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Orborun Download] [key Serial Number]



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## About This Game



Control your Orbot to collect the goods, avoid the obstacles and escape the hazardous Orbo-world. Complete levels on perfect run to get more bonus. More than 100 levels, local co-op multiplayer, feeling of speed and adrenaline, twisted levels in haste/puzzle and hazard shaped different worlds and cool Orbot skins makes this game fun to play for ages!



Players have mentioned that Orborun gameplay would be perfect on PC, fast-paced action is just made for game-pad controller. Today Orborun gets a huge upgrade, new features, special effects, quality boost and much more so that PC players could rediscover the rolling games genre again!

#### FEATURES

- Fast paced, fun & uber challenging
- Rediscover the rolling ball games genre
- Local co-op mode to play with your friends
  - Game pad support
- 100+ various and rich levels in 3 robotic environments
- 3 different robots with 27 cool Orbots skins to unlock



#### TROUBLESHOOTING

Some users reported issues with garbled video on Mac OS X. Updating your drivers ([https://support.steampowered.com/kb\\_article.php?ref=1244-WEJN-0804](https://support.steampowered.com/kb_article.php?ref=1244-WEJN-0804)) usually helps, however if it does not, launch Orborun in windowed mode.

To select video options (custom resolution, windowed mode, etc.) hold ALT key (Option key if you are on Mac) while launching the game.

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Title: Orborun  
Genre: Action, Indie, Racing  
Developer:  
Tiny Lab Productions  
Publisher:  
Digerati  
Release Date: 5 Sep, 2014

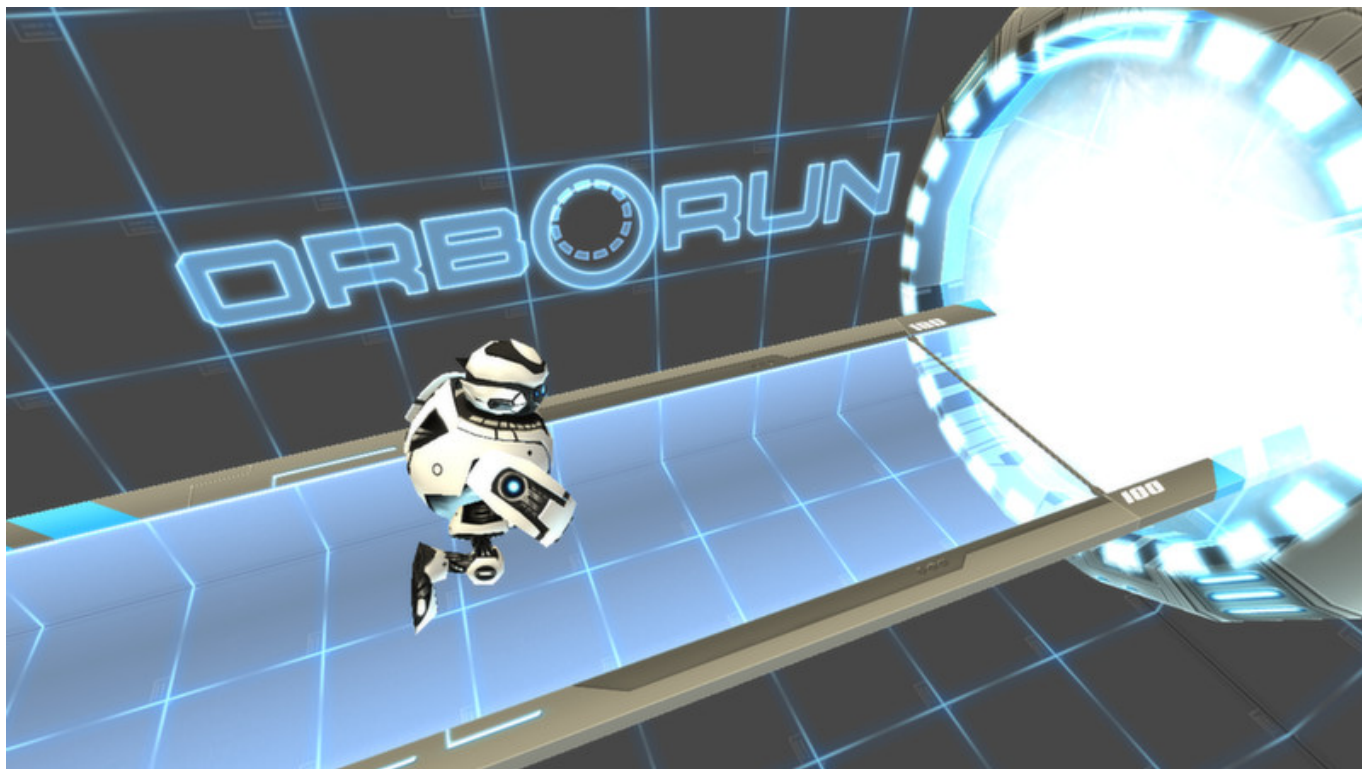
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English









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This game glitches out too often for me to recommend this to anyone. When using a controller you can't even control the steering and after a while it just wants to go right permanently or left. I see some potential but right now this is a broken game.. Nice, little indie game.

