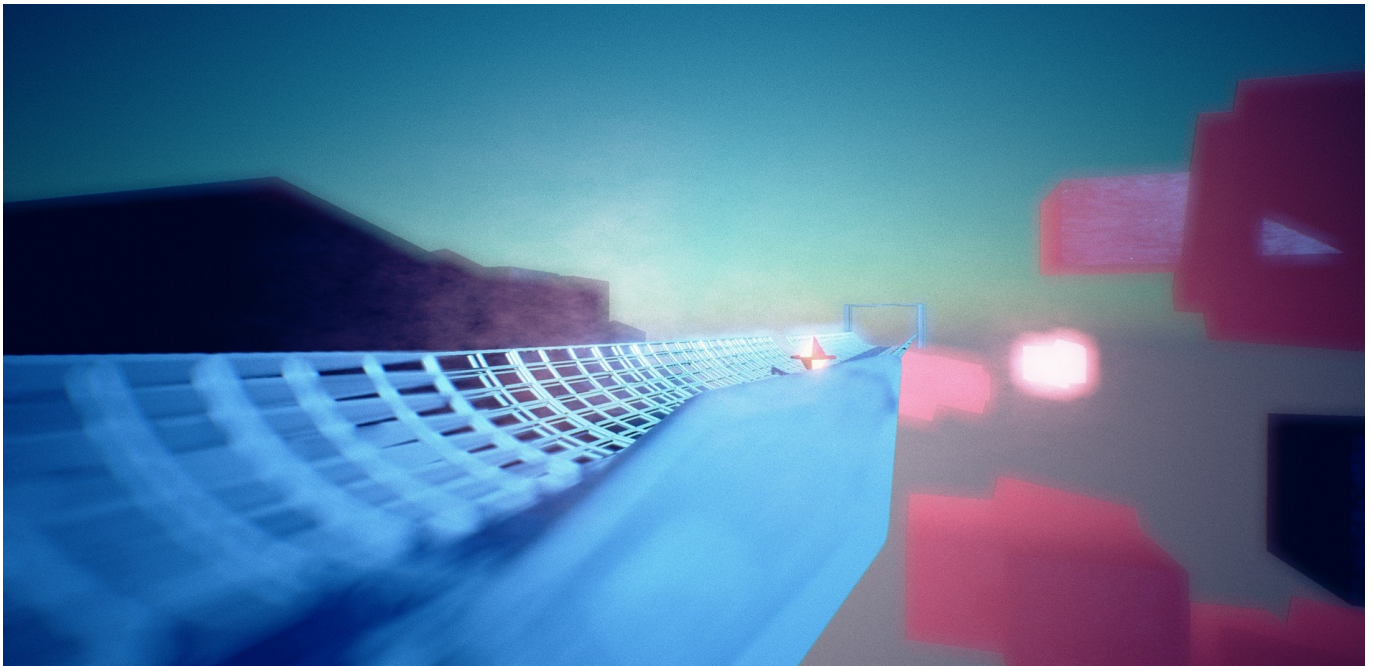
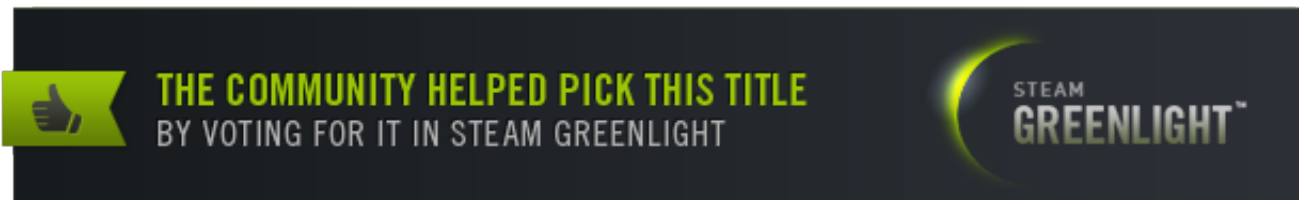

Hyposphere Download For Windows



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About This Game



Hyposphere is not simply a classic "marble" platformer, it may also be the most beautiful, thanks to the power of the Unreal Engine 4, as well as the most difficult.

A cunning artificial intelligence, along with the help of a clever virus, has taken over every computer in the world! There is only one chance to fight back: pass the tests generated by this dastardly digital demon!

Dare you accept the challenge and prevent the coming of the end of the information age?

