Space - The Return Of The Pixxelfrazzer Free Download [hacked]

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About This Game

Space - The Return Of The Pixxelfrazzer is an open-world sci-fi hack'n'slash.

Your aim is to explore the inexhaustible amounts of destructible asteroid fields, spacestations and unknown planets of the universe.
And by exploring I mean hacking, slashing and destroying everything that comes into your way.
Shredding all kind of objects means getting more resources and getting more resources means upgrading your ship so you can shred more kind of objects, which rapidly becomes an addicting spiral.
And maybe, one day you'll probably find out about one of the most unsolved mystery of our universe... the pixxelfrazzer.

Be excited of all the cool features this game brings to you:
• all sorts of combinable weapon upgrades and active abilities

- procedurely generated infinite world
- quests
- cool physics
- randomly generated music
- local co-op (Xbox360 controller required)
- and a lot of love

Not only is Space completly designed, created and programmed by one person, the whole gameengine is build up by this guy and this grants you an unique experience of a game the couldn't be any more indie.

Title: Space - The Return Of The Pixxelfrazzer
Genre: Action, Casual, Indie, RPG
Developer:
Sørb
Publisher:
Sørb
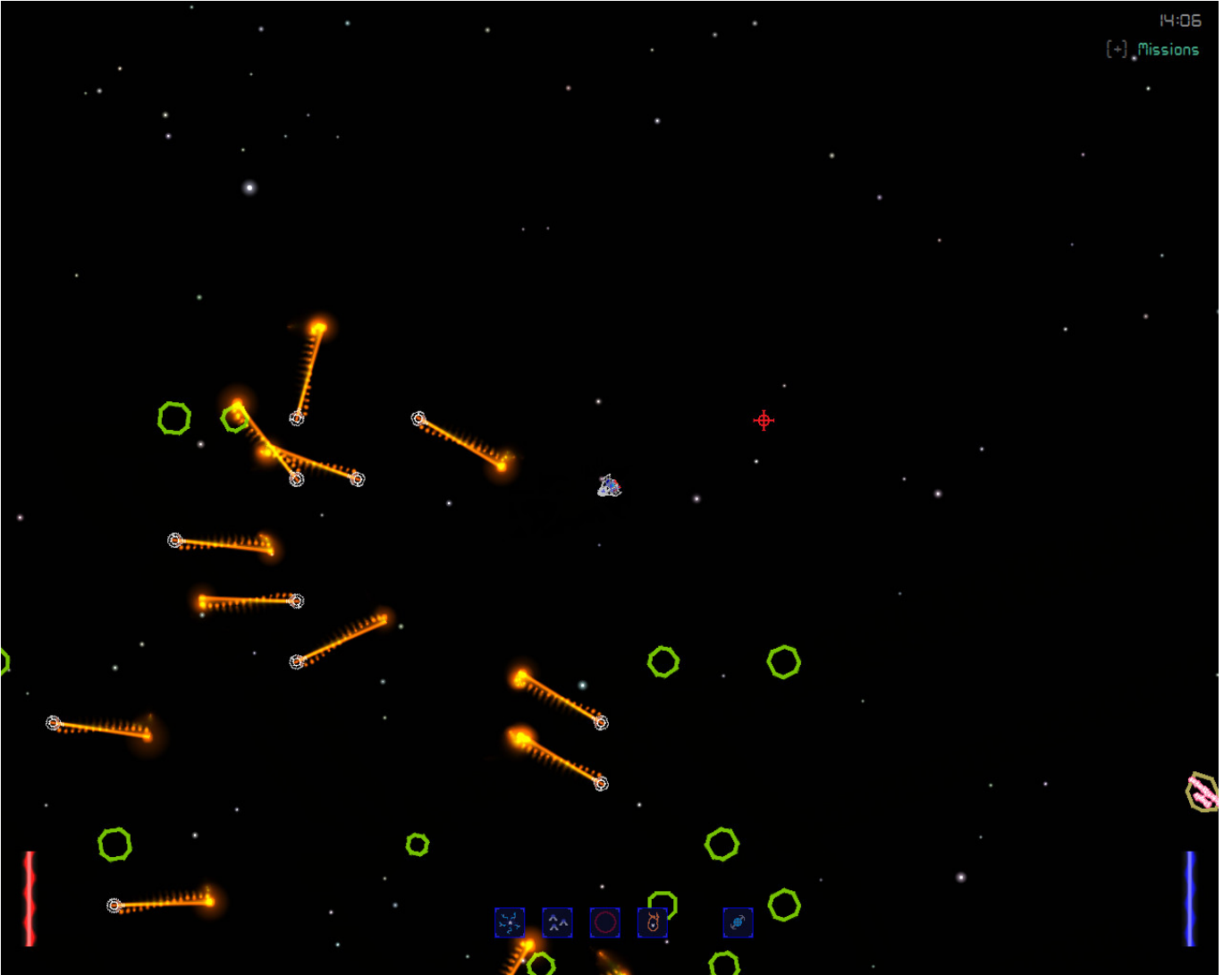Release Date: 2 Nov, 2015

