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About This Game

All Sparkles games are standalone, don't worry about it!

Sparkles wrecked a spaceship and got kidnapped by a mysterious Green Star, play as Magic in this new rescue adventure.

- NEW GAMEPLAY!
- NEW MAGIC!
- NEW FRIENDS!
- NEW CAT!
- NEW BONES!
- NEW GAME!

I was adding gamepad support to the original SS3D, but that didn't work out very

well so it turned into this instead. I hope you'll have fun playing!

With music by the totally *rad* **Ryunocore**

If you want to check out OG-SS3D, select it from the popup. I'll leave the old store page description here.

Spaceman Sparkles 3D is a frantic and groovy action shooter that takes place in a thumpin' disco universe, this time with a mysterious magical space hat of sparkling origins.

Orbit around tiny planets, shoot space ghosts with space hearts, crack heart-gems and get keys in your adventure to save space. Be warned though, this SpaceQuest is not for the faint of heart. Only the quickest fingers and brightest minds will make it through this gruelling adventure to save whale.

This is a short and probably kinda hard game, spinning around tiny planets might make you a bit nauseated. I do think that it's pretty *exciting* though and I hope you'll have fun with it, but if you don't the refund system is a pretty neat feature!

Hot badges and cute emoticons.

Title: Spaceman Sparkles 3
Genre: Action
Developer:
tjern
Publisher:
tjern
Release Date: 21 Mar, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: WIN7