There's only one way to find out: take control of Hyposphere and dive into the adventure!

Key features:

- Stunning graphics with the power of the Unreal Engine 4!
 - More than 100 levels!
- Non-linear levels, which can be played in different ways!
 - S~E~C~R~E~T P~L~A~C~E~S!

During the adventure you can collect a variety of bonuses:

-
- Extra points, coins, and lives!
 - The ability to increase in weight and in size!
 - A special magnet for items!

Title: Hyposphere
Genre: Casual, Indie
Developer:
Atum Software
Publisher:
Sometimes You
Release Date: 5 May, 2016

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Minimum:

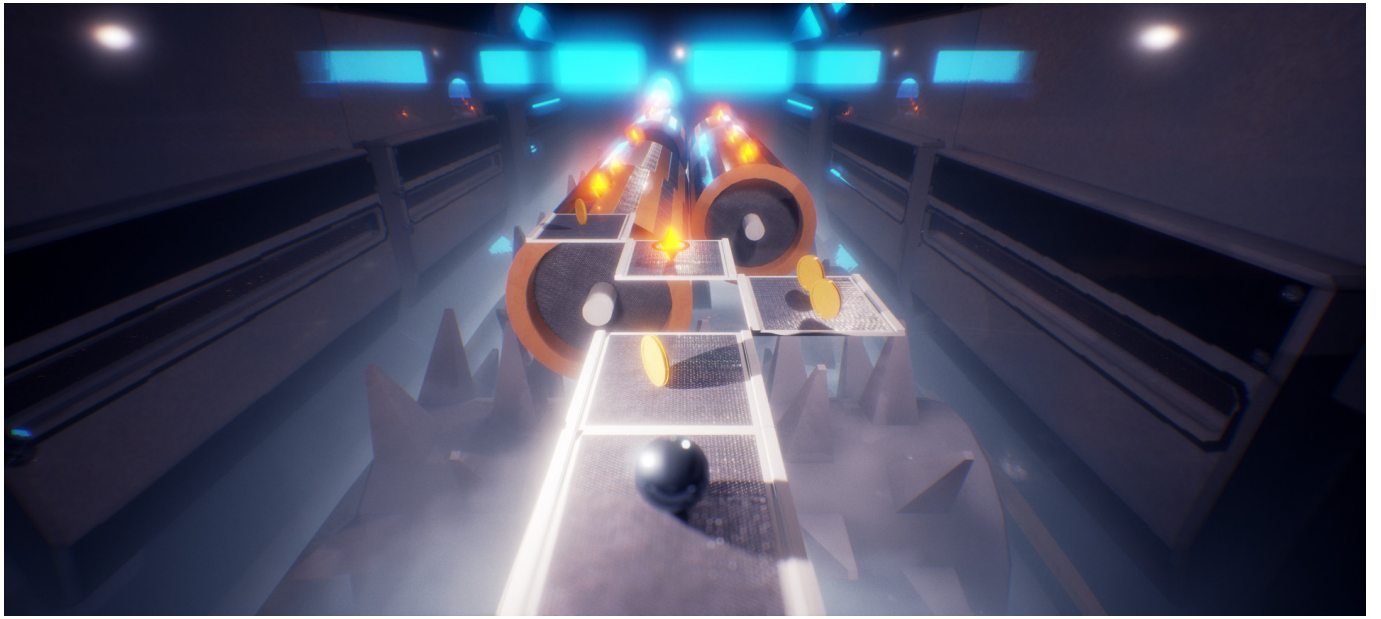
OS: Windows 7/8/10

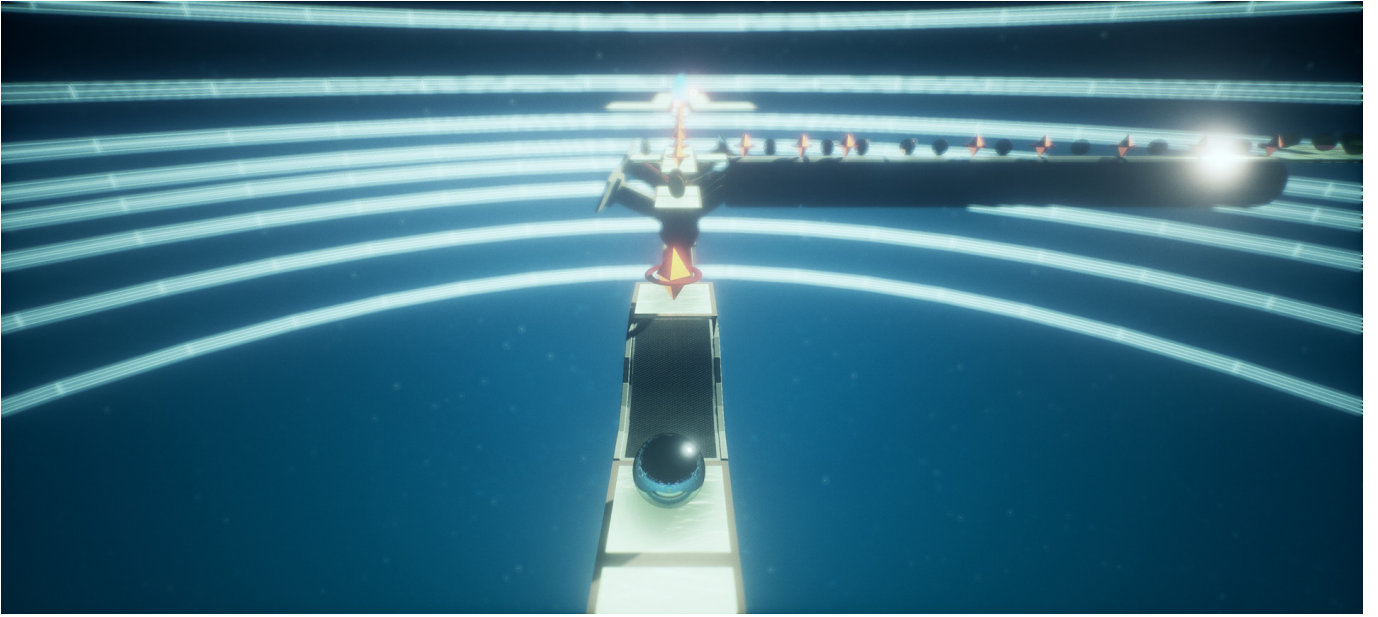
Memory: 4 GB RAM

Graphics: GTX 550

Storage: 2 GB available space

English







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This game seems like it has a lot of potential. The problem is the framerate unfortunately. the 4 FPS game over screen has been my best friend recently because i have seen it soo much im already used to it lel.. This is a marble madness style game where you control a ball and navigate through certain levels.

Graphics are quite decent for an indy game, but unfortunately the controls are a massacre, way to loose and sloppy. The outcome is that you spend more time wrestling the game rather than the levels inside, which is not a great outcome. These kinds of games win or lose based on the tightness and feeling of the interface, and it's unfortunately a fail.

Shame to see decent graphics wasted on what turns out to be a poor game, but I hope whoever did the graphic design and digital art moves on to better things.. This game has needs some speed improvements, as well as a fix to the lag. Untill those are fixed Im not a fan of the game.. Lets break this down into points;

