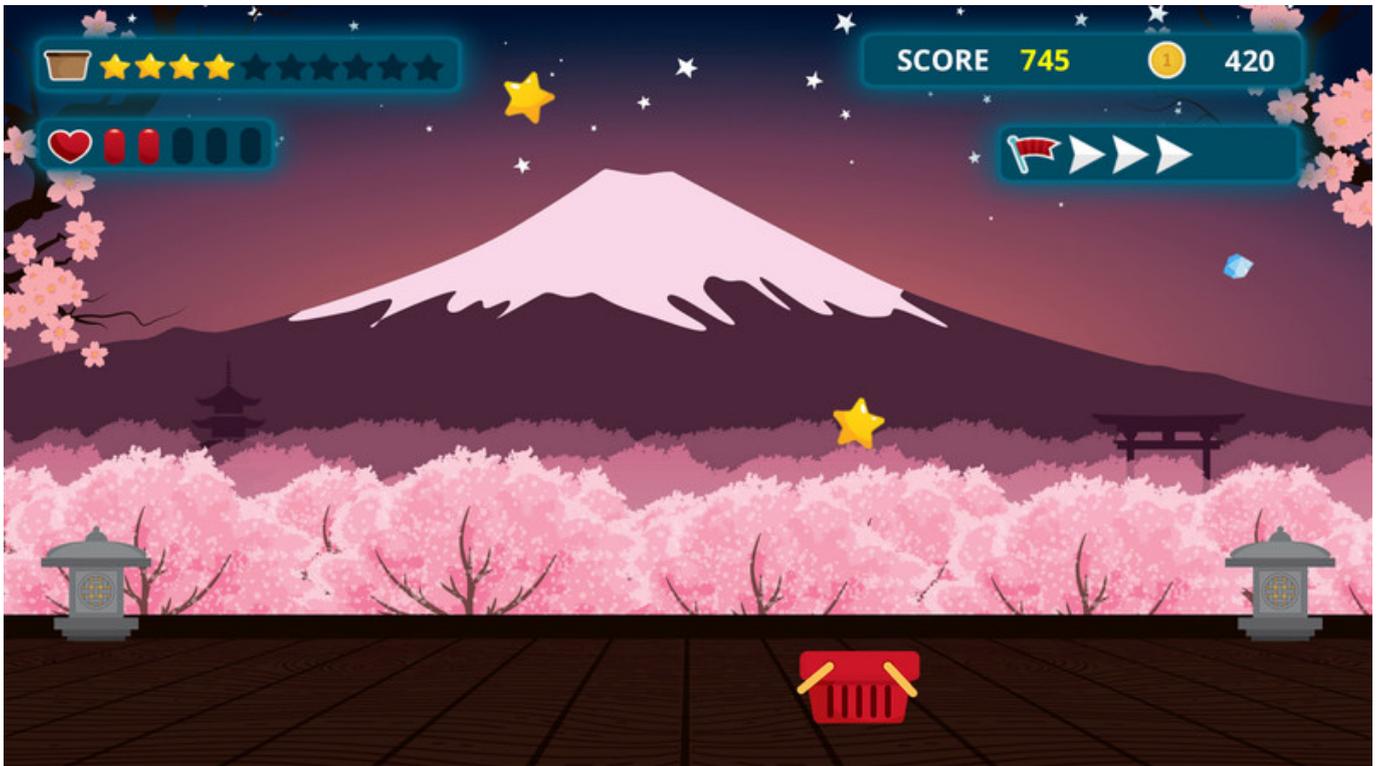


---

## Catch A Falling Star Activation Code [hack]



Download >>> <http://bit.ly/2JmPtgr>

### About This Game

Catch a Falling Star is a casual and relaxing game where the aim is to catch falling stars and score points. A fun and relaxing game with beautiful graphics and soothing music - perfect for when you want to play something, but don't want to think too much.

#### Features

- 3 Beautiful themes each with their own music
- 22 Extra baskets to unlock and catch stars in style
- Catch falling stars to score points
- Your basket fills up as you catch stars, but only once you deposit on either side of the screen, you score the points
- Avoid falling ice, which slows you down and take up valuable space in your basket
- Wind blows from either side, pushing objects in that direction
- Various power-ups, like a speed boost, extra life, no wind, etc.

