Spark Download Windows 8

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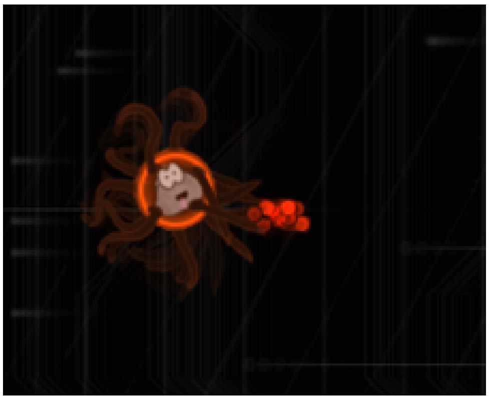
About This Game

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

Helpful notes

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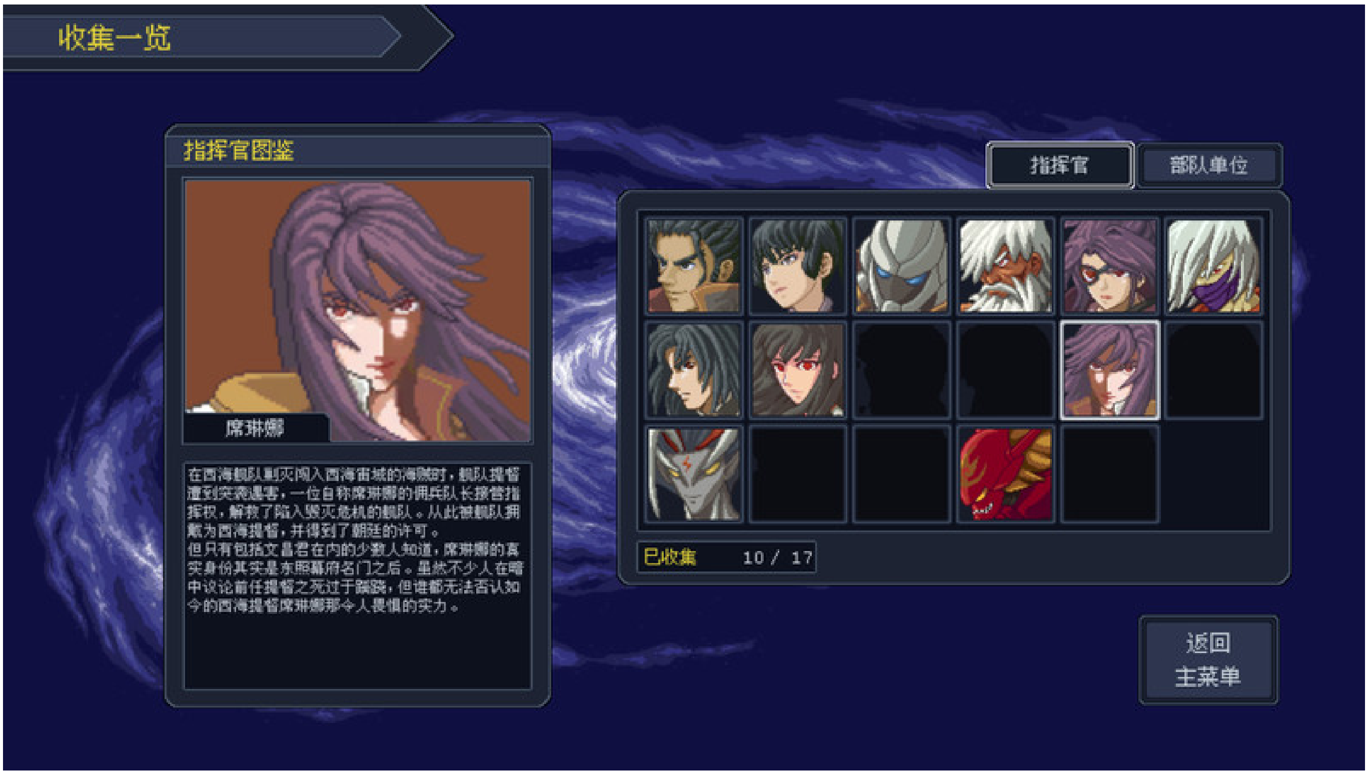
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但只有包括文昌君在内的少数人知道，席琳娜的真实身份其实是东照幕府名门之后。虽然不少人在暗中议论前任提督之死过于蹊跷，但谁都无法否认如今的西海提督席琳娜那令人畏惧的实力。

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Beautiful art, thought-provoking game play.. i love this game idc if im a boy playing it cause its awesome. my favorite is belle. This game is an odd one for me.
Personally, i'm not a fan of the point and click genre, and will avoid them half of the time in fear of getting sucked in then unable to progress because i can't complete a certain quest, or find an item needed to progress.
Kitten Adventures in City Park was an exception however. Seeing that one of my steam friends wrote up a review, and even bothered to recommend it. So i had to see what it was all about.

