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About This Game

Little Lost Robots is a challenging puzzle game designed for players who like a proper mental workout.

In the far flung future, humankind has colonized planets throughout the galaxy. In the process, a few of our robot probes have gotten lost for all kinds of reasons (such as self imposed vacations!). Unwilling to abandon our A.I. friends, you are now in charge of the mission to rescue the lost robots. Give them instructions to help them find their way past all kinds of hazards home!

Inspired by Zachtronic puzzle games, Little Lost Robots requires the player to drop a sequence of commands around maps to guide the robots to the rescue portal without crashing into obstacles, including each other, along the way!

Be patient and creative with your solutions. Little Lost Robots promises to frustrate but also delight.

Title: Little Lost Robots
Genre: Simulation
Developer:
Evil Art Bunny Studios
Publisher:
Evil Art Bunny Studios
Release Date: 3 Apr, 2019

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English

Begrudging Kitsune [30days]
You will contain one of mount randomly when you opened the Mount Box.

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Great game! Graphics are cute and colorful and the music is charming; controls take a bit of getting used to but gets easier as you go on. You can really feel all of the heart and soul put into the game! Very fun and very addicting.. Prostitute simulator 2015
Donald Trump simulator 2015
Hobo simulator 2015
Mob Boss simulator 2015
So many simulators in one game!. Stay Away. Really... Just keep you distance and go play something - anything - else.. For the bundle price I paid, it's not bad as a wilderness survival simulator

Buggy sure, but it's still being updated and the dev(s) is still working on it.. PAID: $1.99 (on sale from $9.99).
SYSTEM: WIN 10x64, i5 3570, 16GB, GTX 1070.

It's not yet in a commercially playable state, but there's a lot here for a one-man game. I can't recommend purchasing it in its current condition, but the game has some merit so I'll give it a positive for now at the $1.99 price point in the expectation that it will continue to be improved.

The environments are good, and I really liked the surprise first view of Mars from above. I like that the character has a motivation and that the plot starts immediately. I like that it is a slightly unusual motivation. It's fully voiced, and the actors seem to be professionals in terms of tone and inflection, though most read their lines stiffly and exactly as written, not even correcting obvious grammatical errors.

And it DOES have aliens.

Critical bugs:

 - Saving a game at a medical station did not work; when I quit and continued, Instead, continuing started me at the last auto-save.
 - A default fight mechanic is needed, even if something simple like left-click for punch and right-click for kick when no weapon is equipped. I was killed by an alien after my character said "I need to find something to defend myself with", and he killed me because I did not know how to fight. This was very frustrating,

Non-critical quality-of-life bugs:

 - The objective indicator on the compass is not super obvious. At minimum, the player's attention should be pointed to it so he knows it is there.

 - Physics of driving was frustrating. Buggy slides too much. I know Mars has less gravity than Earth, but I was able to run as if gravity was Earth-like (or being compensated by my suit). Because this is not a reality simulator, I recommend making driving physics more like Earth.

 - Path to the first driving destination could use a more obvious path. Destination is in a steep crater and I tried to find an easy slope down by driving very far away, before I realized it was not possible to be hurt while driving.

 - Objective marker on compass needs to be implemented after explosion.

Polish:

 - Game still has many typos \/ improper English grammar \/ awkward dialogue. In some places, the voice actors read the lines exactly as written, even if the lines contained obvious mistakes; re-recording dialogue is probably not a realistic goal but the correct written English will still be an improvement. That said, the dialogue is fairly campy, so simply correcting obvious errors would not bring it to a professional level; that would require a rewrite (the plot itself is good so far, however).

- The switch between having control of the character and going into a non-interactive cut scene (or back) is slow \/ laggy. Some of the non-interactive scenes seem to have many extra frames in which the character does nothing, and it gives the impression the game is frozen. Removing extra frames and maybe giving some sort of visual hint that a non-ineractive scene is happening would help.

I will check back in a few weeks.

I want to say I was worried that this wouldn't live up to the original which was, in my eyes, one of the best visual novels I've ever read. But I really wasn't. I knew this game would be good, and they did nothing but prove me right.

You return to the same world, but as the villain of the first game. You learn things about him that change how you think about him, and change how you experience the first game in a good way.

This story had me on the edge of my seat more than once, and I can honestly say that, despite knowing what happens in the game this is a prequel to, I had no idea how it was going to end.

The first game was one of my favorite visual novels ever. This one is *even better.. I like it, it is origrinal. You compete agianst your forends with scores. And it is soo addicted. One thing i dont have controllers and stuff so i wold like a local lan mulitplayer idea.*

p.s you can play it fast offline on school. You could say that this game is a WW2 version of Hitman : Blood Money with the huge world to explore on each missions. Calculate well, and you can get your target. Stealth or violence, except for a mission.. Cool game. I like the climate, music and riddles. Awesome that there were also some easter eggs.. Well, I'm normally not the one to write a review, but for this game, I'll change my normal stance.

Bare in mind that the game still is in Early Access.

Pro
Just text, no pics.
It reminds (me) of those old C64-games. Damn I'm that old already
Easy to learn, hard to master
It comes with some nice 8-bit music.

Cons
See all of the above.

Hahaha!! No, really, you'll either, like me, love this game for just being the game it is. For giving that textbased adventure-/sim-feeling of times long by. Or you'll just hate it and probably for those same reasons.. Hard, very hard. But overall a good game