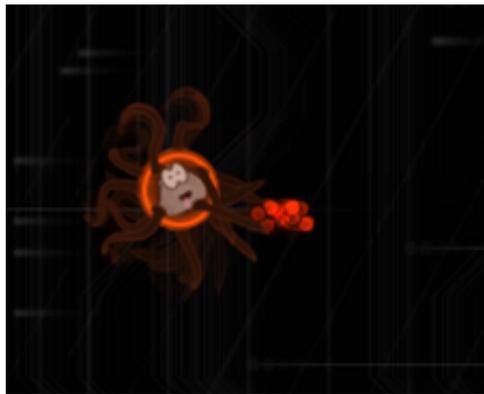

Spark Crack Patch Download



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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

7ad7b8b382

Minimum:

OS: Windows XP

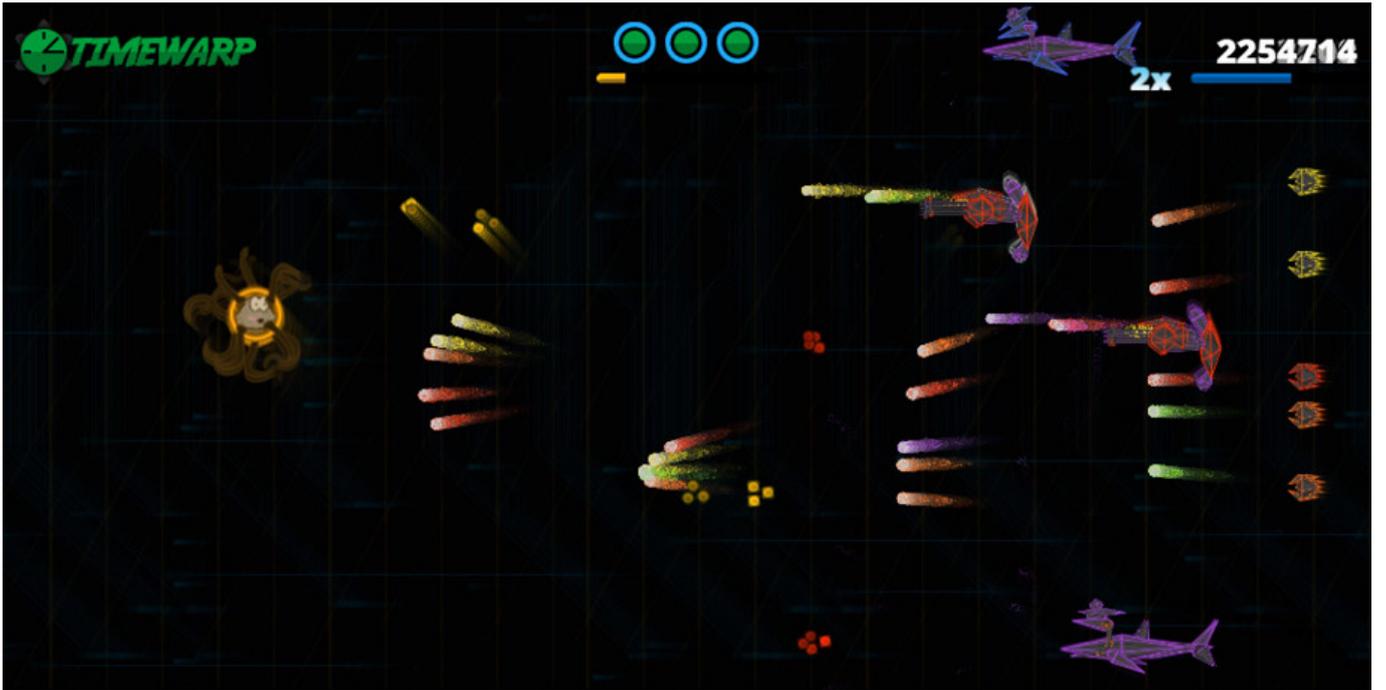
Processor: Intel Core 2 Duo

Memory: 2 GB RAM

Graphics: GeForce GT 340

Storage: 50 MB available space

English







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5V7 best game ever made. the next minecraft fo sho.

