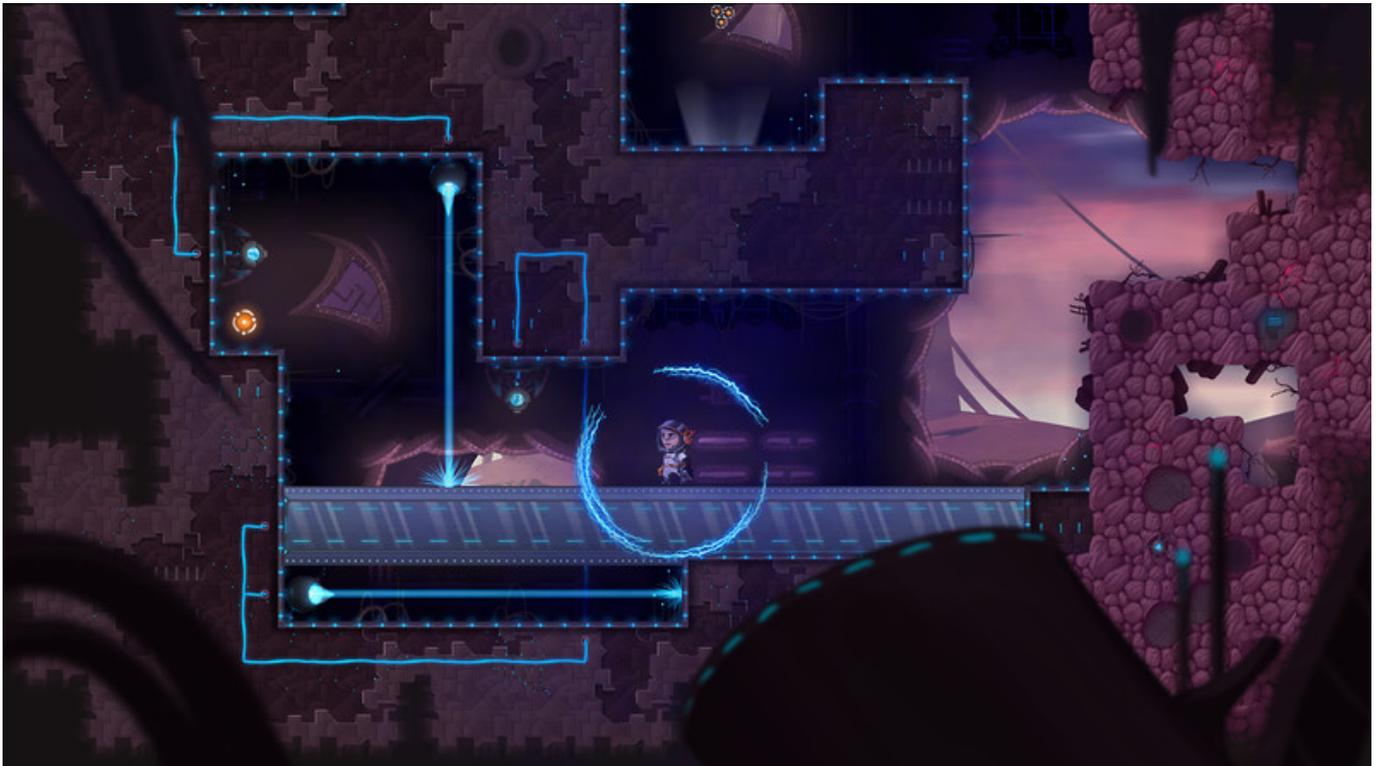

BLACKHOLE Activation Code [Patch]



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About This Game

BLACKHOLE is an award-winning hardcore platformer with over 15 hours of story-driven sci-fi comedy and gravity-twisting puzzles. Complete Edition now available!

When the crew of the spaceship Endera is sucked into a black hole, it seems like the end. Fortunately, the ship crashes on Entity – an unidentified object resembling a planet. After the crash, the first member to wake up is the guy who makes coffee for the crew - you! There's no one around and your only ally is Auriel, the ship's computer's sarcastic A.I. Together, you'll need to come up with a plan to fix the spaceship, save the others and become heroes of planet Earth by closing the black hole once and for all. It won't be an easy task, because the mysterious caves, lost cities, towering mountains and deep forests are full of tricky, gravity-defying puzzles and deadly traps.

