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About This Game

WARNING: THIS GAME REQUIRES SKILL.

The Orb Chambers 2 is a brutally hard physics puzzle platformer expanding on the original to make it better in every way possible.

The game now includes MUCH more content, improved graphics and plenty of new features!

- - Skill system has been added.
- - Certain Items in the levels are now able to be moved around.
- - More complex level designs.
- - Improved lighting system and movement system.
- - Earn trophies for your cabinet in your house and picture frames for completing challenges!.
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The Orb chambers 2 is allot more interactive and the keyboard now plays a big part in the game.

For anyone who has played the original you wont want to miss out on this!.

For anyone wishing to record you might need to turn the lighting engine off in game. and make sure to record at 60fps

Title: The Orb Chambers II
Genre: Action, Casual, Indie, Strategy
Developer:
StarSystemStudios™, Jaryd Brad Spann
Publisher:
StarSystemStudios™
Release Date: 1 Aug, 2016

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Minimum:

OS: windows 7 / Vista 32 bit

Processor: Duel core

Memory: 2 GB RAM

Graphics: NVIDIA GeForce 240

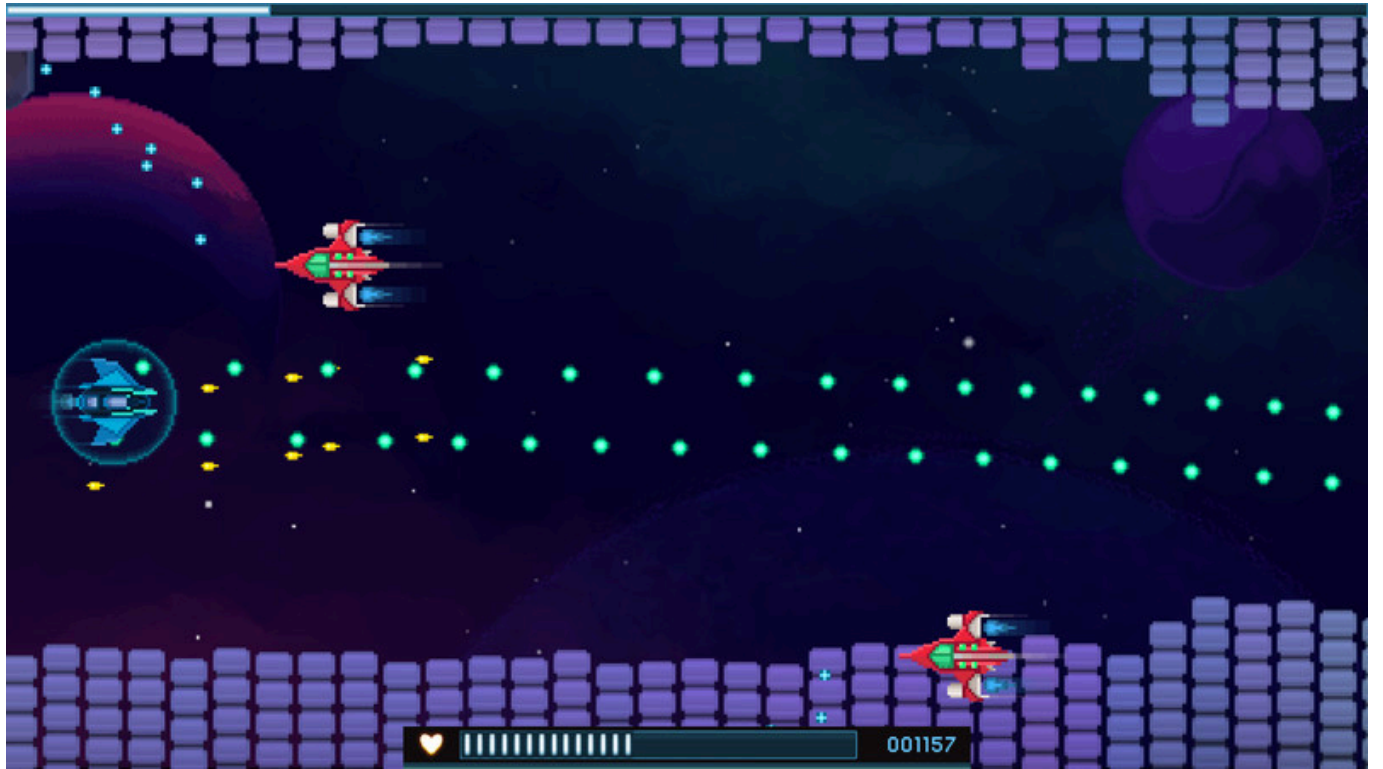
DirectX: Version 9.0

Storage: 100 MB available space

Sound Card: standard sound port

Additional Notes: Laptops and low end cards will need to play without the lighting engine.

English







It just isn't fun. Cleared two waves of this snore fest... and moved along.. A bit pricey at full price, but I got it on sale and I'm really enjoying it. It's not quite AAA but it's a fun little racer V combat thingy with some nice environments and decent action. It's a bit quirky, but that's the low budget vs. ambition battle showing through. All in all, I like it and I'm enjoying it. It's simple fun and I've sank over 4 hours into it so far, so it can't be all bad :). Amazing game. I love it ♥. I always come back to this game after months or years of playing other stuff. And as always it leads to late nights of lost sleep and ONE.MORE.TURN. mentalities. Worth your money.. I don't know a game more dank than this. Though only buy it to play with friends, then it's even more dank.. This is an OK game in creative, but PVE and PVP is lacking. Great concept but very buggy. The leveling system is great and crafting looks like it could be fun.

Wait for this game to be full release and play again to see if bugs are less game breaking.. hey r u going to put creative mode in it so i can build have all the invorty

