperate with the mechanic even in the simplest of scenarios with limited enemies and weapons flying at you. By the time you hit the third or fourth stage, you'll probably forget it's even there, save for the end-level stats reminding you that you failed yet another arrest-based challenge.

Flaws and all, Raging Justice is certainly worth a go for longtime fans of the beat-em-up genre. Team 17 V MakinGames did their homework on what made those older releases equal parts frustrating and fun and did a solid job matching their game up accordingly. For those new to the scene, I'd advise taking in at least a few YouTube videos before deciding to hit the purchase button. The main reason new releases in the genre are so few and far between is because the format hasn't evolved (or, more accurately, has failed in the attempt) over time. Despite some new mechanics and a new-ish coat of paint, Raging Justice likely won't convince newcomers or previous naysayers that beat-em-ups are officially back. For those of us old enough to still

remember though, Raging Justice successfully scratches an itch that's been mostly ignored (save for fan-made games) since the last iterations of Final Fight and Streets of Rage were new.

. Pas eu le courage de persévérer ; L'accroche est difficile pour ma part.

Peut-être un jour.... Great game, cannot recommend it enough, worth every cent.

Ahhh the memories of playing this at work lol!. This isn't a typical Tom Clancy game, but more of a generic FPS. One that isn't much fun.

When I first bought it, I stopped playing after a few hours. A few years later, I saw it in my library and thought "Hey, it's that Tom Clancy game. I wonder why I stopped playing it after a few hours."

A few hours later: "Oh, right. I remember now. It sucked."

Even if it was \$1, I would find something more fun to play.

. This is without a doubt my favorite VR game. It's extremely fun. It's lacking players a bit now, but once I got in a few games I was totally hooked. It's simplistic, the controls are intuitive, but It is without a doubt the best multiplayer game out right now for the Vive.. Well, I am a little surprised that Giants want to release DLC before fixing bugs but thats not what I am here to talk about.

For 10 Euro or what ever currency you use, you get some very nice equipment for work around your farm.

Lets start with the Skid Steer.

Pros

1. Very nicely detailed
2. First skid steer in the whole farming simulator series. (From what I have seen)
3. Small and compact.
4. Has its own set of implements of which my favorite is a stump grinder.

Cons

1. Has no hand movements for the loader.

Notes and final words

Feels better to use with a keybored coming from a person using a steering wheel.

An its quite unique beacuse is the first of its kind withen the FS series. Very handy for the farm. I give this a 9V10

Next is the telehandler

Pros

1. Nicly detailed.
2. Adds more selction for front loader
3. You can use all attachments for the other telehandler in the game

Cons

1. Have a artic point in the middle which may play/feel annoying for keybored users
2. Again no hand movement for the loader
- 3.

Notes and final words

Its nice to have more selection for telehandler. Not really anything special with this. I give it a 8V10

Now the wheel loader

Pros

-
1. Nicly detailed
 2. Again adds for selction for a wheel loader
 3. Works with all the default wheel loader attachments

Cons

1. Have a artic point in the middle which may play\feel annoying for keybored users
2. You can use all attachments for the other telehandler in the game

Notes and final words

This wheel loader is a bit of a mix with the telehandler. I give this a 8V10

Now onto the Fastrac 3230

Pros

1. Very well made and detailed.
2. Lives up to its name "Fastrac. It goes 70 KMH
3. One of the fewer ma\u2665\u2665\u2665\u2665es with the same size wheel on front and rear.

Cons

1. I feel some details are missing on the rear links. May be wrong, never seen these tractors IRL.

Notes and final words.

Very nice tractor. Its speed is great for grain carting and bale transport. I give it a 9V10. My favorite part of this pack

And last but not least the Fastrac 8130

Pros

1. Lives up to its name "Fastrac. It goes 70 KMH
2. A medium size tractor with quite decent horse power rates
3. Very well made and detailed.

Cons

1. Only tractor without the yellow rims. Feels offset from the others.

Notes and final words

Quite decent tractor for doing bigger jobs around the farm. I give it 8V10. I know its small but the grey\sliver rims put me off using it if I have any of the other ma\u2665\u2665\u2665\u2665es. You may think different.

Well thats it. Not a half\u2665\u2665\u2665\u2665\u2665\u2665review, thats just says great or I like it. For 10 Euros its pretty decent.

. good soundtrack, simple gameplay, good prices (89% off)
good job Green Moss Game. A remarkably upgraded Fortix version. It has very good and improved graphics, some new mechanics and clever achievements. Also a Zombie Mode! C'mon, how can a game be without a zombie mode these days :D Well, it's pretty hard on further levels as those zombies spawn as hell. In overall good and pleasant area capturing game.. This is not worth \$50.....I'd pay \$20....maybe \$30.....its bland and repetitive after 1 hour....pretty bummed cuz I wanted to like this, I really tried to like it, and it's a 10 mission 1 button gamerefunding. The best Pn'C from LucasArt (yes, above Day of the Tentacle,) and in my short list of all-times favourites, despite not having the smartest UI (not the smartest, but possibly the coolest.)

Why? Great story-telling, great humour, great sound, and clever, satisfying puzzles (that don't rely on the trademark annoying random non-sense of the other entries.)

Its one downside: Too short.

And now you can play it with a gamepad, from your rocking chair.. A thoroughly unique sound-based fps well worth the asking price!

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