- 
- Avoid hazards like lose a life, slow basket, fast stars, more ice, etc.
  - Catch star coins, with which you can unlock more basket space, additional baskets (more than 20 designs), more themes, or one-use power-ups for while you play
  - Submit your score to our online leader boards
  - Controller support

So, if you are looking to sit back and relax, why not catch some stars!

---

Title: Catch a Falling Star  
Genre: Casual, Indie  
Developer:  
Alister Software  
Publisher:  
Back To Basics Gaming  
Release Date: 30 Mar, 2016

b4d347fde0

English



TOP SCORE 1285

30

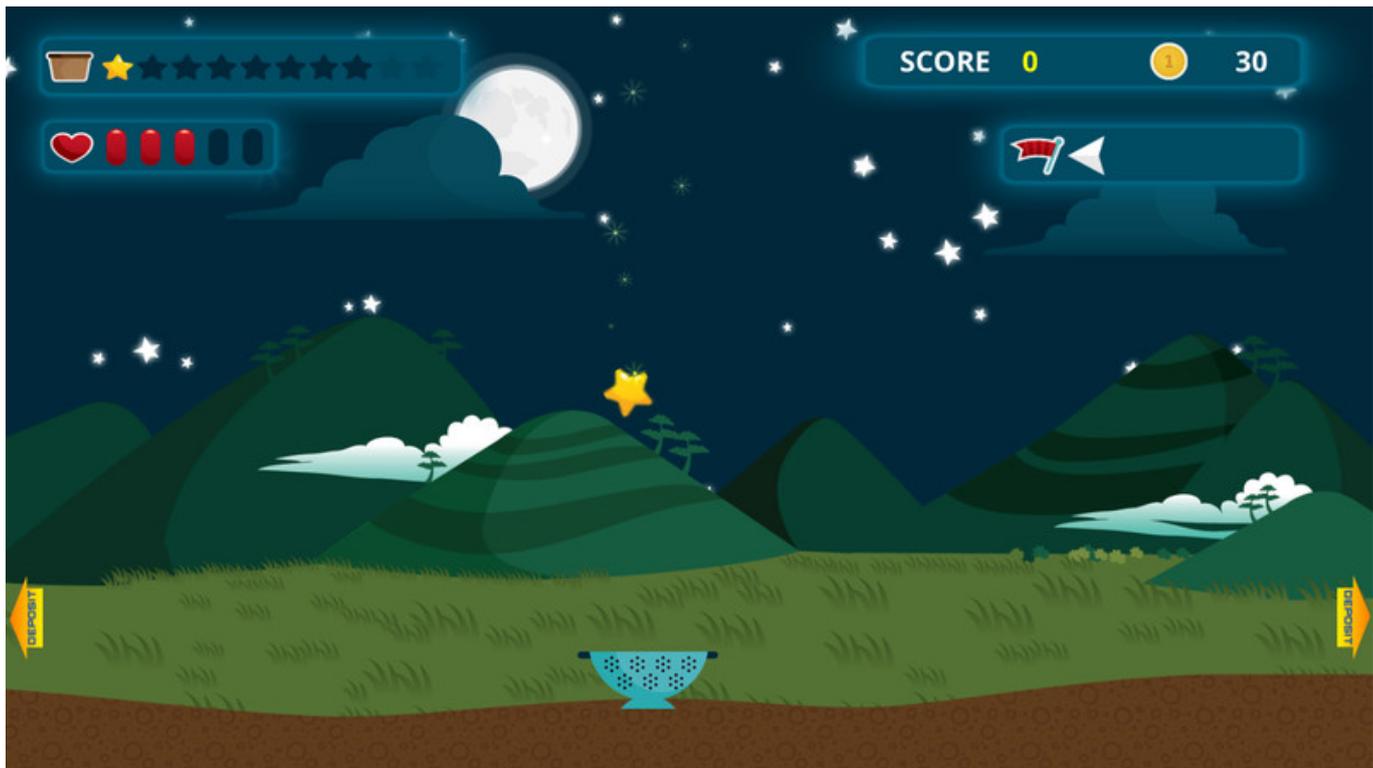
# Change Basket

CATCH A



Unlock a Basket for 100

OK



---

Cute game, Good time waster. The music is pretty nice and good for listening.

