
ORBITOR Download Low Mb



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About This Game

ORBITOR is a fast paced sci-fi adventure wrapped up in beautiful visuals, addictive gameplay and an inspiring soundtrack.

Easy to learn, hard to master, the game is accessible to new players but deep enough to allow skill development and advanced gameplay tactics. The open levels allow players to tackle the game any way they like and the game's fast pace and constantly moving and rearranging orbital systems give the level great replay ability.

The game takes place in space themed environments ranging from nebulas to complex orbital systems. Within the orbital systems (or levels) players must use the orbital controls to lock onto objects, orbit them to gather speed, destroy them and collect the energy life forms they release.

ORBITOR is fast, fun and unique.

Key Features

- Unique momentum based orbiting controls and custom physics
- Super fast level to level progression and menu to level transitions for uninterrupted gameplay
- Open and freely explorable environments and level selection

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- Constantly moving level objects and elements

Title: ORBITOR
Genre: Action, Adventure, Indie, Early Access
Developer:
Evil Aliens
Publisher:
Evil Aliens
Release Date: 21 Aug, 2015

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Minimum:

OS: Windows 7

Processor: 2.3 GHz Intel Quad Core Processor

Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTX460/ATI Radeon HD 5850 (512MB minimum)

DirectX: Version 9.0c

Storage: 500 MB available space

English







First off I have to say that this is a great game and the soundtrack is amazing I love this game and would definitely recommend to anyone. I currently give it an 8.5/10 I'm just waiting for an update with more levels but besides that, it is amazing.. I'm flying like a bird in space! :)

Beautiful stunning graphics & an amazing musical score to accompany you while you play.. ok nobody buy the fricken game till its out i cant even get past the first level. At first glance, it may not seem like much. A simple concept and not very many levels.

But I am here to assure you, ORBITOR is not at all weighed down by these factors. This review is my personal opinion, and I am aware not everyone is into this genre of game.

ORBITOR is a powerful arcade title where you play as a small robot called an orbitor, and the objective is to obtain the warp core located at the center of each level. The warp core is inside a shell in the middle, and it is opened when all of the surrounding objects are destroyed. There is no story to this game, but like that of the Bejeweled franchise, one is not required or even necessary.

PROS:

- Stunning visuals
- Exhilarating soundtrack that never gets old
- Awesome sound effects
- Tons of features and abilities
- Lots of replay value
- Unique atmosphere for each level
- Incredibly well optimized (you can run this game on integrated GPU's no problem)
- Very addictive

CONS:

- Not very many levels (for now. As of right now there are 4, but it's been confirmed there will be more coming soon!)
- Lack of settings in the menu (no graphical or audio adjustment and very loud default sound)
- Some minor glitches
- No real goals or leaderboards (including achievements and trading cards) so points feel worthless

ORBITOR is an excellent game, truly worth \$14.99. Any of the cons I have listed are easily fixable, and they probably will be fixed soon. I recommend this if you like a small game to play in spare time. 9/10.. I had been wanting the game for a really long time ever since I saw gameplay of it, and it was everything I wanted out of it but when I saw that the last update note was last year I was a little worried I really hope it is still in dev.

I still recommend this game though the visuals are stunning the music is beautiful and gameplay is fun my only worry is "is it still in development?" other than that 9/10 I love it. (WARNING:I fully recommend a Controller to play this, it offers a much smoother control compared to the Keyboard)

This game might never have the popularity of a AAA Game.

But I truly hope this wonderful,glorious indie game is more noticed by the gaming community.

It's hard to describe the simple joy of diving in and out of ORBIT

Or to explain the pure happiness of chaining several different points while on fast speed.

Or even to explain why it is so satisfying to fly in a little tiny vessel collecting points.

This game is not exactly a try hard game wanting you to get the best score, or to have the best gameplay.

It is almost a child-like wonder playing this beauty, of having stunning visuals and compelling soundtrack that would make you feel as though a care-free asteroid cruising in the vast beautiful space.

I love it.

Its the experience of a space flight simulator added by an retro-arcade gameplay. A wonderous combination.

Pick it up,try it out! Not convinced? You could always try the demo first.