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Minimum:

OS: XP or higher

Memory: 1 GB RAM

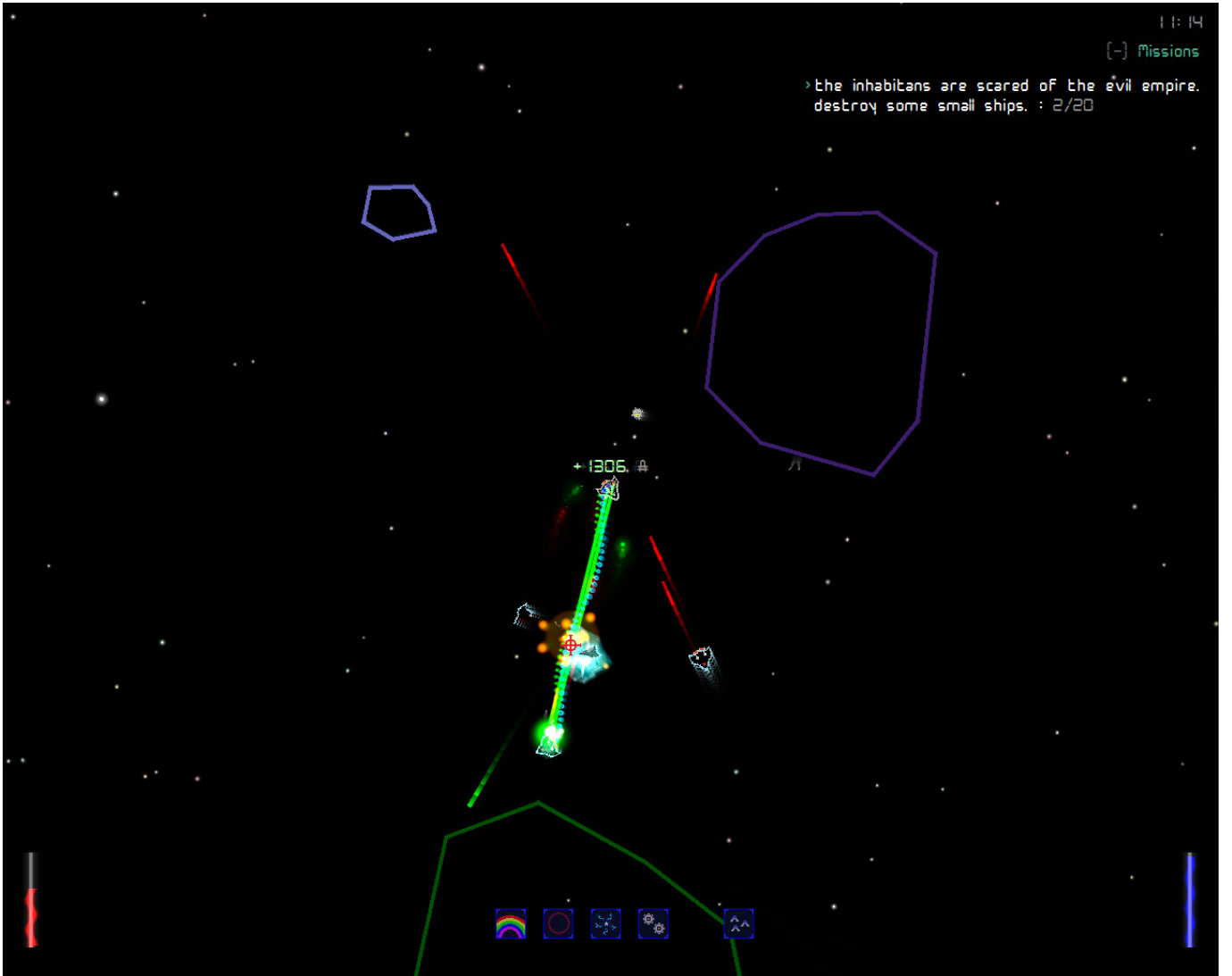**DirectX:** Version 7.0

Storage: 20 MB available space

English,German

Developer genuinely cares and has taken the time to sort the isues I've had with getting local coop to work. Kudos on a great game and even better support.. Space - The Return of the Pixxelfrazzer is a spectacular game.
I'm always happy when "one of those" games falls into my hands.
You know, the ones you start of without a clue of what you are doing but the game pully you in nonetheless and before you know it it's morning and you didn't get any sleep.

