Spectra Activation Code Keygen

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About This Game

Spectra is a dynamic twitch racing game that will keep you on the edge of your seat! Blast your nimble ship down intricate ribbons of light in time to the dynamic beats and original soundtrack by chiptune artist legend **Chipzel** (Super Hexagon, Size Does Matter, Interstellaria).

Be prepared to get your heart pumping as you drift into a trance with just one objective- survive till the music stops! Navigate around obstacles, collect points whilst trying to drive with as much style as possible and stay on the road. As the player progresses through the levels, the speed increases requiring more advanced dexterity to survive!

Featuring two powerful gameplay modes (Normal and Hardcore) with 10 unique music tracks used to generate procedural levels, race against the beat to experience unlimited playthroughs! Staying sharp is essential and reaction timing vital as memory is obsolete with this nostalgia-driven, arcade-like game. Spectra is a veritable homage to arcade games of old; true mastery will require all your twitch skills and the beautiful retro-style graphics will have you just itching to dig up your Atari!

Game Features

- Exclusive soundtrack from chiptune legend Chipzel

- Procedural levels for UNLIMITED playthroughs

Title: Spectra
Genre: Indie, Racing
Developer:
Gateway Interactive
Publisher:
Mastertronic
Release Date: 10 Jul, 2015

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Minimum:

OS: Win XP / Win 7 / Win 8

Processor: 2.6 GHz Dual Core

Memory: 2 GB RAM

Graphics: 512 MB VRAM

DirectX: Version 9.0c

Storage: 200 MB available space

Sound Card: DirectX 9.0c compatible.

English,French,German,Polish,Portuguese,Russian

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The game released to a sound of applause from the indie community, and had a kick\u2665\u2665\u2665\u2665\u2665soundtrack to go with it. Many bugs on initial release but time would fix things.

3 years on and not a single bug has been fixed. No replies from the developers, and the result is a mildly repetitive game that you can enjoy for a couple of hours at most. Simple mechanic changes and a round of bug fixes would give this game a good shelf life, but it seems the devs were more interested in a cash grab.

Do not buy this game. Support the artist, buy the album, and potentially play Audiosurf 2 with it instead.. Soundtrack is fun to listen to, Visuals are beautiful. I like the concept of it, very simple with great atmosphere. But i wish there were checkpoints. Being at 60-70+ done on the map to only wipe out at the end really kills the vibe. Even if it starts you at half way, It would be so much better than starting all over again. That or i wish the maps were just a bit shorter. Thats all personal preference though. Its a good fun game. 8\/10.. Brilliant little game. I love the music and love how tough it is. As a veteran player of Trackmania, I still fnd this a challenge!

Maybe one day I'll get all the achievements..... You call this a racing game, but I know an endless runner when I see one. Dull and derivative. Chipzel, though.. Okay game, but only buy it if it's on sale.

WARNING: YOU WILL HAVE TO SET UP THE CONTROLS MANUALLY IF YOU PLAN TO USE A KEYBOARD

PROS:
 - Looks really nice
 - Runs well
 - Simple, but fun (once you get the controls set up)
 - Good soundtrack (Chipzel, great chiptune artist)

CONS:
 - Clearly not made for Keyboard\/Mouse. The controls arne't mapped by default and the in-game cues to press buttons are all controller based.
 - The soundtrack is locked to the chipzel songs. No option to import songs
 - This is NOT a rhythm game. The gameplay is not tied to the song at all. You're just on a track collecting coins and avoiding opsticles and the music is just sortof there...
 - The randomly generated tracks are pretty poorly generated. There will be long stretches of just going in a straight line with nothing to collect.

Truly, an amazing experience. I actually played this when it was on show at a convention; it was good then, and it's still good now. A flawless soundtrack, a pulse racing gaming experience, and all around very entertaining.

My only issues have been occasional frame tearing (which, considering I'm using a gaming laptop, is somewhat concerning), and the fact that I would have preferred to get it on my Xbox One, but it was pulled from the marketplace before I could purchase it.

