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About This Game

Puzzle Nebula is a mind-bending puzzle game set in the far corners of space.

"You thought you had died. When you wake up, you find yourself in space, trapped inside a weird machine.

How did you end up here? What is your purpose? Is any of this even real?"

Features

- 80 challenging levels, each set in an unique procedurally generated star system.
- Lots of different platforms that make the puzzles increasingly complex.
- Intriguing sci-fi storyline that will make you question the very nature of our universe.
- Plays well with a controller or a keyboard.

Title: Puzzle Nebula
Genre: Casual, Indie
Developer:
Multiverse Games
Publisher:
Multiverse Games
Release Date: 9 Feb, 2016

a09c17d780

English







CHORDS

GUITAR KARAOKE

9
LEVEL

LET'S PLAY

SETTINGS

EXIT



Want more tips? Check out the Community Guides section in Steam community hub!

ENTER SELECT ESC BACK

I have been playing the games on Win7 64bit and have had very few issues. It has crashed a few times but not enough to make me stop playing the game. The crashes abort your current quest but your inventory and the world inventory stays intact. So if you stored stuff in chests its still there after the crash.

The customization of the character is the fun part. This allows you to create an avatar of your choice. Although as you get armour, helmets, boots and gloves they will cover your customizations. I added a thumb to my hand that stuck out but when you added a glove that disappeared.

Crafting is detailed and you can make a lot of equipment, weapons, armour, potions and even furniture.

This is definitely worth the money and have already gotten value for money.

Well done, keep up the excellent work.. Play Black Edition instead!. Nominated for "In the Beginning..." Award for "We Didn't Think of Everything" Category. This is the game where my passion for PC Gaming began. Well that's available on Steam anyway, the real nomination would go to Wizardry I: Proving Grounds of the Mad Overlord. Many PC Games owe their roots to this game and many others created by the forward thinking staff at Sierra. The Williams and Co. are missed, but will never be forgotten!

Update....trying to keep a good thing going....Nominated it again "In the Beginning...." 2017. ;-). It is♥♥♥♥♥♥. Love this game! recommend to anyone who likes to kill time and enjoys turn based combat. I liked this game, I laughed for a whole hour after seeing a open credits, first "character" pictures and many more (I'm sarcastic right now).. Puzzle platformer that relies on skill and a keen eye. Very fun, beautiful level art.

Spoilers below!

- Yellow star = points

- Red star = small floating jump

- Purple star = big floating jump

- Green star = float

- white star = enemies wont hurt you

(tip: use the red and purple stars for short boosts so you can get higher/further)

The red/purple/green star replace your ability to jump normally - beware of this! At several points in the game you better use up the abilities before proceeding, as you need your normal jump.

Collect 19 keys to enter level 20, which is the last level. Not sure what the "4 worlds" in the game description is supposed to mean. It seems that theres only 20 levels total, but maybe you unlock more when you collect all the puzzle pieces?

Doing a 20-exit run (19 keys + last level) will take you probably between 1 and 2 hours. The full price might be a little steep, but worth it in my opinion. It's still less than going to the movies for example.

bought game 10 seconds before pre-order sale and so got game and more for a discount without having to wait

10V10. This game♥♥♥♥♥♥♥♥me off so much that i threw my keyboard out of my door and deathmetal screamed for 5 mins, this game is a joke.. Fun in its hayday, but it died too quickly and thus I can't recommend it anymore.. At first, I thought this was a game where I could complete levels easily with a few lasers strung across a level, but I was wrong. In order to win I had to stack massive towers of plasma cannons, with multiple turrets and blocks towering across the map like a minimalistic Lego set of a futuristic battlefield. Even when I kept losing, I wanted to keep trying it again. This simple tower defense game evolves over time and becomes shockingly addicting.. Disclaimer: If you inherently can't stand timing-based platforming and a certain level of trial-and-error/memorization, this game is not for you.

Mario really changed platforming huh? I mean he pretty much created it with his appearance in Donkey Kong, but it was Super Mario Bros. that defined core platforming mechanics for years to come. Chief among these is the jumping itself: SMB added a momentum based system as well as variable jump lengths depending on how long you held down the button. Put these together and you had a game that just felt better than any other game at the time. Fast forward to today and we're in a resurgence of the genre, with a new SMB, Super Meat Boy, taking its place as king with the most refined Mario controls to date.