- 1). Motion blur + bloom , made my eyes scream.
- 2). Life system ,for reasons. expect to lose all of them soon.
- 3). Pickups that do ... stuff? for the love of god make life pickups not look something you can just ignore.
- 4). No desernable diffucluty curve, goes from easy just move forward to stupidly hard. New mecanics are not introduced gradually with little risk, nope heres a new thing, FIGURE IT OUT MORON!

I played long enough to hit a level that used all my lives . Spend our money on a diffrent ball game. 1V10 bleeding eyeballs. It's functional but completely uninteresting aside from the way that the game's graphics resemble trapper keep artwork.. Rubbish Game.

Beautiful vision.

But\u2665\u2665\u2665\u2665\u2665Control.. Terrible. No tutorials to even explain what keys to use. Also seems to not support any type of controller. 0V10

. If this isn't on sale, I don't suggest buying it. It seems hastily put together and very unpolished. The shop screen looks quite sloppy and some of the levels are so full of bloom (bright effects) that you can't even see where you're going.

I've gotten to level 70 (check my achievements) and after a certain point the levels just get recycled but with more traps added. There are lots of bugs you can employ to your advantage which shows a lack of play testing - for example, if you fall off the track, you can press escape and restart the level without losing a life. Lives you pickup in the level also count even if you don't beat the level, offering a method for infinite lives.

All in all, it's sort of fun for like a dollar or two, but nothing you're going to be playing for a while.. Excellent game! Very addictive and nerve-racking fun!

