
Starscape Full Crack [hack]



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About This Game

Moonpod's Starscape mixes old school arcade game play values with characterization and an involving plot to deepen the whole experience.

With most of its crew missing and its weapons systems ruined, the space research station Aegis is all but lost. As the last remaining pilot you must help rebuild the station's defenses, acquire alien technology and create your own uniquely configured set of fighters. By mining the asteroids within the grid dimension, valuable resources can be harvested to fuel the Aegis's molecular furnace to build devastating weaponry. Within the nodes of the grid you will encounter allies to aid in the struggle to escape, uncover the terrible purpose of the evil Archnid race and learn why you and the rest of the crew were brought here.

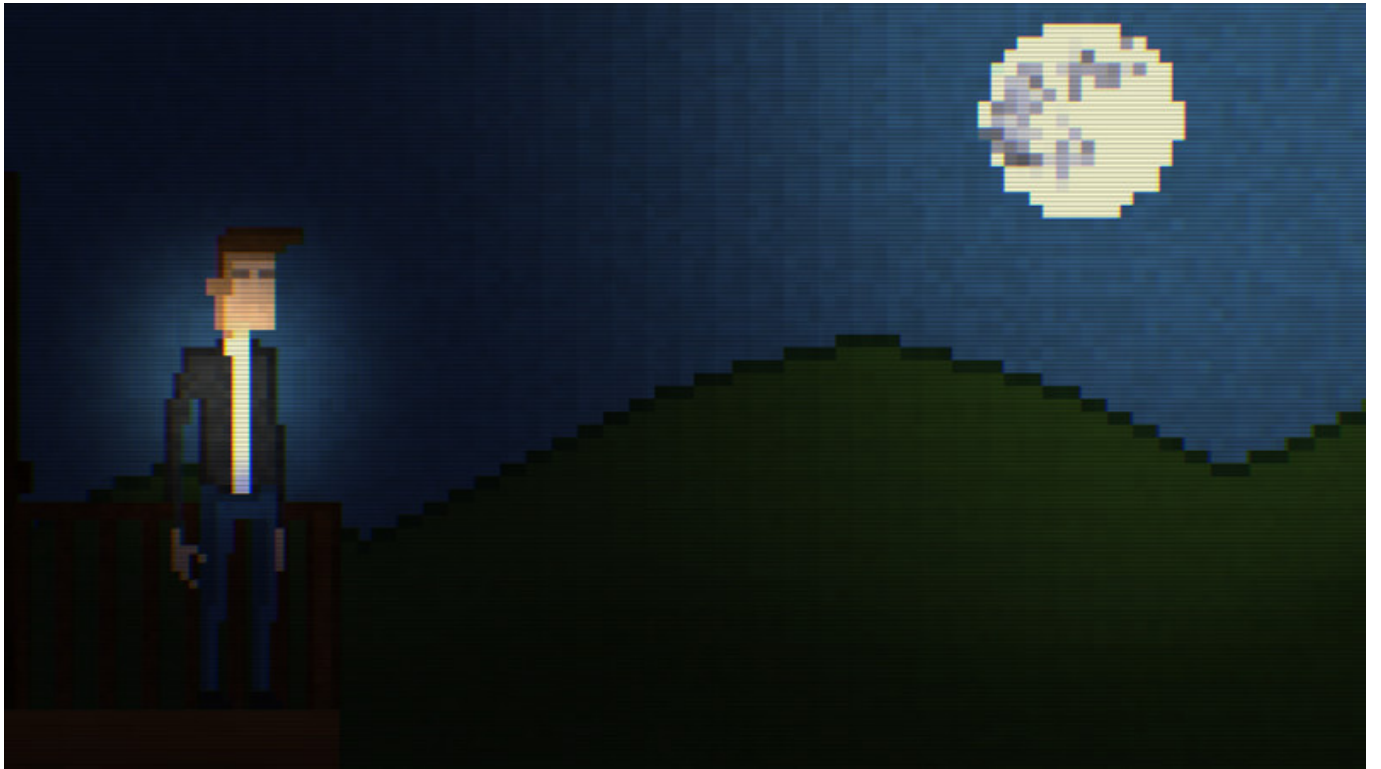
- Beautifully rendered 32bit colour graphics
- 800x600 resolution
- Thumping music sound track and sound effects
- Five different weapon technology threads to find and research, only the first is available in the demo
- Five different zones to explore, only the first is available in the demo and the rest are much much bigger
- Make alliances with friendly aliens and trade technology

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- Direct and protect your space station as it fights alongside you
 - Create your own "garage" of unique space fighters tailored to your own specifications
 - Mine the asteroids, gather raw elements, research new technologies and build new items
 - Recover the missing drive components and rescue your missing crewmates before escaping "The Grid".

Title: Starscape
Genre: Action, Indie, Strategy
Developer:
Moonpod
Publisher:
Moonpod
Release Date: 27 Mar, 2003

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English







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If you have played Sudoku, then this is right up your alley.

Energy Balance is like the game title says, A balance act.