Fun game with a good difficulty curve.

Definitely recomend.. Very fun bullet-hell game with visually appealing graphics, including wireframe enemies and I have no clue what the \u2665\u2665\u2665\u2665 the player is, but it's cool looking. Anyone looking for a cheap game to play for a few minutes at a time will enjoy this game. Certain parts of the game can be challenging, but overall an enjoyable experience.

Would recommend!. I'll start off by saying that Spark is a good game. It is an arcade style shoot 'em up with 3 different modes. Arcade-style means that your goal is to get to the highest score possible, and when you die... you have to restart. This means there is no real progression, the only progression is in your skills and how far you can get and how high a score you can achieve. I personally enjoy this type of game, but people searching for a compelling story and level progression should probably search elsewhere.

Gameplay wise. Spark IS fantastic. The combo system is what makes this game stand out from other shmups. You have access to four different bullets, if you shoot the slower more powerful ones... you get exhausted fast. That means that you have to balance getting the big bullets out there for big combos, and shooting smaller bullets to keep the mobs cleared. When you combine the big bullets with the small bullets, you get COMBOS. Combos are what make Spark great, there are so many different combos, every time I play I feel like i am discovering new and better ways to destroy enemies. Also, it seeing the colorful explosions of bullets all across the screen is great and reminds me of fire works.

The game is very difficult if you are not a shmup player. It seems to be balanced around knowledge of the combo system, so if you are not using combos it is likely you will get overwhelmed very fast. This can lead to a frustrating learning curve. After you get some combos\super combos down, the game feels more like a traditional shmup and is more about dodging and hitting big combos than anything. When you get to that point, it is super satisfying... but the road leading to that can be VERY hard for new players.

PROS:

- Awesome and unique concept with the combo system.
- Good enemy variety
- High skill ceiling
- AMAZING SOUNDTRACK (seriously I love it)

CONS:

- Long tutorial
- Difficult learning curve
- No story or level\character progression

Overall, I recommend this game. If you don't think its worth the price, just catch it on sale!. Very fun bullet-hell game with visually appealing graphics, including wireframe enemies and I have no clue what the player is, but it's cool looking. Anyone looking for a cheap game to play for a few minutes at a time will enjoy this game. Certain parts of the game can be challenging, but overall an enjoyable experience. Would recommend!. 5/7 best game ever made. the next minecraft fo sho.

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Definitely recomend.

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... achievable. 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](https://www.twitch.tv)[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 appears 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](https://discord.gg)[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 many 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](https://www.twitch.tv)[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. **The Future of Spark:**

Hello Everyone!

With the last patch, we have not received any reports of leaderboard malfunctions anymore, so hopefully that is all in check. Yippee! Please if you have any issues or suggestions drop them in the forums or contact me directly on [Discord](#) [discord.gg]. The only way for me to know about a problem and fix it is if you report it to us.

So what's next?

Well, that is kind of where you guys come in... I have some quality of life changes I want to patch in. I am going to reorder the menu so that Survival is the first game mode you choose, Conquest is much more difficult and can lead to a more frustrating experience if you haven't quite grasped the combo system. Survival is much more forgiving with the early intensity and use of power ups. There have been some ideas about listing combos in the pause menu, helping align combos with for the player automatically while moving, and straight nerfing the early stages of conquest. So be on the lookout for thing like that in the next patch. But other than that we have no real major plans unless you guys voice something.

... And beyond that.

Well, we have more games we would like to make, and are going to start development on those soon. That doesn't mean I will not be fixing things here in Spark and checking up on things here, but that might mean any larger features will be put on hold for Spark 2! If you think there is something you really want in the game before we start our next project, please reach out to me!

On behalf of everyone who worked on Spark, I want to thank the people who have played this game, and anyone who plays it in the future. It means the world to us to see you guys enjoying the game.

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. **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. **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](https://discord.gg/)[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

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