How does 1001 Spikes fit into this? Well

1001 Spikes scales back the jump mechanics to pre-Super Mario Bros.; there's no momentum system or variable jump based on length of button press. Instead, there are just two jumps: a jump that clears 1 tile and a jump that clears 2 tiles.

What does this mean? Well as far as negatives go it means that you never get the same sense of great game feel as you do in Super Meat Boy. That's not to say the game feels bad though; you can change the direction of your jumps in mid-air, so it's not clunky like Castlevania or Ghosts n' Goblins. It also means that it's more accessible; you have to worry less about mastering a complex physics system and more about your timing and reflexes. With more reliable jumps you can also have more daunting challenges, without a lot of the error in the trial-and-error.

But the biggest thing it facilitates is puzzles. It's not always advantageous to use the high jump, even with jump correction; the game makes you use both. You see, most of the game's obstacles are traps, with slight visual clues of where they could be. This works synergistically with the jump system; you'll have to constantly think on your feet about where traps could be located and how to handle them, but because of the rigid jumping you'll also have to problem solve about what sequence of jumps and landings to use to get you to your goal. There are a lot of puzzle platformers out there but more often than not they're puzzle games that just happen to be platformers. This game uses platforming as its puzzle mechanics; rarely do I see a game so multifaceted and yet so singular in its design. Even once you've carved out a path you'll still have to think quickly to execute it; unlike platformers like Meat Boy there's no clear break in between obstacles. Traps add an extra sense of cohesion to the levels as you have to keep moving and thinking on your feet with no time to catch your breath. It's a really unique feeling for a platformer, and frankly it's exhausting at first. But as you play more, you'll get better at the game and at the quick thinking and memorization needed to complete each level. While the game doesn't build in the sense of reward like Super Meat Boy does, it doesn't really need it; by the time you beat each level, you'll have gained the satisfaction of solving a puzzle and of executing tight platforming in one.

This is all reinforced by a smart lives system where you have to actually learn how to play the game, and not just muscle through it like Meat Boy, so that you can preserve your lives and prevent yourself from starting over from the beginning. It's oh wait, you don't have to start over? You just get three more lives? Then what's the point?

This is the start of a few baffling decisions; why have a life system at all? Or a level skip option? Why is there a store anyway? I get that it creates a strong connection between the side modes and characters and the real gameplay as Aban but it ends up feeling grindy and pay-to-win.

Speaking of side modes and characters, this game has a lot of content! There's a single screen Mario Bros. style fighting game, a Kid Icarus style climbing game with scroll locking, and The Lost Levels, which actually is the game I expected except in short form, with a reduced number of levels and only 101 lives, but a Game Over if you lose them all. It doesn't introduce any new mechanics but it does put them together in new ways, and to be honest a shortened form probably works better for that Game Over concept anyway.

The best part of the game though is the level design. With rigid jumps and movement speeds there's already a lot of potential for fine-tuned gauntlets to jump through, with a lot of pixel-perfect platforming that really matches the aesthetic and gives you the feeling that nothing about this experience should have been any different. But what's great is how it layers it: every level has a teaching layer, a 'get through the level the first time' layer, and a speedrunning multiple path layer, and everything in the game is created with these layers in mind, all without ever sacrificing internal logic. There are no scripted events here; everything is created using the tools given, and anticipation of how the player will tackle it. So let's say there's some spikes on a timer, and there seems to be a conveniently different colored block as a safe spot. Well that block is going to have logic to it; it's not going to be just arbitrarily discolored, but discolored because, it has hidden spikes in it, or maybe it's actually a cracked block and will break when you stand on it. When all of these layers and the logic within them come together it creates a world that feels like it existed before you and will continue to exist after you're gone, rather than just a series of arbitrary obstacles. You create the timings yourself, there isn't one set way you have to do it; a favorite mechanic of mine includes pushing a sliding ice block, that you can jump on and ride. Its velocity is set and firm, but it's up to you to set it into motion, not the game. This is a damn fine platformer, and in my opinion, probably bests Super Meat Boy as my favorite to date.

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