Processor: 2500k 3.3GHz

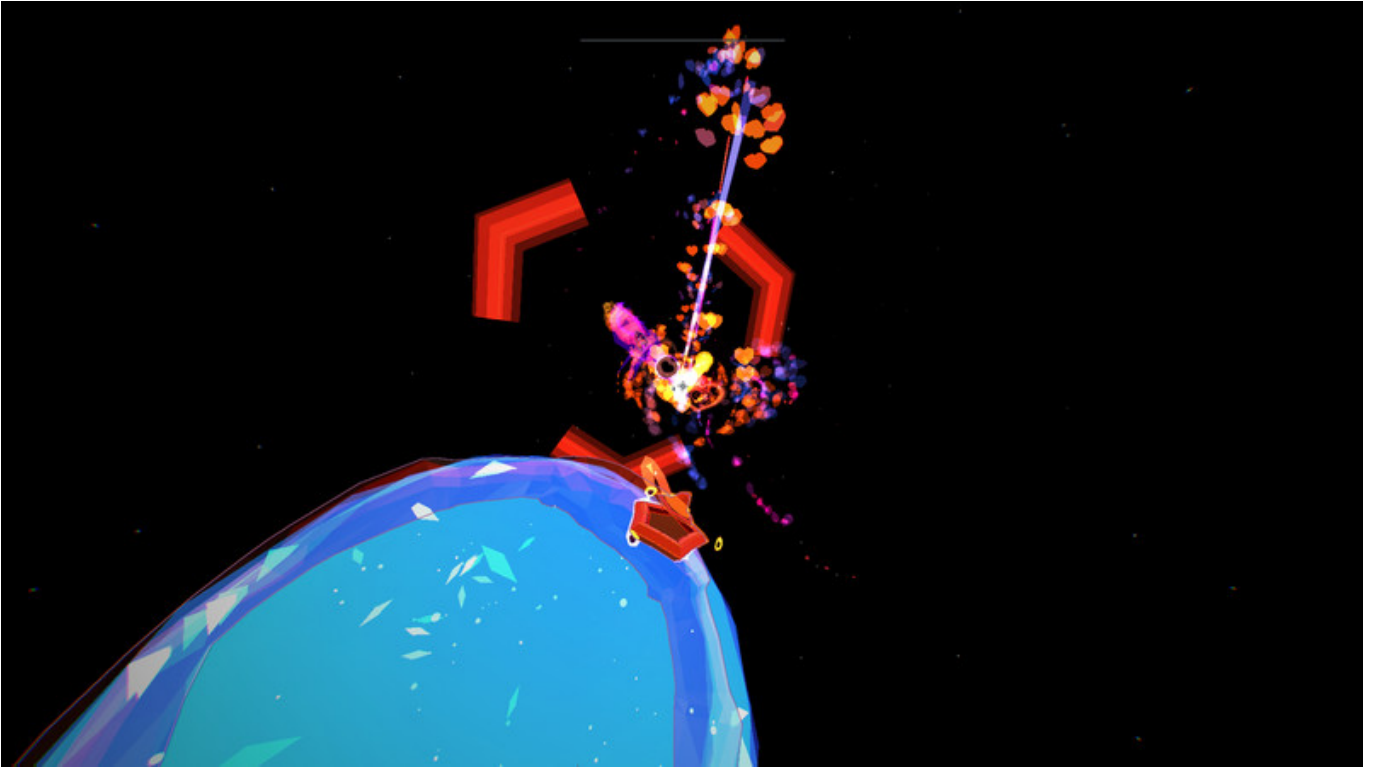
Graphics: AMD 6870 / GTX 460

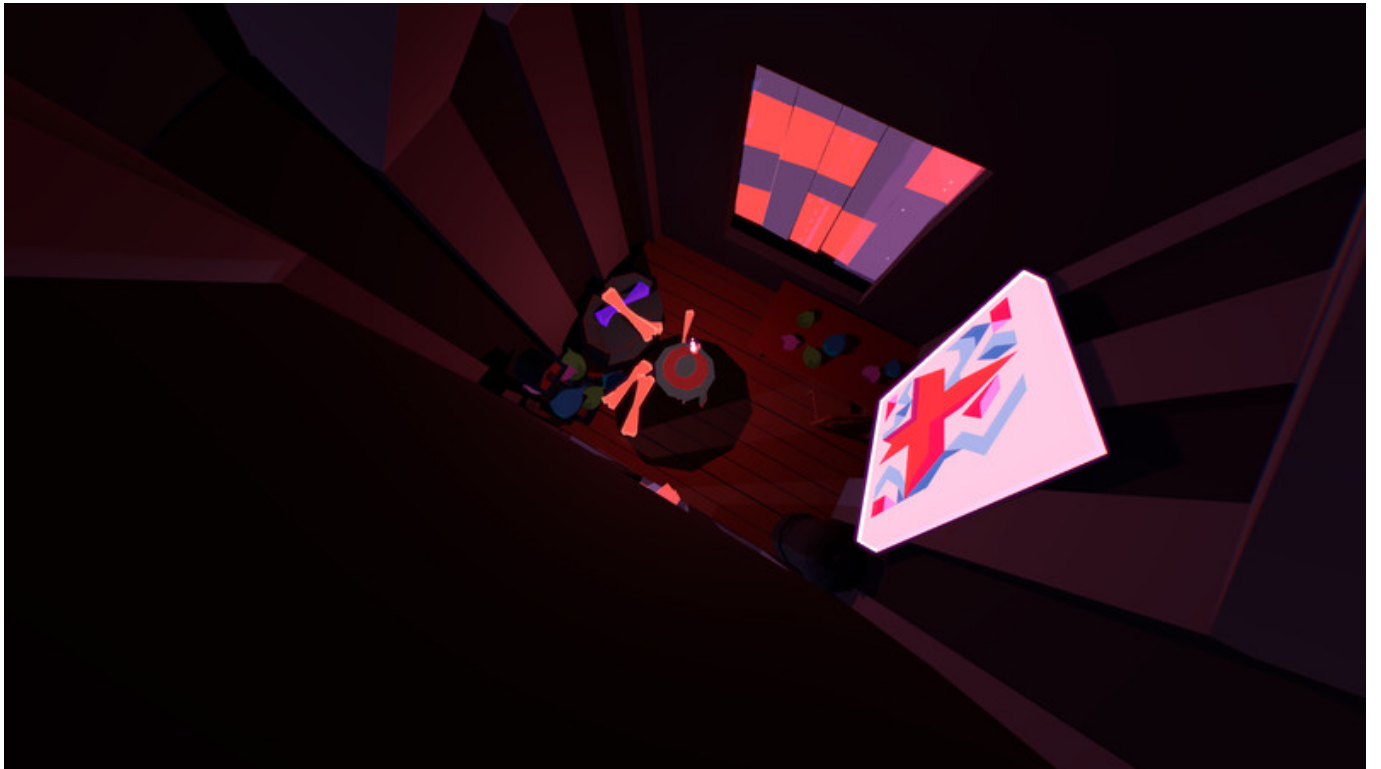
Storage: 500 MB available space

Additional Notes: 1080p60fps

English







I can already tell I am going to enjoy this as much as spaceman sparkles 2.

Thanks for making this!. Love the art style, the music and the fast pace :). This is a cute game. Don't let yourself be fooled by the screenshots. This game isn't just a messy colour-chaos. It's actually a quite challenging game. It's a collection of almost dark-souls-like bossfights that require very tactical gameplay, especially considering you can only be hit 3 times before you have to start over. I'm only in my third bossfight so far but up until now i had to use well timed blocks to deflect orbs shot at me and even a giant space-ghost that was trying to ram me. The more bosses you defeat, the more abilities you seem to unlock which you definitely will need for your next bossfights.

In my opinion for 5\20ac definitely a game worth trying out.. God damn coming back to this game really did a number on it. For one all my save files from the old version disappeared despite me never removing the game from my computer, and the OG version of the game also feels far more clunky based on my memory.

The newer version of the game with the story and dialogue seemed offputting at first but seemed a welcome addition, but as I got through the bosses, I reached the Ghost Eye Boss, the changes seemed to be for the worse. This boss had me going at it for a good 5-10 minutes of constant firing and dodging to remove only one of its hearts. Comparing this to even the previous bosses, it was a lot longer than expected, and gets extremely annoying with the limited playspace in the new version, which is essentially a single circle which seems large enough at first, but compared to the older, is miniscule and not worth the sacrifice. Tuning to the boss health is the least I would ask for if a patch is added, maybe I've experienced the worst of it and it gets better.