The Game is your standard side-view point and click adventure game. The story is minor, the characters, with the exception of the cat that you play is, aren't exactly forgettable, but only really serve as hints or out right blocking you from obtaining an item out of sequence.

The Voice acting, while not exactly the best does it's job, and isn't to annoying, and can even make for some charming moments. Only 1 or 2 however.

The art resembles that of a child's art book type of style. The cover art is decieving as it the most professionally done peice of art in the game. However, i didn't mind to much as it reminded me of when i was a kid, imagining the story in my head as my mom or dad read the story to me.

The length of the game however is unforgivable, my personel play time being only 18 minutes. I wasn't trying to breeze through the game or anything, just playing casually, smiling ear to ear as i clicked through the plot specific locations, and everywhere else in between. But it still came down to 18 minutes. At first i thought this would be some sort of Doki-Doki type of game due to the odd reviews left by other players and the alarming amount of save states you can have, but no it wouldn't seem like it; sorry.

The game left me feeling warm and fuzzy, almost teary eyed because of how much of my childhood i recounted, i know that sounds cheesy but still. I enjoyed my brief time spent, and look forward to hopefully some more iterations with a different lesson, despite not being the targeted age group.
9/10, share with your kids.. No one plays this but it's really fun. Not worth three bucks.. A very good platformer from Pixel Reign. The music is awesome, the level design is smart and the game is worth of every Euro you give! Recommended!

https://www.youtube.com/watch?v=pd2ew227RyE. Not really sure what I should write about this game, other then that it's a very calm and relaxing game for anyone interested in the concept of producing and selling your own wine and I simply wanted to recommend it and give it a good score.. i masturbated to this game

This is my favorite Steam Games. It's simple and addictive. Much better than the sequel. All WWII Pacific Theater buffs will love this. It was unavailable for purchase for a while there, but it is back, hopfuly to stay!. If you like Match-3 games you'll probably like ReignMaker. The meat of the game is in the battles, where you play match-3 on one side of the screen while monsters attack on the other. The matching is pretty straightforward (you get some spells you can cast to shuffle or destroy tiles, you get bonuses for matching 4 or more at once, there are locked and frozen tiles, etc) but the combat side is pretty interesting - at first I just ignored it and focused on making matches at the bottom of the screen so that matches on top would happen automatically, but it's actually worth paying attention to where monsters are and trying to line up matches in the right place, especially against later bosses when you need to keep them stunned to avoid being hurt. Also, items can be used on the battlefield side to deal with monsters, and they drop a lot of loot and collectable scrolls that are worth getting.
The town part of the game has good parts and bad parts. Resource production happens in real time, so you can just leave the game running and make as much ore and wood as you need (though money only comes from battles). This is where windowed mode would have been nice. After every new level you beat, your town faces a new dilemma you have to choose the outcome of. The dilemmas are well written but don't seem to have any actual gameplay consequences.
Steam says I've played 4 hours, and I've beat almost half the levels, so I'd guess the total playtime will be 10 hours for one play-through. There are different towns you can play as but they have only minor differences so replaying with a different town wouldn't be too different of an experience.

Update: Frogdice thoughtfully contacted me and corrected some screw-ups I made. The big one is that there IS a windowed mode, it's the last option on the options screen, and I managed to completely miss it. Another one is length: I've now done 34 levels (out of 50) with 8 hours played, so the game could end up being around 15 hours in one play through, not just 10. There's also an infinite tower after beating the game, but I can't speak to that.. To start with a good aspect: graphically this game is above average. It just makes me wonder when Half Life will make its debut in VR. Something in this game - maybe the textures, lights etc - resemble a mix between HL2 and Quake 2.
But this is the only thing I liked. The game is not even close to an alpha release in my opinion. More like a public test during initial development, so they can find bugs quicker.

