
Alpha Runner Download] [FULL]

The screenshot shows the 'Alpha Runner' game interface. At the top left, the title 'ALPHA RUNNER' is displayed in a large, pixelated font. Below the title, a dark grey bar contains the word 'NORMAL' in a white, pixelated font, indicating the current difficulty level. To the right of the game area, a 'STEAM LEADERBOARDS' section is visible, listing player names and their scores. The player '25POOKY:' is highlighted in green, with a score of 44. The background of the game area is a dark grid with a small white character visible at the bottom right.

ALL		STEAM LEADERBOARDS
60	GUTZUFUSS:	46
61	BAMBORGHINI:	45
62	(BK) FIGE:	44
63	NIPPLETWIST JR:	44
64	25POOKY:	44
65	///-GAMEDS:-//	42
66	SUPERGRAVY2K:	42
67	DJ T-BEX:	42
68	INSERT COINS:	41
69	DJ ARROW:	38
70	00GLA:	38
71	KUWAII:	37

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About This Game

Experience a challenging and addicting platform game, that never ends (until you die). Alpha Runner keeps players on their toe's by creating different scenerio's so the game is not quite as easy as it looks. Alpha Runner has both Global and Friends Only leaderboards which allow you to be the very best between friends and others. With Alpha Runner's randomly generated worlds, you cannot plan how it will play out. Alpha Runner is a must play for anyone who wants an extreme and competitve challenge.

Alpha Runner will have frequent updates which contain new obstacles and game-modes to make the game even more enjoyable.

Title: Alpha Runner
Genre: Adventure, Casual, Indie
Developer:
LightsoutGames
Publisher:
Lightsoutgames
Release Date: 2 Sep, 2015

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Minimum:

OS: Microsoft® Windows® XP / Vista / 7

Processor: 1.2GHz processor

Memory: 512 MB RAM

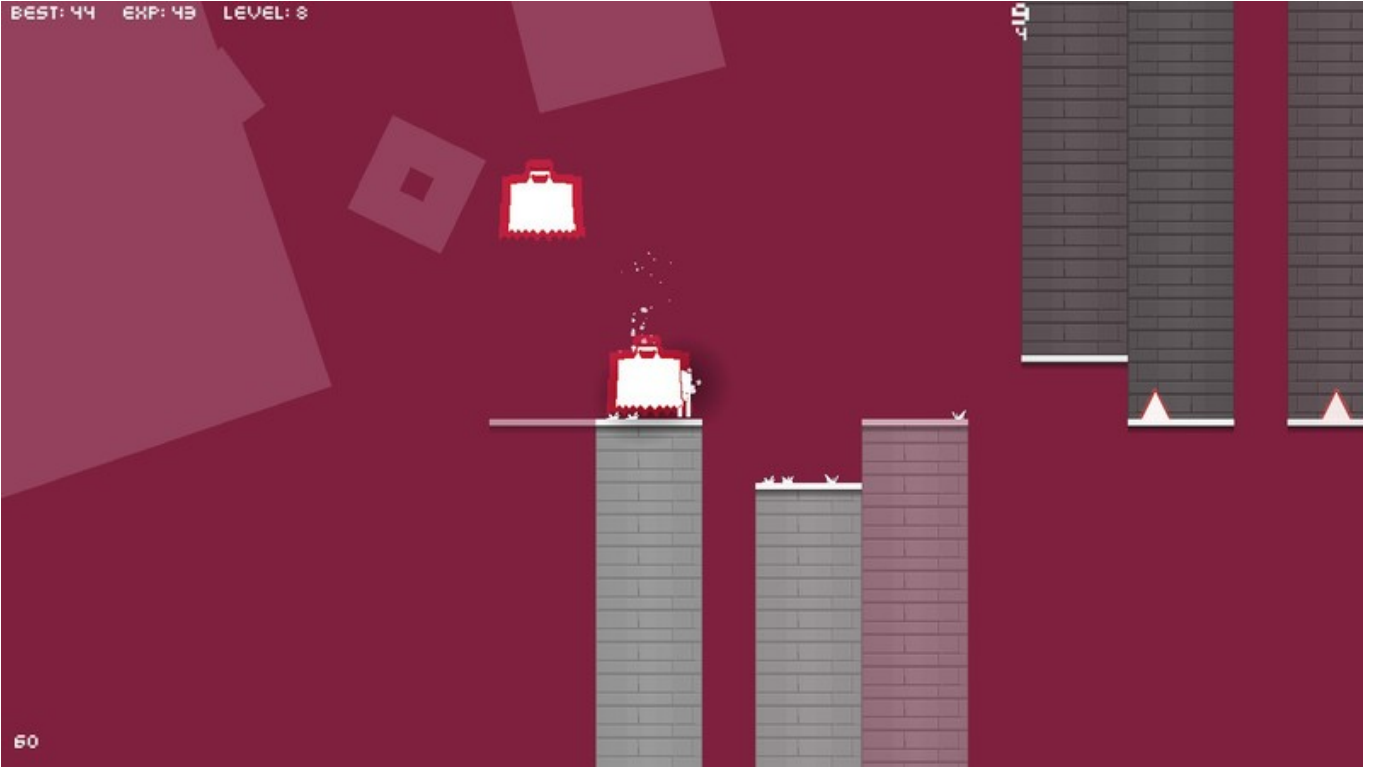
Graphics: DirectX 8-compatible graphics card with at least 32MB of video memory