Give it a shot, it might be something you have never looked for but always wanted.. This game is basically the same thing as the demo I played years back, I'm trully disapionted. The syle is great the gameplay is fun but it gets old. Not alot of levels either certainly not worth \$15... OK I get it still early access... but the game looks and feels the same way as the free demo that i played 3 years ago.. Fun game with beautiful graphics and sound track really enjoyed playing it and just flying around in general.

XD. This game sucks, so don't let the trailer mess with your head. There is nothing to do in the game. Save your money..

ORBITOR shows potential, amazing graphics and a beautiful soundtrack to accompany it.

2017 Update:

Project seems dead, dev has not updated.

While the gameplay is fun, its graphics amazing, and its soundtrack stunning. There is little content to make it worth the purchase.

I cannot recommend buying the game in its current state.

MUST PLAY ON ULTRA OR YOU DO THIS GAME DISERVICE ITS \u2665\u2665\u2665\u2665ING GLORIOUS. I love this Game.

The graphics are incredible and the sound track is amazing!. It's alright I guess. Rating: 8V10

Pros:

- +Beautifully crafted game.
- +It's style is nice to look at and is very pleasing.
- +Controls very well.
- +Epic music.
- +It's pleasing just to fly around and enjoy the environment.

Cons:

- A little difficult to figure out the best strategy.
- Deaths can be frustrating.
- Not too many levels. (But it's Early Access so no complaints.)

Since the demo was released this game has been on the radar of those who found it interesting. Even Markiplier, a Youtuber, was very impressed by this game back when it was first shown. After a few years of development it comes out swinging. Beautiful 2D artstyles combine to give you a depth that can rival 3D CG. Not to mention the music fits the areas down to a T.

At first it may seem a little difficult to understand the controls or know when to press what. But after a few tries you'll learn when and how to press the right buttons to gain the most out of the speed. The game becomes even more amazing once you nail this down and gains an unbeatable rhythm to the overall feel. Not to mention it feels extremely satisfying when you see yourself weaving and swerving from orbit to orbit while creating explosions in your path.

The only thing that can become frustrating is learning the right strategy for each level. How? Each level adds in a different element to take into account. So you have to fix your playstyle if you want to beat it. And dying can be the most enraging thing since you have to start all over again. But once you unlock that warp ability and see yourself dissappear like a beam of light, it's all worth it.

Would I recommend this game? Yes! Absolutely. The levels already in the game may not be in the double digits, but they're super fun to play over and over again.. Great Game, lots of pretty art and an amazing sound track.. I love this game, flyin around, bouncing off things, unlocking other things, its so satisfying.

The graphics for this game are gorgeous and the music is incredible, all the sounds fit really well. I'm looking forward to more levels and challenges.. simply amazing! A concept that really stands out and deserves attention.

i've played the online game and tested the warp demo and i can tell there's been progress. unfortenately, only the graphics are getting better, in my opinion, the gameplay has to be further developped to bring out the full potential we have here. the price is also too high for what it is right now, but i remain confident that the game will only get better from here.

now for the content itself, the swiftness and flow of your ship from a "bubble" to another makes you feel free like flying (yeah, seems clich\u00e9 but is true) yet, while being limited in space to move in. the controls come naturally, but at first can be confusing.

so its a great game! play it!. I dunno why this says I have 0.3 hours. I've played this thing at LEAST enough for two full days of gameplay, and honestly it should be in 200-300 hour range. Regardless, the review.

Pros:

- Gorgeous graphics but not demanding.
- Responsive controls, and relatively intuitive.

THE MUSIC

Level design: I've supported this game since the Markiplier released his video about it. Level design is MUCH improved in this game thus far in the Early Access. Seriously.

EDIT:

And of course I'd forget to mention: One of the things I like about this game the most, is that it's pacing is centered around you. You wanna take it slow and accurate, or slow and easy(as in just enjoying the music and view)? Sure, no problemo. Want to

challenge your reaction time by going as fast as the game will let you? Have a blast, just don't blow up!

That's one of the best things about this game, you can take a step back and just enjoy it, and the game won't rush you.

Cons:

No buyable soundtrack. Seriously, I want to listen to this gorgeous music on my iPod and I'm willing to throw money at you.

That's it, really. I'm not too good at reviews. Out of 10, base off the game and not my desire for its music, I'd give it a 9/10 because I'm sure it'll improve, given more time.. good game loved the graphics but the campaign was short and there is no story just loop and pop the star nebula

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