Though I'm not happy with the new update, it was still fun when it wasn't long as\2665\2665\2665\2665\2665\2665
Would still recommend for the old game and the beginning of the newer version.

Kinda don't want to, might atleast get some change if I do.. The best 3D bullet-hell I've ever played. One of my favourite games! I love everything about this game! The only negative is that the new update has made the game controller based, making it hard for me to use a keyboard. Unless I'm missing an option to change the keys, an option like that would be great!

Overall rating: 9/10. Its a very interesting game. It has little to no story but I think that is a strength of the game that it is good without one, and would be best without it. Its a hard game. If you would like to challenge yourself with a hard game, this would be one to check out. The weapons are given to the player in stages, which I think is a good way to get used to the controls and to introduce how to use it (even if it seems hard to find out what it does for the first few attempts). My only gripe with the game is that the way to get to the bosses is extremely difficult for a few, specifically the ones on the sides of a floating platform. It looks amazing and I absolutely love the music, but there were only a few tracks so it got annoying after it looped for the 20th time. This game was a lot of fun and I would recomend it to my friends and anyone looking for a game to play for a few hours, or a lot of hours depending on how well you get used to how gravity works in the game.

Now editing this, I nominated the game for one of the steam awards (small game before it gained award one, cant remember off the top of my head) It wont get the award tbh, but this is a neat game that most people probably don't know about and thought this fit that category perfectly.. Its a huge flop from the first game. A transition to 3D was a bad idea. VERY BAD.