Storage: 150 MB available space

English



BEST: 44 EXP: 49 LEVEL: 8

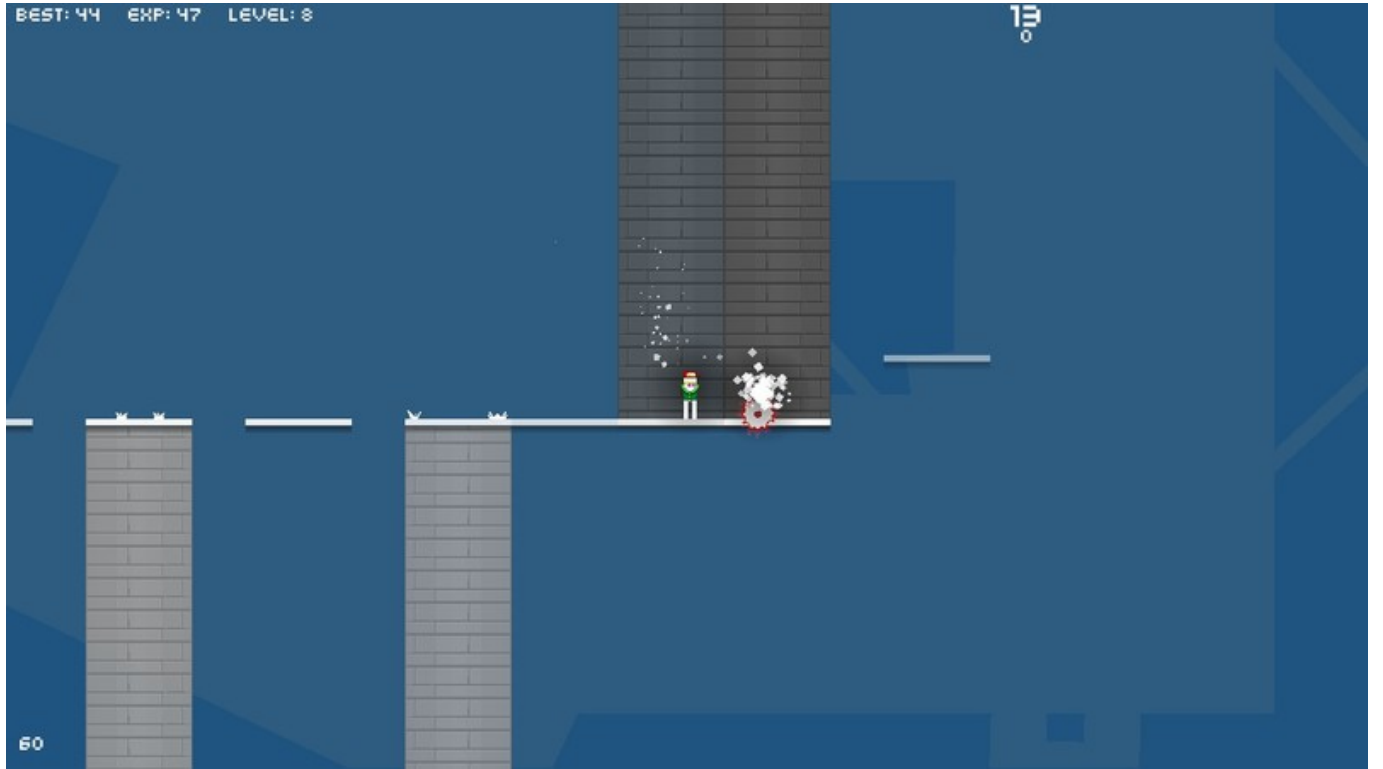


60

BEST: 44 EXP: 47 LEVEL: 8

13
0

60



Buy it if you're into unique platform games, because this is one of them that truly stands out. Challenging, but also relaxing.. Alpha Runner - cool game!. Fun little platformer. This guy who made it is going places.. Meh. It's an infinite runner game with some variation game modes. I didn't really like it.. 9/10 - if it had more songs on the soundtrack it would be a perfect 10.

Awesome game to kill some time - I use it to kill time while I'm waiting on other events (waiting for ranked league game, etc.).

This game is really nice. When you get bored:

-Open a beautiful music.

-Click the play button.

And..... Just buy it guys.. Meh. For 50 cents, sure. Not too hard or easy, just is.. So far so good. Although I suck at it, it doesn't prevent me from trying again. It's a definitely a frustrating game. I have tried changing the controls so that I am more comfortable but I think a controller would be easier. I just suck at these games I think. The soundtrack is very awesome, I just wish it had more music instead of the one loop, but that loop is still pretty soothing.. This is not \$1.99 levels of gameplay. This is barely even a free app on mobile phone level of gameplay. **DO NOT BUY** the developer obviously bought good reviews for this awful game. I played it for about 10 minutes and got all that I possibly could out of it. (I left it idling for an extra 3.2 hrs).. just totally every little part is good!

a good platformer game. If this game were a free Flash game, it would be one of those games that you probably play for about ten minutes, once, and then you never come back to it, but you feel like it was a reasonable way to spend ten minutes, and everything would seem normal.