About as boring as a celebrity funeral, and if my anxiety disorder wasn't so severe, this game might help put me to sleep. You control your slow-moving basket with arrow keys or a gamepad, collecting stars and avoiding ice. There are some powerups... The music is ambient and pretty nice. The price is right, until you consider that there used to be hundreds of flash games like this to play for free.

I know I feel like a relaxing game from time to time, but there just isn't enough meat here to endorse it. I would give this game a "side thumb", but I cannot. For a buck, if it looks like something you'd like, get it I guess. It seems most of the positive reviews are from achievement hunters, which I couldn't care less about. The leaderboard also appears to be hacked, so arcade old-timers like me: don't bother.. A simple game about catching falling stars into a basket. This game gets harder the longer you play the game, and it gets quite challenging. The more points you get, the more challenging the game gets..

Very fun to play

It also has cards and achievements for those that are achievement hunters...

Recommended!. A type of catching game ... You can fall asleep haha: D Nothing interesting for me. The game can be for the elderly. I do not recommend. Waste of time :)

. Ok, there are many reasons to write a positive review for this little indie relaxing game, the first of all is that the very first achievement, named "support an indie", has a completion ratio of 8% as I am writing. And this is completely crazy, since it unlocks only by opening the game, without even pushing the start button.. so that means that no one played this basically! And being a very pleasant and relaxing game, I think it deserves not only a positive review but also some visibility and many players :)

The graphics in my opinion are awesome (unfortunately the menu doesn't allow you to change quality or anything but the sound, so you can choose only between full screen and a windowed mode in a fixed resolution), super relaxing and in line with this kind of game, set in a starry night.

Your main objective will be to collect the falling stars with a bucket, which will eventually fill up and you'll be able to unload it by going on the left or right side of the screen - you can do this even if it's not full.

The WASD controls are smooth and nice and that contributes to the soothing nature of the game, paired with the very pleasant music and graphics, as I said. Very cartoonish and dreamy :)

Plus, you'll earn in-game money that will let you buy new buckets (they're called baskets in-game, but thank God it's only available in English so no crappy unplayable Italian translations by default even in the game hub page XD), and of course the game will be filled with other contents!

The money you'll earn by catching stars has lots of in-game uses: you'll be able to buy a bucket capable of holding many more stars, and the enter key will allow you to use the bonus you'll have obtained, so that you will be able to slow down the falling stars, to be faster with your own collecting basket, to eliminate the wind (which can of course change a little bit the mechanics of the game) and, lastly, to have less falling ice.

As I said, from the sky you'll have other things falling and the ice shards have to be avoided at all costs!

Plus, I enjoyed a lot the addition of a wind system - you'll see on the upper right side of the screen where and how the wind will blow, thus affecting speed and everything on the screen. And you'll also have to collect power ups falling from time to time from the sky too! And avoid the bad ones, since if you collect them you'll have to deal for some seconds of "more ice" or "slow bucket" downgrades ;)

For 1€ as a full price, it's a must have if you're into casual relaxing games and well, it's perfect to play with your keyboard only so it's not a crappy mobile port as we often see here.

I saw already many beautiful, lengthier and way better written than mine reviews so I won't go into other aspects, although I covered the most of them.

The basics of the game are all here and it can be a little bit boring just if you really want to play it for every single achievement and buyable object, but this isn't a thing worth to consider in my view here.

Just keep in mind that it's not a "5-minutes" game (on Kongregate we have that hashtag xD), every session can take Idk, maybe twenty minutes, and it's increasingly difficult so you'll have to buy upgrades and well, I think this goes on to the replayability value of this game - it's best played in multiple sessions (everything's of course auto-saved) so that you don't get bored playing it for an entire day.