The scheme is simple: rolling the ball/robot to end but... is not easy.

Don't be fooled the boring first levels - it's just a tutorial! :). Make it multiplayer where you can invite people

8.5/10. I like this game. I think it's really fun; but, a fun game needs fun elements. There needs to be Steam Workshop content, there needs to be better turning and physics. Also, the wall thing - walls shouldn't make you die when you NEED them to finish a level. This game needs a lot more improvement.. I bought this game for a significant discount during a steam sale, and for that price I found it worth the money. This game reminds me of super monkey ball, but plays a bit differently. You only control directions LEFT and RIGHT. You constantly move forward. The left and right directions sometimes change based on the camera angle (especially doing a loop on a track), which can cause trouble navigating at times. The music is fun, and the menu system is very quick. It's cute. It's fun. It's also frustrating trying to complete levels sometimes.. Orborun... is not a good game. The core principle of the game is: the first few levels are pretty good, with some decent controls and fun levels with some challenge to them. However, after the first stage, the game simply devolves into levels that are just too advanced for the mechanics to facilitate them. I only played an hour and yet I collected a laundrylist of issues:

First, we have the camera. It's probably the biggest problem: The FOV is too tight and at any given moment, the camera just isn't pointing where you would want it to point. Instead, it simply points to the Orb. As a result, you simply can't see where you're going as soon as you start going off the ground even a little bit. Let's say you hit a jump pad; that means that your camera jerks upwards **after the Orb, meaning that it's pointing towards the sky until you're starting to descend again. This would've been fine, if it wasn't for the fact that you're often supposed to steer your orb sharply in the air in order to hit the right platform, which you don't know until you've already missed it. Even when you do know where to go (by trial and error), the game often has platforms that you're supposed to hit at a very specific angle, which becomes infuriating when you don't actually see anything until the last couple of seconds before you actually hit it. It's one of the worst cameras I've seen in a game, including the fixed cameras of old.**

On top of this, we have the level design. It's filled with sharp angles, holes and loops which the game's mechanics just are not ready for. It doesn't feel at all consistent: you hit a wall, and sometimes you bounce off it, sometimes you get completely reset. You speed off a corner in order to try to get to another platform, and sometimes it does it, sometimes you don't seem to have enough speed for no apparent reason. There is also no direction, no track to follow except for some left by coins, but even then the coin trails can leave you straight to an edge that you were supposed to avoid by "skidding" past it, and yet the camera doesn't allow you to do that properly... The colorcoding is also weird, where you get told in the tutorial to avoid red walls, but then it introduces a red "lightswitch" that you have to hit in order to get through the level. There are other, minor issues, like how jump pads are directional, but there is nothing on them to actually show you where it's going beforehand; how loops are sometimes supposed to be shallow and sometimes sharp, with no way to discern that beforehand (or keep yourself at the right angle consistently, since the bloody camera is so bad); how moving platforms move at different speeds, making the right "path" inconsistent; and so on.

Basically, the level design relies on trial and error a lot, in all the wrong ways. It's not difficult to the point of you needing to do it over and over again, which can be really fun since you overcome a challenge and perfect your gameplay. Instead, it's simply unfair and seemingly random, where you have to grind levels not to get better, but to just "get through them". It's just annoying.

Those are the biggest problems, but there are others, not-so-minor ones: the checkpoint system is really bad, as it checkpoints you based on where you were when going past a certain point, meaning that you can be checkpointed while falling to your doom. The way the controls handle loops or hills is also just... strange, as you have to "fight" the hill (meaning that if there is a hill to your left that you have to get on top of, you have to the left directional button really hard in order to get up it) but when you get on top, you need to compensate with the opposite button, since the levels

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have really thin platforms. This also means that in a loop-de-loop that goes left-right, you also have to press left and then switch to right in the middle of the loop, but at the end of the loop you also have to compensate or go veering off to the right. It's just extremely clunky. This is not a huge problem by itself, but in combination with the harsh level design and the horrific camera, it becomes a big problem, since every wrong move gets punished so incredibly hard.

Given that there is no story or really anything that actually drives you forward in Orborun, I can make very clear that I quit this game long before finishing it. It simply has nothing to offer to anyone except a speedrunner, and for speedrunners, there is the issue of lackluster mechanics. The game simply sets out to do one thing and do it well... and it fails to do so. Somehow, while being a very simple game, it manages to be too ambitious for its own good. Best to avoid this one.. A really nice little game with great graphics, a slick soundtrack and challenging puzzles. Orborun starts off really simple but gets much harder as the levels progress. Even completed levels don't lose their novelty and a worth a replay or ten ;). funky game. Really scratches that "Super Monkey Ball" itch. Music only has one track, and that is generic, so I'd suggest playing your own music. Worth the price.



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This game is worth the money you pay for it. It is nice to pass the time, play with friends or do speedruns. This game is a solid memeV10.. I haven't played Orborun for very long yet, but I can tell its awesome. It reminds me of so many games combined into one, the music is great and you could play this on any computer. 5 bucks for this game is a great deal and I would recommend it to anybody who reads this! Only thing I wish was added was online multiplayer instead of local co-op. I give this game a 9V10, would recommend to anybody.

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