A HALLMARK OF EXCELLENCE



DESTRUCTOID - 9/10



Main features:

- More than 90 levels in 6 dimensions to explore
- Hundreds of secrets to discover and puzzles to solve
- A fully-voiced sci-fi comedy with a cool soundtrack
- Pixel-perfect controls for both keyboard and gamepad

Title: BLACKHOLE
Genre: Action, Adventure, Indie
Developer:
FiolaSoft Studio
Publisher:
1C Entertainment
Franchise:
1C
Release Date: 27 Feb, 2015

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Minimum:

OS: Windows 7 a 8.1

Processor: Intel Core 2 Duo

Memory: 2 GB RAM

Graphics: Intel Graphics / 512MB VRAM

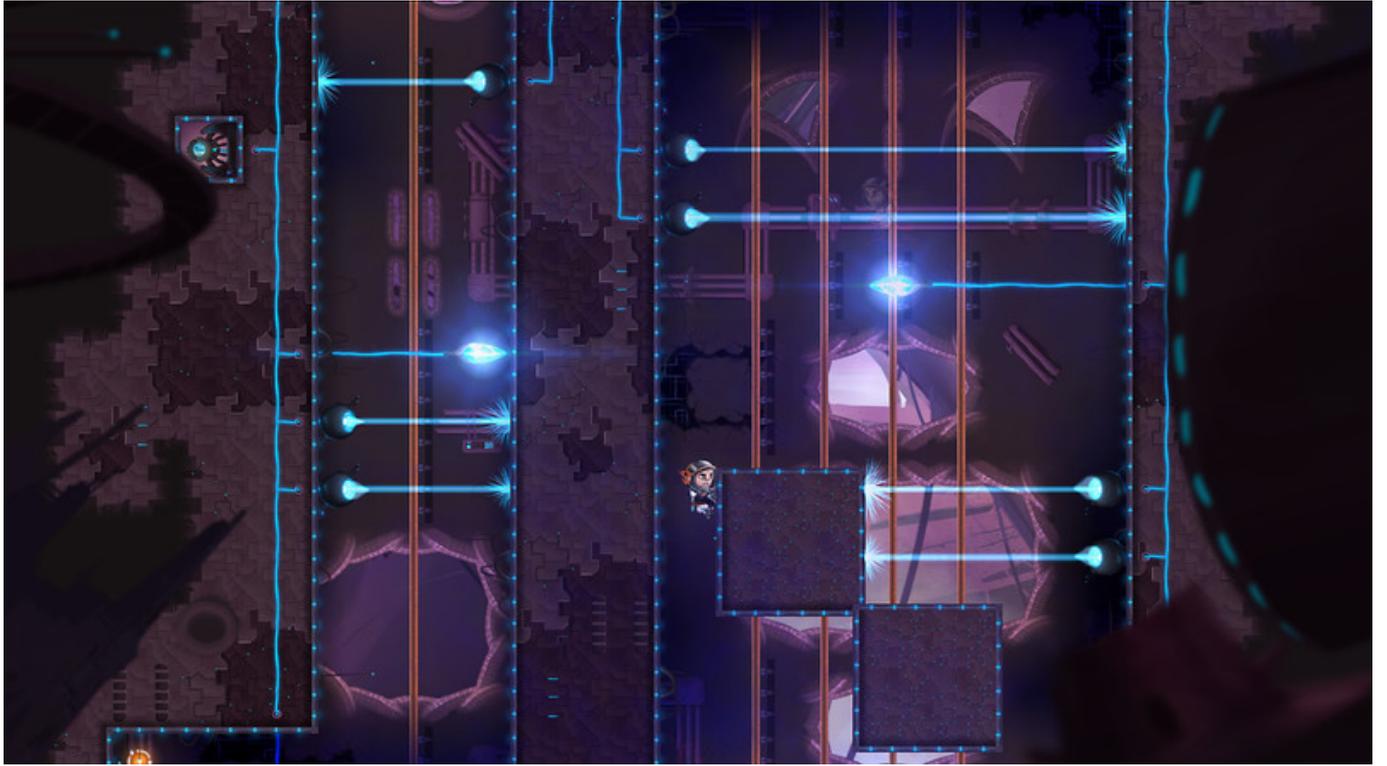
DirectX: Version 9.0c

Storage: 2 GB available space

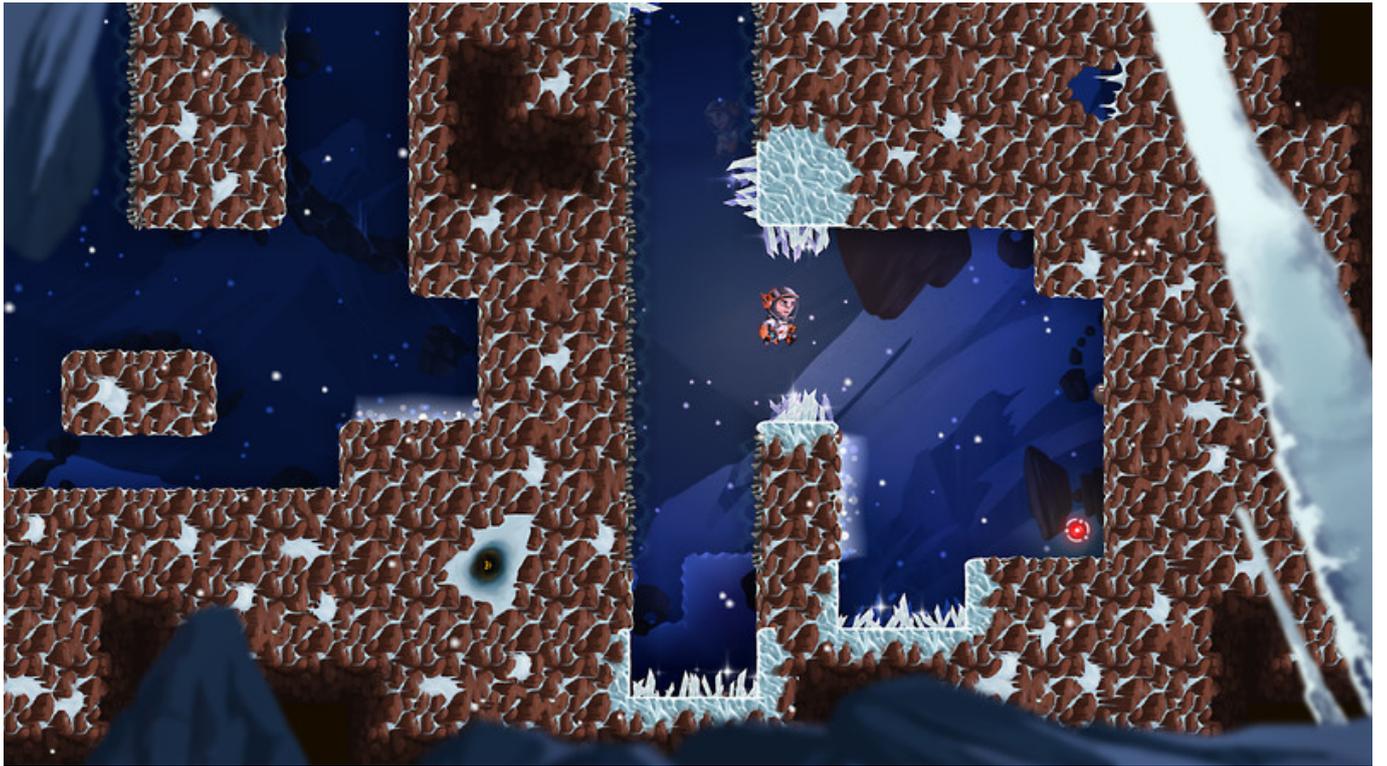
Sound Card: Compatible with DirectX®: 9.0c

Additional Notes: Warning: Laptop graphics card are not supported, but may be functional

English,Czech,French,Italian,German,Polish,Russian







A nice little, and surprisingly good, platformer. It has a story, which, while it's nothing special, brings a sense of purpose and cohesion to quite an expansive game world. It's also quite brutal, so nothing for the easily angered :). Very difficult and challenging puzzles! If that is what you enjoy, go for it! Otherwise it is super hardcore and frustrating.. Wow! Whether to recommend or not, let me explain why I do and why I don't.

I love Puzzle games, I love Hard games; and Platformers? Check, check, check. So it would seem that a Hard Puzzle Platformer game would be right up my alley. Not quite! But that's not to say I wouldn't recommend this game! Let me explain.

It seems that my patience quickly wore thin trying to figure out a series of complicated puzzles, all the while dying all the time. Some of this may be due to that there is little to no explanation on some of the advanced game mechanics, and it takes a lot of trial and error to discover key movements that you need to use throughout the game. After 5-6 hours, I was feeling I had my fill and I was about to move on and shelve this title for good.