Oh, by the way it can also be played with a controller, it fully supports the XBOX one for instance but to me it's perfect on

---

WASD keys, you'll need only the movement ones and enter (or A with the controller) in order to activate the bonuses, and if you're a right-handed who plays with the left hand like me trust me, it's perfect and not damaging at all :) Considered its price and the value of this indie-developed Unity game, it's super relaxing but also gets challenging if you go on with the levels, it also has trading cards so if you've already got it into your library or if you don't have it in your wishlist well, buy it or simply play it and it's really worth the time :). The game is simple and fun, makes you want to play until you get all the cool things in it.. As the title implies you'll be have to catch falling stars while avoiding ice chunks\ hazards using one of several unlockable baskets.

It's a pretty casual game that can provide some entertainment but its randomness and lack of variety can drag it down.

#### **PROS:**

**-decent soundtrack**

**-while simple the gameplay is ok and gets quite challenging as time goes and stars speed up**

**-leaderboards give a reason to chase high scores**

**-there's a couple themes and several different basket designs to unlock**

#### **NEUTRAL:**

**-each session is quite lengthy (20 to 30 minutes) and this might be a problem if you're looking for a quick game**

**-I'm not personally fond of purchasable one-use powerups**

#### **CONS:**

**-it's a shame each theme only has one track, hearing it on loop makes the music boring eventually**

**-star\ ice spawning can feel unfair at times and push you into unwinnable situations**

**-the simple gameplay gets repetitive quite fast**

<http://steamcommunity.com/sharedfiles/filedetails/?id=658729084>

[My overall reaction to the game was, well, lukewarm: the first few matches are pretty fun but after an hour or so two problems come to light. Firstly the gameplay itself is quite repetitive as its simplicity prevents it from having much depth: this is made somewhat worse by the first five minutes of each match, where stars fall down in a slow, bland fashion. Secondly, well, sometimes the star spawning will serve you with stars that are basically unreachable or put you into lose\lose situations: examples are stars spawning on complete opposite sides \(sometimes 2-3 times in a row\) or situationsa where you'll have to get an ice chunk to reach a star \(making you slower and thus ultimately unable to get it\).](#)

[The lose-lose situations might be lessened if you decide to use your hard-earned currency to buy powerups rather than wait for them to fall from the sky. It's possible that activating a "basked speed up" bonus at the right time'd make certain star spawns possible but I question the need for such a system to be there when things'd easily be solved by simply changing the game mechanics a tad.](#)

[Despite my complaints Catch a Falling Star is still an ok, albeit quickly forgettable, game if you're a fan of the genre and you can expect to enjoy it for a few hours before it gets tedious: for such a low price it's decent enough to get a thumbs up.. I am absolutely in love with this game! It seems to have no external purchases necessary, you can make gold super simple!](#)

[Gold helps you buy new themes as backdrops \(and some of them even change the way the stars look!\). Gold drops down randomly, and it's a fun challenge to try to catch gold without letting stars "die" by hitting the ground.](#)

[The mechanics are very simple: you move the basket on the ground with whichever keys you want, and you activate some](#)

---

special abilities that you can purchase via that gold with Shift or Y. You're trying to catch stars, avoid ice chunks, and catch power-ups while avoiding power-downs. There's a neat little wind mechanic that I've found useful (and good to keep an eye on).

There is music, some of which is original some of which isn't, but it all fits really nicely into the themes.

It is a delightful game. Definitely an Indie title, as it doesn't come with the bells and whistles of others. Even that, though, is something to love about it. It's simple, relaxing, and very enchanting! Highly recommend this to anyone!

To the devs - you've done an amazing job. I'll keep an eye out on your other titles!

---

This is a really cute, relaxing, and fun casual scrolling game. You catch stars and buffs (fast basket, slow wind, etc.) in a basket, while trying to avoid ice and debuffs (lose a life, more ice, etc.)

Gameplay is challenging enough to keep me engaged, but isn't so bad I get frustrated when I'm trying to chill out. If all you're concerned about is getting 100% achievements, It can be a bit of a grind. But if you are just looking for something to do, or a way to reduce anxiety, this is a great game for that.. 'Catch A Falling Star' was initially off putting to me as I tend to avoid clicker style games. After viewing the video and seeing multiple friend's reviews about it I decided to get the 99 cent game. 8 hours of teeth gritting, leaning in the direction the star is falling, and collecting tea cups full of stars later, I feel I can give my impressions about it.