Even though I have only played this game for 0.2 hours as of this review I would only recommend it if you are trying to think of a good reason so commit suicide. Very cool game. I read the other reviews and wondered if they had been playing the same game.

I don't usually like "puzzle" games but this one is beautifully balanced between learning - failure and then success. It's a fair game that won't let you away with mistakes but at the same time - rewards your patience and skill.

The graphics and music are pleasant but I did notice some frame dropping - but that happened only on certain levels. Most were fluid and responsive.

This game has been cleverly made to draw you in. And it drew me in. You also get about 28 lives to start with and you'll need them. But I found that as I got better - I found new life tokens which were great.

It's been a while since I've seen a game that is beautiful and absorbing without any annoying side issues. You get right to the heart of gameplay - immediately. No talking raccoons or wizards to annoy and distract.

A very nice example of intelligence - design and thoughtful creativity. And it's fun !!! This is probably my first game review. I am honestly writing this because it has mostly negative reviews. However I honestly spent about a half hour playing the game. It's a great game from what I've played EXTREMELY challenging. I got the game in a \$1 bundle just aiming to find games for my daughter to play it's actually quite entertaining I give it a good review.

Decent graphics, good challenge, plenty of levels and difficulty. Only quitting because my fingers are starting to hurt from not being used to pushing all the arrow keys so rapidly any more.. I used to play these marble platformers a long time ago and I remember them being incredibly hard to beat. And this game is no exception; really fun and very beautiful

BUT the game does need some work:

You cannot completely disable the sound

The menu buttons are sometimes non-responsive

The game is good-looking but is super blurry

When you fall, you clip through every object

The game takes WAY too long to reset each level for how difficult it is

The game really just needs a couple patches and some performance enhancements, overlooking the bad the game is quite enjoyable (I also like the gamepad functionality). This game won't play in my rig (Nvidia GTX 670MX, i7 2.4 GHz, 16 GB) at the proper speed, unless I am on 1280 X 720. And at this resolution, the graphics are ugly.

I had more fun with a similar game on my old tablet (and for free).

I would be delighted to have a refund.

Sorry. Picture yourself as a ball around on a thin platform (unfortunately no Monkey in the ball)...avoiding obstacles, making precise jumps from platform to platform....and cursing at your inability to make the marble move the way you want. Then picture yourself doing that 100 more times. It's actually quite fun, until it isn't.

Before I get into it: I'd give the game a 4/10. You'll probably play it once and put it away. But for less than \$3, it's not much of a gamble. And yes, I did beat the game.

Pros:

-The marble mechanic is really interesting. It takes some getting used to, but it is really nice once you have adapted.

-The level variety is pretty interesting, ranging from slow platforming stages, to racing down the strip as fast as you can, to avoiding obstacles that will push you out of the way.

-Some of the music is good.

-The level designs are interesting, but get a little repetitive.

Cons:

-There is no incentive for anything. The items are pretty useless. You can only use your coins for lives and slightly different

skins. Points...Are just points.

- Because items mean essentially nothing, there are many levels where you say screw it, move forward as fast as possible and jump until you reach the goal. This is further enhanced with the first bug I list below.
- There are items that seem to serve zero purpose.
- No timer of any kind. This would cause some stress and make me feel like I'm playing a game. Add some speedrunning aspect or a countdown timer to make it more interesting.
- The first 50 or so levels are varied and somewhat interesting. After 50 you end up seeing previous levels with small differences. The last 10 levels or so...just a straight line with a bunch of 1 obstacle. Oh..and screw level 82.
- Some of the music stinks.
- Not sure if this is on purpose, but in some of the levels the end of the platforms are not flush, causing a really awkward stall in flow. For instance, on the ginat ball rails you'll be fine until the end..where you hit the platform and get launched out of bounds.

Bugs:

- Low on lives? No worries, just press start and restart level before you die...no lives lost.
- Music stops looping on certain stages, so you're stuck with the sounds of the level, which is typically one 2-3 second sound that constantly repeats.
- Some levels have no music.
- Some levels are broken. You'll see messages along the lines of "Lighting needs to reinitialize. <X objects did not appear>"

All in all, give it a try if you want. If you've played games like this...you'll realize right away that it's not the quality of other ball platformers, but it's alright to waste some time.. Very cool game. I read the other reviews and wondered if they had been playing the same game.

I don't usually like "puzzle" games but this one is beautifully balanced between learning - failure and then success. It's a fair game that won't let you away with mistakes but at the same time - rewards your patience and skill.

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