For some reason, though, it's a game on Steam that costs money. And it has 'Very Positive' reviews. I'm not sure what's going on here. The gameplay is minimalistic not in the elegant sense but in the "there's no depth to it at all" sense. The collision is wonky. Hitboxes are unclear. Even the jump is so small that it's difficult for the automatically generated endless level to create much of anything interesting. Though the different characters shake up the tedium a bit (and even then, practically all a different character means is that you jump differently), it still feels pretty much the same every time after not very long at all. I mean, it's not terrible. But it's not good either, and certainly not worth spending money on.. Alpha Runner is a very RELAXING ... RAGE QUIT game. Two words I never thought I would put in the same sentence. This is all thanks to its groovy musical score that drowns you out in the background, while you die a quad zillion amount of times. The story is you're an Alpha runner and your goal in life is to be a Beta runner. Get it Alpha, Beta, bad joke I know, but I couldn't resist. Being serious now, it's a platformer where your biggest and hardest achievement goal is to try and get 200 squares which appear on platforms that will eventually disappear as you stand on them. Also you must avoid spikes, rotating saw blades and dropping hammers.

Unfortunately the game still feels like it is in Beta and this is because the developer (<http://lightsoutgames.com/>) never seems to have a clear vision of where he was going with all this. It more looks like a product of a person who just wanted to make a game for the sake of wanting to make a game. For instance your character after a minute or so of traversing platforms will start to hold a umbrella which will spawn in, this is because there was a mini game where you had to avoid rain drops as well as continue to traverse the landscape of disappearing platforms and spikes, but the developer received a LOT of backlash about this concept and removed it, but kept the umbrella in for no reason. Also each time you die you get a different character, some characters have different abilities, one character can double jump, another character has greater speed, another character has an exaggerated jump, but some characters have no abilities what so ever and seem to be a product of a developer out of ideas.