The fun of this game is held entirely by it's connections to Steam and Steam achievements for me, aside from the aesthetic appeal of bright, colorful and cute graphics. Without the goal set for me to achieve 5000 points, open up all the basket options, and save up 2,500 coins I might have stopped playing this game hours ago. The game is deceptively challenging behind it's simplicity. There are many techniques one begins to learn as you crawl up the point gain to combat ice, catch a star, and use the very edge of your bucket to bounce a negative power up. Some of the negative (red) power ups begin to seem appealing as one can use them strategically. The game also seems to completely change after hitting 2K, 2.5K, and 3K points, but I can't be exact in what numbers bring about this change. Suddenly stars are dropping more quickly and on opposite sides of the map. I can go from a full bar of health that I've built up until this part of the game and drop out before I can deposit a bucket of stars. So after I've almost reached every achievement and definitely gotten my money's worth of playtime and entertainment from this game, an entirely new challenge appears out of the woodwork.

The graphics and music are also pleasant. I have really enjoyed getting the Steam badge and emoticons. They are the same appealing graphics of the game and quite affordable for those interested. My favorite background being 'Japan' which is pink cherry trees with a lovely mountain backdrop. I also like the teacup, coffee cup, suit case, present box, cookie jar, and most of the other cute baskets. The other unlockable backgrounds were unremarkable to me, although I can see the appeal for fans of those games they represent. My only other qualm would be that not all functions seem to be fully available yet, such as the 'Bubble Time' power up which doesn't seem to do anything when caught as of this review. I can foresee this power up being a game changer once it is installed.

Overall, 'Catch A Falling Star' is affordable, a boredom killer, \u201crelaxing\u201d for some (ha, not me!), a hidden challenge and something worth playing.. Catch a Falling Star describes itself as "casual and relaxing," and it's definitely telling the truth. As an autistic person with anxiety, I'm always on the look out for games I can play when I'm stressed out but don't want to be overstimulated. CaFS is a perfect fit!

The game is endearingly simple: move your basket to catch falling stars and empty it at the edge of the screen when it's full. Blocks of ice and various status altering icons (which do things like increase the amount of ice, or slow down the stars' descent), as well as the occasional burst of wind, complicate this simple task, but they're not frustrating to navigate and instead keep the game from going stale. Collect coins to purchase in-game tweaks like more space in your basket, or spend them on cosmetic changes like basket and background design.

The background music is soothing but isn't going to put you to sleep, and the sound effects are cute without being super sugary. I'm especially in love with the art style used for the backgrounds, which are simple but distinctly pretty, and the different basket designs. Looking forward to catching things in a coffee pot, eventually. :)

I do agree with other reviews stating it doesn't have immediate replay value for most people because it's so simplistic, but for a buck, even a handful of plays is more than worth the price.. Developed by: Alister Software

Published by: Back To Basics Gaming

Release Date: March 30, 2016

+ Pros:

\u25b2 Visuals

\u25b2 Gameplay

\u25b2 Soundtrack

\u25b2 Achievements

---

\u25b2 Cards

10 V 10 - A fun and relaxing game.. Most adorable game ever. Simple and easy to play.

---

[Color Jump download by utorrent](#)  
[Hyperdimension Neptunia Re:Birth1 Additional Content1 \[crack\]](#)  
[Operation Abyss: New Tokyo Legacy - Digital Soundtrack Ativador download \[key serial number\]](#)  
[StopTime Drive Torrent](#)  
[Fantasy Grounds - D amp;D Barbarian Class Pack crack by razor1911 download](#)  
[Star Ruler Download\] \[Xforce keygen\]](#)  
[The Great Gatsby: Secret Treasure activation key crack](#)  
[Hero Boy - Original Soundtrack download for pc \[Crack Serial Key](#)  
[Ys VIII: Lacrimosa of DANA - Elixir Set 4 Ativador download \[portable edition\]](#)  
[E.Z activation code generator](#)