When you enter a multiplayer game, there is no one there except you. And if you think, ok, empty server, let me try and find another, maybe play against bots... but there is no way to exit the match. Menu buttons don't do anything. The only way to quit it is shutting the game down through Steam VR menus. And after shuting down like this the game does not open anymore. I need to completely restart VR to try it again. Very annoying.

Refunded. I will watch closely if things get better in the future.. How is it possible, that this piece of buggy mess was released as a full game?! I cant even bring myself to write a comprehensive review on this, I am just so angry I wasted my money on the "game". Please, before buying this, realy realy consider doing so, you might as well be flushing your money down the toilet and you will probably have more fun.. It's a fun game, reminds me a bit of transformice. Sadly the achievements don't work.. I wish I could recommend this game, but in order for that to happen, I would actually have had to play the game.

After downloading the game, I can log on and click Start Game, and it brings me to the page where I choose which server I want. And that's as far as I get. The game immediately fails after that, giving me a pop-up saying "Client Crash! Blah blah blah..." I've tried all the different servers, and still the same notice. I've even tried uninstalling and reinstalling the game, and still the same error message. I emailed Suba support, but they never responded.

It's too bad, this game seemed like it could be fun, with cute graphics and a good concept. But these technical errors really need to be fixed.. IF YOU ARE A VIVE USER DO NOT GET THIS GAME---

If you are anything else user, MAYBE get this game.--- (Most likely not, though.)

The reason I say that is because the option for "trackpad" in this game is terrible. You basically use the Vive controllers for their buttons, and not for the fact that they can detect movement. To give an example, if you use an Xbox controller instead of a Vive controller, you're not losing anything in the slightest. This is absolutely unacceptable in a game worth 50 dollars. The Vive controllers should at least be able to point and click to interact with the menu, or should at least be used to steer the wheels as if you had a pretend steering wheel in your hands.

Also, there is no form of tutorial at all, which in a game as fast paced as this is just... I mean, a huge demonstration of sloppy and undevoted dev work. You're stuck a lot of times with things appearing on the HUD, and you have just literally no idea what to do about them in the slightest. For Gaben's sake, this is a 50$ game that isn't even in Early Access, what are you guys thinking? These changes need to be implemented as a first priority, because I quite frankly feel ripped off and like I've been slapped in the face.

In a more positive note, the game plays pretty well. It's as if you're playing one of those arcade games you would find in an arcade or at the cinema, only downloaded onto your computer. I would have had a lot more fun with actual Trackpad support implemented, but from what I could tell the game would be a ton of fun for the Oculus with the use of a 360 controller. I don't see it being worth 50$ in terms of sheer value, but it is definitely worth 50$ in terms of basically having an arcade game stashed inside your PC.

Another downside though is, yes, the lack of speed. The only reason it's worth complaining about that is because this game boasts being "the fastest game" there is, which is kind of a misleading claim. If you want to get a good example of how fast paced this game is, think of F-Zero; this game is exactly on par with that game in terms of pace.

I would have had more hours played, but until the Vive trackpad is properly implemented, I don't want to risk losing my potentiality on a refund if the game never ends up delivering.

Fo shame, devs. I see the work you put into this game, but polish your game up before publishing it. Do you want to be compared to EA? Because that's how you get compared to EA.. LOVE this game! I play golf and I'm into VR, so this really scratches an itch for me. I found The Golf Club VR to be unplayable (and just un-fun) but this is really easy to pick up and play, and you get a TON of value from all the included courses plus some great ones being created by the community! Yes - this has a course editor as well which also bests its only real competition at the same time. My favourite feature is the 50 foot view where you can see how the hole (and the whole course around it) lays out...it's so detailed and useful at the same time. I don't have a big playing area but to be able to walk the course like a giant is really cool. Can't wait to dive into the editor and see what I can come up with next.....KUDOS to the developer on this one!

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... achieveable. Please if you have any issues or suggestions drop them in the forums or contact me directly on Discord[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[www.twitch.tv], if you want to see me working on patches or failing at climbing the leaderboards.

Cheers.

Ecky. **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 appers 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 may 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[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. **Survival Highscore Competition**:

Survival Highscore Competition. **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 1.0.1**:
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. **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

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