Options are really limited. For instance you can only mute sound, not turn in game sound down which can be bad for those that want to record. There are also three different modes...

1) Normal: As described above the objective is to try and get 200 squares. This took me a long time, there is an xp levelling up system and the more you level up the harder the traps get and the quicker the platforms disappear. Eventually at level 22 I was able to achieve the 200 mark all thanks to the red system which usually only gives you spikes and the Astronaut guy which has an elongated jump and allows you some time to plan ahead. The higher your level the more complicated the two mini games are in normal mode. One mini game involves you being a spaceship destroying all the other spaceships by shooting at them in the opposite direction until you come across the Mother ship which requires you to shoot at it travelling in the same direction. The other mini game requires you to hit one of three keys at the same moment the prop tells you to alas a saw blade spawns in. You must keep doing it even though it gets faster and faster until the exit door appears. These are the only two mini games in Alpha Runner and again seem to be a product of a guy only wanting to make a game for the sake of making a game and someone who didn't have a clear vision of what he was trying to achieve.

2) Speed run: Here you get a certain number of platforms and traps to try and get the quickest time on. Problem with this is that even though the number of platforms are always the same. Their layout and traps aren't each time you log out and log in it. So one lay out which allowed me to do it 28 seconds another lay out would not allow it. So what is the point of it all if it isn't consistent?

3) MLG: It's the same as normal mode but after a minute or so it will flip upside down, it flips upside down even in the mini games. No one plays this as it is too hard and the game does not give you any time whatsoever to adjust. A poorly designed mode that does not favour the gamer, hence no gamer is really ever that interested in it.

4) There is also a practice mode where you can turn traps on or off, but again this mode never adds to the achievement scoring and seems rather pointless in practicing in it.

So why do I give this a thumbs up then in comparison to a weak envisioned platformer slaphazardly put together, because in normal mode it is a really challenging and rewarding experience when you eventually are skilled enough to get your little guy to that 200 mark, and as stated before it is the most relaxing rage quit game I have ever played all thanks to a soundtrack which is the most fitting soundtrack I have ever heard for a game.

[Below is me showing you the various modes. Notice my best score 247! Are you game?](#)

<https://youtu.be/V5-OP1pQOK8>

[Suggestions for developer...](#)

* [Each character should have a different ability.](#)

* [Get rid of the Umbrella.](#)

* [More mini games.](#)

* [If Iu2019m able to opt out of the space mini game I should be able to opt out of the saw blade mini game.](#)

* [MLG give the gamer more time to adapt to the world flipping upside down.](#)

* [Background should change more the further you go. trees, waterfalls, comets, fireworks etc.](#)

* [Speed run should be consistent in its layout.](#)

* [A mode with an ending.](#)

[. Amazing and fun game. A nice simple platformer that does its job quite well. Nothing deep and meaningful here.. run, jump and collect blocks. The bonus games feel somewhat pointless. Enjoyable for an hour or so.. but the novelty wears off quickly.. remember those flash games featured in Newgrounds back in 2005? this is exactly like that. even the choppiness of the framerate is there. if you are still curious, buy it, i warrant you you won't spent more than 15 minutes in it. after that just ask for a refund](#)

[. Not a bad little game for \u00a30.41. Beat it in just over 3 hours... But hey! A movie ticket cost what 5-6 pounds. I'd definitely say I got my monies worth out of this.](#)

[Game even had me sweating with that achievement for getting 200 in a single game. I got 175 in one round and 186 in another. I was thinking I'd never get that 200. But after pulling my hair out over the first two failed attempts. I sat down bit the bullet, pausing the game ever so often to dry of these sweaty mittens... & at last my rightfully earned prize!](#)

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