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## Socketeer Xforce



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### About This Game

In Socketeer you play as a small hacking robot who has no weapons, but is surrounded by enemies who do. Strategically hack robots to control their combat abilities and use them to advance deeper into each space station stronghold in this charming sci-fi roguelike.

- Hack over 10 unique robots and use their attacks to defeat your enemies
- Blast open the hull to suck enemies out into space but don't get caught yourself!
- Purchase upgrades at the shop OR risk hacking the Shopkeeper to take it all for FREE!
- Find and hack secret treasure chests for valuable loot and unlock new abilities!
- Use environmental traps like lava pits, explosive canisters, stun lasers, and more to defeat enemies quickly!

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Title: Socketeer  
Genre: Action, Indie  
Developer:  
Ice BEAM Ltd.  
Publisher:  
Alliance Digital Media  
Release Date: 21 Aug, 2018

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**Minimum:**

**OS:** Windows 7 or later

**Processor:** 2GHz CPU or better

**Memory:** 4 GB RAM

**Graphics:** Intel HD Graphics or better

**Storage:** 300 MB available space

English,French,Italian,German,Portuguese







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In this bouncing a green and pink ball across a map in outer space game that contains only 6 levels, i've quite enjoyed the gameplay to be honest.

The controls and physics in this game can be irritating at times, but the game gets really easy once you get the hold of it. I actually liked the few minutes i've played.. I often view Vive games in order of "User Reviews" and I must say that this one deserves a higher spot. While the visuals leave much to be desired, the game does a lot to distinguish itself from the other "wave shooters". You can upgrade everything (guns, boat, abilities), you can create cover for yourself and there are different modes to enjoy. Give this one a try! It's one of the deeper shooters on the Vive right now.. As simple as this game is, it doesn't have the polish I hoped for.

The paint simulation is maybe a 6/10 where a 10 is the professional software. I noticed with the pink cap and high spray at Max distance, the spray loses randomness. It makes a dragged stamp pattern like MS paint.

You can only paint one wall per level. There are no stencils or height adjustment.

For a 15 dollar game about spray painting stuff, I would say the paint simulation better be great and there better be ladders and stencils. Ideally players should be able to add their own stencils.

Instead of getting a refund, I want this review to stay up until the game is done.

Update: Dev said they made changes, but these changes are not significant. Painting is still like using the "airbrush" stencil in MS Paint. ArtRage has a more physical spraypaint feeling and it's a 2D program. I should have refunded.. It was sold at a really low price but on the other hand, it was a rather bad game even though it held a rather high pace throughout the whole game. The AI was close to abysmal - both friendly and enemy AI - and the levels were basically multiplayer levels with some story attached to it... much like the single player part of Battlefield 1942 (except that game had no story at all).

In short, it was not a really good game.. I was really excited when I first saw the store page of "Catch a Falling Star", because it seemed to be exactly my kind of game: cute and colorful graphics that can cheer you up after a long day at work, relaxed gameplay. Thus I bought it right away and not only did it not disappoint my expectations, it even exceeded my expectations in a few aspects.

The gameplay is minimalistic and for some people it can easily border on boring. You collect stars that you can turn in for points, trying at all costs to avoid the ice that slows you down or the negative powerups. Sounds trivial, doesn't it? And it is, if you decide to not go for the achievements that require you to obtain a score of at least 4000/5000, since 4000 is the point in which hell starts to unleash: the stars' speed increases a lot, making it quite challenging to avoid the ice and the negative powerups. If you do decide to go for these achievements, you'll probably often find yourself sweating, trying to beat your previous score in order to improve your position on the leaderboards; however, the feeling when you manage is quite rewarding.

Other achievements require you to collect coins that drop randomly, most of the times quite far from the star that you are supposed to catch. I found this to be a real exercise in tempering my gamer greediness, since I often had to make decisions like: "ohhhh such a shiny coin!!! do I go for it with the price of losing a life? or do I go for the star, letting the coin die?"; and of course, by the time I decided, both the star and the coin were lost... However, looking back, I find all of this to be a very fun experience.