The game consists of 10% Getting to the bosses and 90% Fighting the bosses. And I assure you that you'll either be raging or bored as \2665\2665\2665\2665 for 95% of the time you play this game. It revolves around you... Well, revolving around a center point of gravity. Some times what surround that point is material you can stand on. Some times it's surrounded by two balls of water on opposite sides of each other. Or just water. You have many different ways of moving around this terrain. How well do these mechanics function? Pretty damn poorly. I'm a frequent player of Team Fortress 2, so I came into this game biased and used to a certain form of aerial movement. Though a good game will know how to get you associated with its movement system. Anyways, the quality of the game is Sonic the Hedgehog levels of transitions to 3D. There's not much good to say about it, excpet that it has good music. But that doesn't give you an excuse for making a \2665\2665\2665\2665\2665\2665 game. Now, onto the bad things.

The first three inch thorn stuck in my big toe is getting to the bosses. Dear god is it tedious. Some platforms are so difficult to get to, it comes down to spinning around the panet that you revolve around and hoping to god you somehow land on one. Though this isn't that bad, since the game puts you straight back into the action when you die, but it's still so annoying. It can take 15 Minutes to get to the boss. Not going through an action packed level or being taken through an intriguing story. Just

looping around a planet, trying to get onto a foot long platform while at Mach 4. And when you finally get to it, you're treated to a hardcore BDSM room, Who's on top? That depends on the boss.

Yes, the bosses. The footlong porcupine quill stuck into your chest. Some lay on the table and strap themselves in, crying for punishment. Others shove you onto it and make a lamp post come out the other side of you like a rotisserie chicken. The prior kind of bosses are so easy, it comes down to holding down three buttons for about 5 minutes. No need to prepare this scenario. It's that simple. The latter bosses are being insane, They either keep you in an cramped space or have attacks that are so being annoying to dodge, and may I add you can only get hit three times. And even after five minutes of arbitrary button holding or hours of trying to dodge those attacks that literally made a hole in your wall, directly or not, You have to deal with something else. A boss after that boss.

Yes, the heart shaped vortex. The dog that's finished eating your reproductive organs and is going to your brain for some dessert. This thing shot the chance of a good game in the leg. This thing rapid fires large green orbs I can only identify as sea urchins and makes rods come out of the terrain. May I also mention that it seems to have a lot more health than the actual boss. Just imagine it. It's taken you so long to defeat a boss. You finally take away its last heart, only for the game to say "Nope, you. You have to fight another one. Oh, you failed? Well do it all again." I never finished the game. Because I am not a masochist. I am a sadist, but definitely not a masochist. Even Dark Souls veterans wouldn't and shouldn't beat this game. It is a pile of crap that does nothing but make a mockery of what Spaceman Sparkles 3 could have been.

As a person who stumbled upon this, I really enjoyed the older version rather than the 3.5 updated version. But I still recommend this for its stunning visuals, especially if you have a 4K monitor.. Basically how I felt playing this game

"Died again... at least music is awesome"

"Aw... last boss already?"

"Cool, there is more!"

"OH GOD I SEE COLOURS AND HAVE NO IDEA WHAT IS HAPPENING!"

If challenging short game is what you want (and good music), I definitely recommend this.. My initial thoughts were; "Okay, A Kind Ale War kinda made me wanna check out this game."

My reaction upon playing game; "Okay, tight controls, chill vibes"

My reaction upon seeing first boss; "HOLY MOTHER OF CTHULHU THIS IS AMAZING"

PROS: DANK BEATS, SWEET CONTROLS, LASERS AND RAINBOWS

CONS: YOU THINK THERE'S CONS? GET OUT OF HERE YOU VEGAN, CROSS-FITTING, POLITICALLY NEUTRAL PARTY, HIPSTER.. Doesn't work for me on ubuntu linux 16.04.. low fps and probably a texture issue.. no response on forums..

Update 05V2019: Tried again with Steam Play, and the game still looks the same. Maybe the game is supposed to look almost entirely back, or maybe i am having the same problem running under Proton.

I can't find any playthrough videos on the Community Hub, although many screenshots look almost entirely black with black-textured objects.

Anyway, I still couldn't figure out how to get on the introductory island, without seeing the terrain. I am done with this game.

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