This game defines itself through wonderful quirkiness.

One time when I was shooting at asteroids for money, one asteroid transformed into a monster and ate me.
Another time I was doing a quest, and when I was done the questobject suddenly killed me.

Space is never what you expect in this game, and I'm loving it.

Add to that the amount of detail besides having everything turn and eat you, and you realize this is a gem.

There's a "wiggle" upgrade in the game, which is supposed to make you bullets wiggle.
But, and I kid you not, the description text of said upgrade wiggles aswell.

It's the small things that make you wonder and smile, and it's doing that all the time.
I guess part of this comes by not explaining much besides the basics, so you're left with a universe of strangeness to figure out.

The controls are more on the simulation side of things in normal mode, but then there's that other mode that's great for dodging and stuff.

tl;dr
Game is random
Game is fun
Graphics are retro, but with a lot of attention to detail
Music feels weird at first, but you grow to like it
Complete freedom - do whatever you want
Game takes you by the hand via tips flashing in every now and then
You can set the difficulty anytime
It has coop
There is a lot of things to see
You can freeze Planets.. Lots of customization, manually scaling difficulty, smooth and tight gameplay
After a point you are only really getting bigger numbers though, there's not a whole lot of content, but what's there is really nice and easily 5+ hours of gameplay. $2.99. Fired it up just to check it out, thought i would do other stuff. Three and a half hours later I write this. Even if I didn't play it ever again, it would be far more worth while than the $12 or so for the average two to three hour yawn fest movie. Much more entertainment dollar value to be found here for sure.
It's pixely space shooty physics fun.
You should buy this.. bought freeze gun and froze a planet

10\/10. Lots of customization, manually scaling difficulty, smooth and tight gameplay
After a point you are only really getting bigger numbers though, there's not a whole lot of content, but what's there is really nice and easily 5+ hours of gameplay. Looked like the type of game I would love: Random generation, very little dialog (ain't nobody got time for that), space, shooting and loot. 3 hours of 'my wife making comments that I'm always on that damn computer' later and I'm hooked on it.. A small indie-space shooter that requires almost no disk space or good pc specs. Fun for a while, especially if you try to max out everything you have. Difficulty can be increased as soon as you have enough money (farmed by killing mobs), so that you have hopefully upgraded yourself to be ready for the next difficulty level. Lovely pixellated graphics, small, few missions (that soon become repetitive..), but very fun overall.
Recommended!. 10\/10 Honestly! I was scrolling on steam store looking to 'waste' my cash on some game I honestly wouldnt play.

I've bought over 30 games recently and dammmmm I was suprised to see this in the new feed with only one review!!!
I opened it... ASTERIODS... Also I saw that little Minecraft easteregg by the way <3

It's an honestly amazing game worth over $2.99
I will play this in my spare time so much!
Please keep it fresh with new updates often!!

ALSO PLZ NERF PUZZLEBEAST. (I'll also post in forums how to beat it coz I'm so lost with that)

Anyways!
10\/10 would play nonstop

Best game ever. 10\\10. $2.99. Fired it up just to check it out, thought i would do other stuff. Three and a half hours later I write this. Even if I didn't play it ever again, it would be far more worth while than the $12 or so for the average two to three hour yawn fest movie. Much more entertainment dollar value to be found here for sure.
It's pixely space shooty physics fun.
You should buy this.. There's a very charming game of discovery and exploration in here - I think - I've hit a few snags but I'm slowly figuring-out what's going on.

In my first run I met a triangle who wanted to be my friend - some higsaw pieces who I reunited and some octopus-looking-things which glowed for - well - I've no idea but I intend to find out!

My only grumble is that dying = losing money which would be OK if that wasn't money 'lost forever' from that 'universe' - meaning your progress in that 'universe' was just stunted a bit. Every reload is a 'new universe' too - which solves the money thing but then breaks the exploration thing and

I'm still enjoying it ;0. Developer genuinely cares and has taken the time to sort the isues I've had with getting local coop to work. Kudos on a great game and even better support.. A small indie-space shooter that requires almost no disk space or good pc specs. Fun for a while, especially if you try to max out everything you have. Difficulty can be increased as soon as you have enough money (farmed by killing mobs), so that you have hopefully upgraded yourself to be ready for the next difficulty level. Lovely pixellated graphics, small, few missions (that soon become repetitive..), but very fun overall.
Recommended!

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