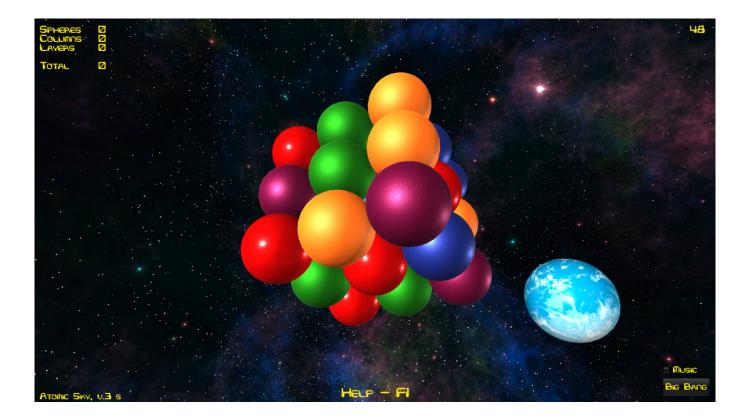
Atomic Sky Full Crack [hacked]



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About This Game

Atomic Sky this is a small arcade casual game. Unlike classic match-3 games, the action takes place in three-dimensional space.

There are 6 game modes in this game: 3x3x3, 3x6x3, 4x4x4, 5x5x5, 6x6x6 and 7x7x7

Simple modes of 3x3x3 and 3x6x3 for a short game For advanced players - 6x6x6 and 7x7x7

The goal of the game is to score the maximum points.

- Put in the rows of balls of the same color and earn more points.
- The fewer balls in the game, the more points per turn.
- The more balls destroyed in one turn, the more points.
- If the column with the balls is empty a new column with balls appears and plus 100 points for each new ball.
- If the layer of balls is empty a new layer of balls will appear and plus 100 points for each new ball.

Control:

- Left mouse button select the ball.
- Right mouse button, as well as the WASD, Arrow keys the rotation around the playing space
- F1 or move the cursor to "Atomic Sky" about game.
- F2 or move the mouse cursor to the timer view the next move
- F3 Results Table

Title: Atomic Sky Genre: Casual, Indie

Developer:

Evgeniy Alemzhin

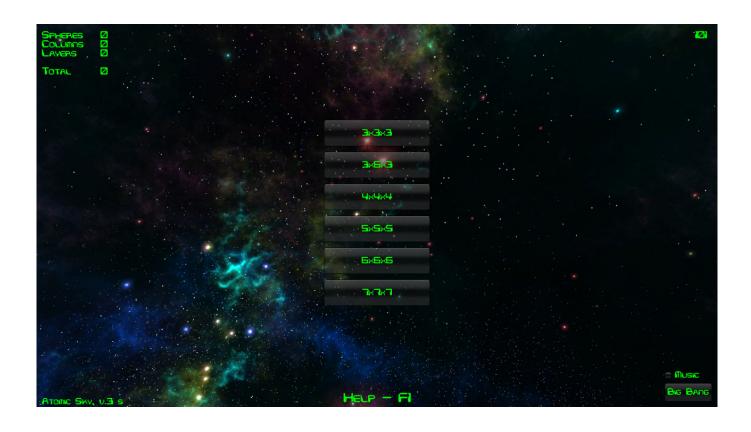
Publisher:

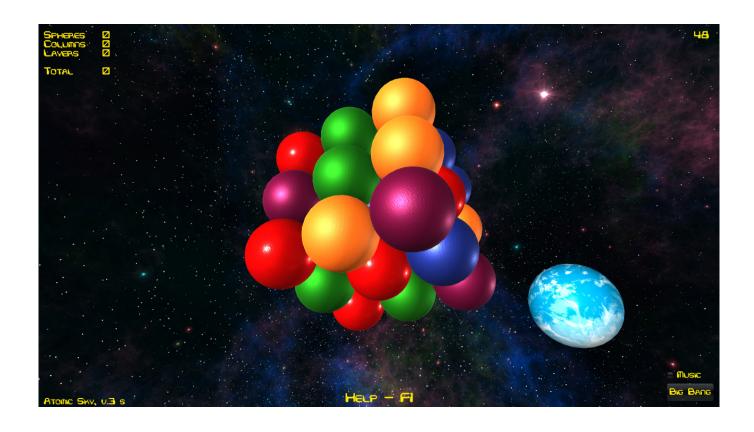
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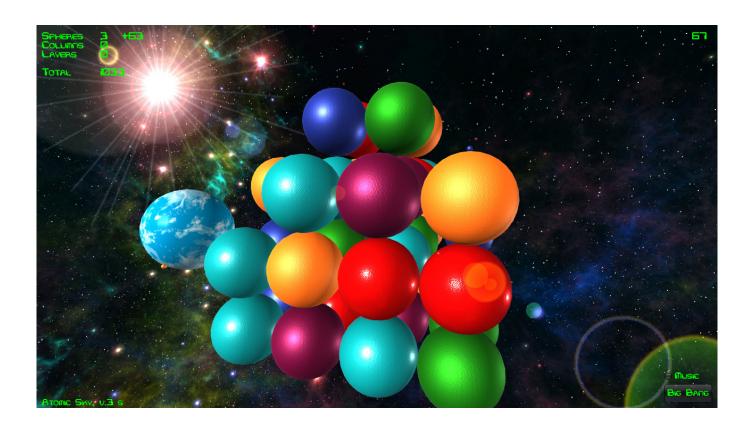
Release Date: 29 Aug, 2017

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English







While not the most amazing or well made game out there, I would say this game is actually fairly well done, all things considered.

Sound wise, there is nothing whatsoever; no sounds, no music. Interface is minimal, and there is no options menu. You get to pick from playing fields of varying complexity, and have to match spheres in 3D space, which is harder than it sounds. One thing this does differently is that a sphere can only move to make a match if there is an ajacent sphere to switch with, leading to cases where in most games you could make a match, but in this game you can't because the ball doesn't have another one to switch with.

There is a hint system, which shrinks all balls down to show a possible match; however it does this regardless of if you can actually MAKE said match, for example often showing a match that cannot be made because if being buried in the playing field, thus requiring other matches to be made first to get to it. When this happens it renders the hint system useless, as it will continue to show that same match until it is made. It also fines you 100 pts per hint, yet on the larger maps the hints are pretty much required. There is a planet in perpetual orbit, which appears to be the earth, and when a match is made the balls shrink and fly to orbit the planet, which I thought was a nice touch.

Another flaw which is not major, but rather off putting, is that the pink ball is semi-transparent, wheras all the other balls are solid. The game goes on until no more matches an be made, in which case a big bang icon on the bottom of the screen will start to flash; this icon can be clicked on at anytime to end the game if you get bored, or when the game is over, causing all remaining balls to fly towards the planet. There seems to be a bug at the end where the earth started shrinking in increments, only to go back to full size moments later. after doing this a few times the resulting resizing caused all of the orbiting balls to be violently flung off into space, after which it didn't change sizes anymore. it only seems to happen on the largest map setting, and it's actually an enjoyable thing to see, so I classify it more as a feature than a bug

All in all a rather simplistic, but enjoyable take on the genre, and definitely worth the price!. While not the most amazing or well made game out there, I would say this game is actually fairly well done, all things considered.

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