Well I deleted my past review. This game is good. If you're looking for a sidescrolling Dark Souls...eh I can't agree with that. If you wanna play a game thats along the lines of Volkkor, then hell yeah try this. It's not an easy game. You will die, and die often. But if you enjoy the art style and the gameplay looks interesting, then try it out (unless you're iffy, wait til a sell comes through) If the game has peaked your interest because of the relation that it's getting to Dark Souls, then I can't recommend.

I'm a man that will admit when he's wrong and I was wrong and sorry if I turned someone away. I looked into reviews, got angry, and I jumped to conclusions (you know what happens when you assume) This is an interesting game. I hope with the second installement, or dlc, that they implement some more weapons, armor, maybe even classes. Then i'll be on board with calling this a sidescrolling DS.

7/10-would challenge my poopy review again

. An enjoyable fighting game with a vivid and colorful cast of characters. A must-have if you're a Touhou fan, and even if you're not, the character designs and gameplay are likely to grab you.. bloody hell, i love it. This game is simply amazing! I can't believe some reviews rated it so poorly. The game itself it's just gun shooting with some time bending powers, but in my opinion it doesn't need anything more than that. It's a story driven game and it achieves superbly in telling the story.

You get a short episodic TV-show and a game with some minor choices, all mixed together. I can't wait for the sequel, if it ever gets one. (Microsoft doesn't seem to be interested in that and without their consent, there will be no game). Bought in December, after it came out of Early Access (it shouldn't have). Didn't play it until yesterday, so can't refund it (Steam's policy really should be within 14 days of playing first time, not purchase.)

The controls aren't the best, the keybinding remapping doesn't work, there's bugs and other weird issue (like enemies attacking through doors). The text sometimes randomly changes to Chinese (when using English) - and when it's in English, the translation is very bad.

I'm a fan of game like this - tough, roguelike isometrics and generally do well - Binding of Issac, Enter the Gungeon, etc. This game is a pale imitation of that genre.

All this could be forgiven, but for one thing - **the developers have abandoned it. Apparently, soon after it went 'non early access', they stopped updates, patches, or even communicating in the forum. Just vanished. Worst thing a game maker can do. I'll never trust anything from this studio again, and will keep an eye for other game studios where it's management employees end up.**

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