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About This Game

Lost In Purple - Sci-Fi platformer with RPG elements, which tells us the story of a space traveler crashed in deep space. The planet which turned out to be the hero is dangerous for foreigners, almost all its inhabitants aggressively against you configured and ready to attack at any moment. The game has a lot of bosses, each has its own unique combat mechanics. Do everything possible to return to home planet.

Features :

- 18 locations with survival and adventure modes, representing the most dangerous places unknown planet;

- 12 bloodthirsty bosses who guard their possessions;

- 13 quests conductive hero from the time of the crash and to salvation;

- 28 active and passive skills that give countless variety of tactics battle;

- Dozens of items of equipment

Gameplay :
Sci-Fi + RPG + Platformer = Lost in purple. The game combines the mechanics of classic platformer with a versatile development of character from the world of RPG. Jump on the platforms, avoid traps, defeat your enemies. Didn't work at the

first time? Develop your character and try again! All locations of the world are available for re-transmission, farm and swing can be infinite.

World of **"Lost in Purple"** – It is a fictional planet that combines Fantasy and Sci-Fi. You will meet peaceful civilians and they will help you get back home, fabulous aggressive monsters that will hinder you and peaceful inhabitants. In addition to living beings on the planet are widespread robots of all types and sizes. They obey the evil artificial intelligence, which ordered them to destroy all life. Free the planet from the tyranny of aggressive monsters and crazy machines!

Title: Lost In Purple
Genre: Action, Adventure, Indie, RPG
Developer:
Platoniax Studio
Publisher:
Enjoy Games
Release Date: 21 Aug, 2017

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Minimum:

OS: Windows 7

Processor: Intel Core 2 Duo (or equivalent)

Memory: 2048 MB RAM

Graphics: with 1024 MB VRAM compatible with DirectX 9

DirectX: Version 9.0

Storage: 300 MB available space

Sound Card: DirectX® Compatible

English,Russian

Pulse Gun
Two-handed

Damage: 6
Level requires: 1
Price: 5

NECK

WEAPON

B

RUNE

RING

0

Strength	5
Dexterity	5
Science	5
Attack rate	103 %
Parry chance	0 %
Block chance	10 %
Critical chance	1 %
Critical damage	153 %
Damage	5
Defence	12
Life steal	0 %
Max energy	105
Max health	32
Moving speed	100 %

Merr one day THREE REVIEWS! NEW RECORD BABY! Although it might be the headache talking, but this is a game that's hard to give a positive\/negative review for. If I still remembered how much I bought it for I might have a better opinion but I completely forget at this point!

I'm going on a tangent? Why yes I am! This is a platforming game that can be either a shoot em up, or a beat em up since you can equip either short range or long range weapons. I did both since early on you are given a pistol, and afterwards I received a REALLY good axe that I didn't replace until I was lv 10.

The game allows you to choose which section you want to go through first making it metroidvania-esque... HOWEVER... This game is insanely short. My time above netted me all the achievements and beat every boss on a non-optimal playthrough a speedrunner could probably trounce my time for this. So it's rather short.

However the gameplay and the music are very solid. There is no real ending, but its a good game with lots of flaws.. It's amazing! Totally recommended. Nice artwork, smooth and exiting gameplay.. A 2D Side-Scroller with a little RPG elements involved. I cannot say I like or dislike this game, simply because that while it was fun, it only took the better part of a couple of hours to 100% the game.. This is a rather creative game despite flaws that seem to be from budget restrictions. I like that there are quests to do and that it has an upgrade system for weapons and player abilities such as double jumping. You can find my full thoughts here: https:\/\/whatevo.com\/post\/218\/daddios-weekly-picks-13. Really good platformer with a variety of gameplay and bright graphics. This game just won't turn on it stays on the menu screen and freezes. This game I bought for under 70c CAD. 100% in 2 hours, making it worth that price imo.

The controls are wonky when you start, trying to get my xbox one controller didn't work, even though the game knew it was connected and showed it in the control options, but would not let me switch to it.. So I just gave up and used keyboard.

The game really doesn't have much to it,though it's a quick platformer with only a few achievements it does offer an enjoyable experience for a few hours anyway. I don't believe that it has any replayability. But it will offer to kill some boredom momentarily. I don't suggest getting the game for the full price, but if it's on sale then give it a shot.

Overall 5.133541 \/ 10. I a have a lot of fun from this game. It`s really interesting game. The game have many hard bosses, that you can`t kill!!!11

This RPG platformer is supposed to be very fun. It looks okay, it plays fine, but some design decisions were just awful. Like really bad. I got to try this because it was sitting on my Steam library and the current Steam's event suggested I played it.

Your ship has crashed onto this planet. It's not explained whether you want to get out of the planet or not, but you run into some friendly and hostile locals.

The english from village the village quests and menu isn't great, but it shouldn't be bad enough to be disturbing. Quests are of the type "go in that zone, pick up items and bring them to me and kill some enemies" which is also acceptable. Some of the interface graphics are of low quality, but even that is OK. So what is the problem?

Annoying sounds are all over the place. If you mute the game there's almost nothing left since all you do is jump and shoot, but it really worsens the experience. You'll miss the sound of silence only a few minutes into the game.

But the shaders are the worse. Dungeon levels are not just "dark", it's actually the worst it could possibly be: the screen goes through all of the colors, simulating an "alarm" effect, but it does it so badly your eyes will hurt.

I died to a dungeon's boss a couple of times and the combat wasn't boring although it was simplistic. The problem is how I had to kill every monster before battling him. I'd have to kill them all over again each time, all the while going through this horrible screen effect.

It's a shame, but I quit the game and I can't recommend it to anyone.