Thank you anyway; an amazing game that has obviously had heart and soul poured into it.. Brilliant little game. I love the music and love how tough it is. As a veteran player of Trackmania, I still fnd this a challenge!

Maybe one day I'll get all the achievements..... Spectra is exactly the game I was expecting, while listening to the eponym album by Chipzel.
You ride and it makes you feel badass. The scoring system is interesting since you earn points by doing dangerous actions (like touching the walls), but be careful, if you bump into them, you lose your multiplier (you gain multiplier with boost on the floor) AND the point you accumulated from your chains.

At first, you have to take the maximum of Yellow Pixels you can. Don't take everything if you know that you'll lose them.

So if you wanna score well, you have to know when you have to take a break, resetting your multiplier to zero but counting the accumulated points to your total points. Those points cannot be lost.
Be careful to not fall from the track, because it's game over.

Awesome game, and Chipzel is a really big plus. <3. Addicting!
Catchy music.
Easy to learn, but not to easy to master.. Not a bad game. I picked it up for 5.99. I wish the levels felt a little more diverse and some more variables to spice things up ,buuuuuut its fine. I probably would not have bought this if it did not have Chipzel in it. Not as addictive as SuperHexagon.. F*cking love this game!

Looks great, sounds even better and its freaking HARDCORE!!!

https://www.youtube.com/watch?v=-GJyZv4QGEI&list=PLplLGcjtA0L_5tOh_lX7PiuQns_ctfPhC. Great soundtrack full of chiptunes, but unfortunately little else about this game is good. This game could and should be so much better but instead it feels like so much wasted potential.

The controls are terrible: You'll be sliding dramatically left and right even with the slightest press of the controls, as if the entire game is covered in a thick sheet of ice. In a game where obstacles are often placed in rapid succession, this makes it almost impossible to actually avoid everything. If you're lucky, you'll grind off the side of something and get bonus points. If you're not, you'll bounce off of the very same thing and fly off the track, immediately ending the level.

The levels are procedurally generated in such a way that you can get a different track even when playing the same stage at a different time, so while this adds some variety it also makes the game feel even more inconsistent. It feels like the the music should be synced to the gameplay but it never is. This might be in part because the start-of-level animation also starts the music, meaning you can skip up to 15 seconds of the song just by letting that play out.

There are plenty of smaller quirks that make the game feel unsatisfying and frustrating. If it detects a controller, you can't interact with the game using keyboard and mouse at all; it will refuse to cooperate. When using keyboard and mouse, you have to use the keyboard in the game but the mouse to navigate everything else: you can't use mouse controls like in Audiosurf and there is no way to quickly replay a level or advance to the next without using the mouse. Smaller issues, such as an in-game timer that always shows 0 tenths of a second, pale in comparison to the greater problems with this title.. This game is not bad and has potential, but is a skeleton of what it could be with some added mechanics. It feels like once you've played one map you've played them all, but with some additional mechanics it would make me more inclined to play it more. Agile, innovative, and\/or swift gameplay make this experience better than Mind Dead, would 0\/0 picks STRONG MECHANICAL INNOVATION 100% !!. If you are a fan of Chipzel's music buy the album and go buy audiosurf 1 or 2 and play it there you will have a way better time there. This game has the same concept as that racing game in the 200-in-1 game your grandmother buys you when you were 7 except somehow they screw with the controls. They feel extremely sluggish as if the same grandmother who bought you the 200-in-1 game was the driver of the car, most the time im

holding the left or right arrow and the car barley turns either direction but gods forbid i let go and the car go right back to its original position faster than light. Now i am a fan of difficult games i played super hexagon, dark souls, demon souls, dank suits 2, all the touhou's and those have a learning curve and the deaths in those games dont feel half as cheap as the one's in this game and most of the time its because grandma wont turn the car fast enough.

So there if you find this game's concept enjoyable buy the 200-in-1 version and buy the sound track its a way better use of your money.. Grab the soundtrack; skip the game.

chipzel's soundtrack is amazing and absolutely worth the download. The game is boring. Simple steer left or right.