That's when I looked up some of the solutions I had been stuck on. It was then that I was able to focus on the difficult platforming and execution, which I rather enjoyed, and while leaving the puzzle solving behind. For some reason, the combination of both difficulty and puzzles was not satisfying. I'm glad I stuck with it though, as I was able to beat the game on the hard difficulty, unlock over 70% of the achievements, and for the most part enjoy the rest of the game.

Also, note there is an easier setting that will allow easier acquirement of pieces. However, some of the ship part levels (which are required to finish) are extremely hard, and switching the difficulty will not help in any way--which is why I never switched to easy mode. I enjoyed contributing to the leaderboards (not available in easy mode), and knew one of the most difficult levels would not be any easier by switching the difficulty.

So in all, do I recommend? No, not initially, meaning, not in the way it is presented. However, I do recommend it as a hard platformer, meaning, watch videos of speedruns, or 100% levels, and then execute that plan. I feel it would have been better if the video replay was available after collecting 1 piece in a level--not just after you collected all, slowly and painfully. Potentially, some tutorials, or introductions would have eased some of this frustration, but alas, they are not included.

Movement\gameplay, audio, voice acting, and art is top notch.. They were not kidding about the hardcore part.

Challenging levels.
Few walkthrough videos available.

Have fun.. Greate platformer

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