The game starts off with a robotic Neko/Cat stuck in Space. Neko is left there trying to adjust spaceship components to progress to the next story event.

The gameplay is to come to mathematical equilibrium between connected rows and columns. Each end of the row and column has a number that you must equal from the direction it is facing.

This will take some seriously number crunching and note taking in the later levels. Too many movable parts, can't rely on luck. Each level is randomly generated, no use for walkthrough or a guide.

The Music is probably the best part. The tracks are varied and they don't loop on a level. You never get irritated hearing the same track. It can distract you when you are trying to think. You can toggle it off, though.

2.99 is a fair price for what the game offers, but recommend getting on a sale or bundle.
Cough Bundle Galaxy Sale **Cough**

Bought: Steam Version
Received a PS4 Key for gameplay.

Gameplay of the PS4 Version:
https://www.youtube.com/watch?v=r6Aw_x4Kptg

Achievements/ Trophy Difficulty: 7/10, or 3/10 (With a Solver)

Time Spent: 3+ Hours PSN/ 4 Hours Card Farming on Steam

Enjoyment: 6, later levels too hard for me ☹️

Score: 7/10
. You bet I'm recommending this game, too.

10/10 great sequel love the protagonist. I worked on the prototype of this game for a short while few years ago, and I am absolutely stunned how much the game has progressed since then. Love the attention to detail on each level the team has put, and the quality of each song. Absolutely recommended for the great audio+visual gaming experience.. píčovina skurvená !!!!!.
It's the♥♥♥♥♥♥♥♥
10.32/10

There are a handful of turn-based strategy games that are simple but deep enough to keep me immersed, this is one them. I bought the game yesterday and manage to in 12 hours in it already.. A brief but interesting game with easy 100 % achievements. It has many endings and a unique atmosphere.. Didn't like this game enough to keep it. Graphics are too childlike for my tastes, and overall gameplay/puzzles too simple. Feels like a mobile game made for children.. really really crappy save your 7 dollars. It's very very short, nice artwork though, hmm, positive boarderline.. Its a nice idea but it is not very fun to play,you should stick with Space Colony or Startopia if you want a sci-fi colony building game. I hope that they release more patches that make the game actually fun but until then this game gets a thumbs down.. This is an interesting variation on Match 3 - it's actually harder than the usual kind, which is probably why it fell out of favor. You can't move the links at all, all you can do is flip them between NS and EW orientation. I played the heck out of Chainz back in the old days when Popcap didn't suck.

I'd give this a thumbs up for pure gameplay for 99 cents, but unfortunately this is so old it's a major chore to get running on my current machine with modern drivers - getting it to keep focus is a real pain. And it only runs at 640x480.

It's CERTAINLY no longer worth anywhere near the \$10 being asked for it. 99 cents max.. This game has a charming, story-intensive style, but it's very hard for me to consider it an RPG. Really, it's little more than a choose your own adventure game with an overworld in each of the individual sections. There's nothing inherently wrong with that, but it is definitely NOT an rpg by most modern standards.

Beyond that personal peeve of mine, the dialogue and the story itself, at least at the start, are fairly interesting and captivating, painting a unique picture about the current state of the world and the troubles it's going through. However, avoiding spoiling anything, the ending feels incredibly lackluster; it doesn't feel like a satisfying conclusion to the interesting story it finishes. The manner in which it happens, too, just seems boring.

Overall, the style and background to this choose-your-own adventure game is praise-worthy, but the gameplay itself is very limited and the actual conclusion to the game leaves me wanting. It's a bit disappointing, as someone who followed the game for a while before it came out.

That said, I think it's worth the current sale price (about 4 bucks), but my lack of recommendation is for the normal price.. This is a very ambitious game that is still under development.

While not yet complete, this game offers an immersive first-person RTS experience. It's not exactly a perfect Mars simulator, but "and then they all died of radiation poisoning anyway" doesn't make for a good story. So magic medicines and super-fast growing vegetables are a necessary surrender of reality to make a good game. What does make it a good simulation is that if you don't gather your air, you'll die. If you don't feed yourself, you'll die. If you don't keep on top of things and keep working, something will go wrong and you'll die.

There are a number of bugs that are being addressed, some I would assume are quite difficult to track down, since they are intermittent. Some are even quite annoying. The greatest weakness of the game is not being able to save against these possible disasters.

However, I think the game itself is worth it. The first campaign segment is done, and the sheer amount of control over all the aspects of keeping a breathable atmosphere, crops and mining will keep the player involved even when the story line is quiet.. Game is fun! Though there are times where I'm having a hard time controlling John, The Zombie.

-I crashed my bike into a fence which was near a cemented flower bed, and now I couldn't get that bike out of that space.
-I ran into a guy who smacked me with a bat, I was stun-locked for quite a bit and couldn't move away from the guy until I was almost dead (DEAD undead √ dead as a zombie, you catch my drift..).

Nonetheless, it's senseless fun for everyone! Well, everyone except the people whose brains I'm eating.

Score: 8/10

Here's my gameplay video:

<https://www.youtube.com/watch?v=b7m881TCdKc>

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