<http://\steamcommunity.com\sharedfiles\filedetails?id=658998310>

[Another positive experience that I had with the game is related to the attitude of the developers towards their players - I don't recall meeting nicer devs on Steam than the Alister Software team. They are very open to the players' feedback and their response time on the forum and in updating the game according to this feedback is very quick \(for example the few bugs that occurred right after the release were fixed in a matter of hours: they also removed some of the achievements as demanded by the players, on the ground of being a bit too grindy: at the time of writing this review, they are working on integrating new features requested by the player base\). They are actively oriented towards improving the quality of their game and for this they](#)

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[have my deepest respect and gratitude.](#)

[Price-wise, I consider the asking price for this game to be rather modest, but on a positive side, it makes this little gem accessible to more people.](#)

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I don't really enjoy casual games, but damn, this game's simply amazing and highly addictive. Plus, the colorful graphics are great and the sound and music are really well done. Highly recommended if you want to kill time, and then some.. It's been some time since I had anything to say on this. So, here goes probably my final time I'll write for this game.

I remember downloading the free port off of the Desura website several years back. When Lach (the lead dev that I kept in contact with until Desura shut down) told me of the steam release, I saved up the money to buy this game, and I've been enthralled by it since. I don't wish to gush so much, so I'll get straight to what my 200+ hours have culminated to. (Bear in mind, most of that time was used listening to the music in the game before I realized that I could access the music files easily through file directories)

**SPOILER WARNING! I reveal part of the game's ending. DO NOT READ IF YOU SERIOUSLY CONSIDER GETTING THIS GAME!**

Pros:

- Funny & Unique characters that you can relate to.
- An overall interesting story that, for the most part, keeps its realism, making me believe that most of the events within could very well happen, given enough time.
- Amazing art skills
- Very nice sound-track

Cons:

- Routes are very linear, and save files often had a problem of becoming corrupt, which I did express to Lach when they happened.
- Many seemingly unique choices ended up being uneventful, leading back to the linear route. Basically, it made the choices seem meaningless, with the exception of ones that put you into alternate endings.
- The realism was lost at the end when Natalya dove into the portal to hell that was within the labs.
- The Final 2 story routes felt too linear. Would've liked more diverse endings in those as well, sort of how the beginning was.

Now, the clincher. Do I recommend this game?

I sadly have to say no, in spite of the review board saying yes. This was a game that was made for a very niche community, and most people will possibly not enjoy it. Alongside events transpiring that I know not the details of that led to a split of the main contributors, this game felt rushed near the end, and it overall just derailed itself with the ending. I will say this though. It was a hell of a ride to watch it develop, and the unique aspects of Russell's route were enjoyable, in spite of being very linear. I personally enjoyed it. But unless you can look past some of the major flaws to this otherwise very well done game, I cannot recommend it to others.

This is not to discredit Lach or his work. It's amazing to see what he does, and I'm always on the look-out for the next creation of his. I just don't think as many people will feel the same way I feel about it, let alone any of his work. And when my friend shows me work of his old partner, it's heartbreaking to see what's become of this. Nevertheless, my opinion is not the end. Judge for yourself if this game is worth it to you all. I simply wished to say thanks for the laughs and give what I feel is a balanced opinion for something that I've had for a long time.

Thanks again, Lach. I hope to see your next work in the near future.

If you ever wish to keep me in the loop, old friend, you know where to find me.

Sincerely,

Tony. DONT buy this game compleatly messed up my computer. cant play ANY of my other games whatsoever... its just nothing but a scam. Not worth \$40!! Wasnt when it came out either!! While I love Night Trap, this is funny enough the worst version. The video is improved somewhat over the 3DO and/or PC version, although not HD. They changed the perfectly fine controls setup from the original game into needless, tacky, flashing lights. What's worse is the trap icon constantly flashes green and then red when it's time to set off a trao. The original had a easy to understand sensor bar. For someone like me that has red/green colorblindness this game is unplayable.. I really enjoyed this game. It has a very unique art style, theme and puzzles. It took me about 4-5 hours to complete.

+1 for linux support. I played through it in Kubuntu 17.04 on an HP Envy ultrabook with a keyboard and touchpad. I recommend using a mouse since some of the puzzles involve aiming with a cursor. It also has full controller support although I



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didn't try that.

It was overall a great experience in linux. The framerate was a little low but that's probably because my ultrabook has an integrated intel GPU and thermal throttling issues.

The developers were quick to respond to a bug report I submitted and had it fixed the next day.. This masterpiece is only \$2.99 and it literally simulates you chasing your dog who \u2665\u2665\u2665\u2665\u2665 everywhere. Oh boy, this was the first Counter-Strike I played, and I can say its a decent game. It takes 1.6 and adds a few new maps, and a few new weapons, and other minor additionsThe real reason to play this game is because of the extra modes. Zombie Chase, Giant Zombie, etc. are modes only available in this Counter-Strike, and all provide good fun.

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