
Starscape Full Crack [Ativador]



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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

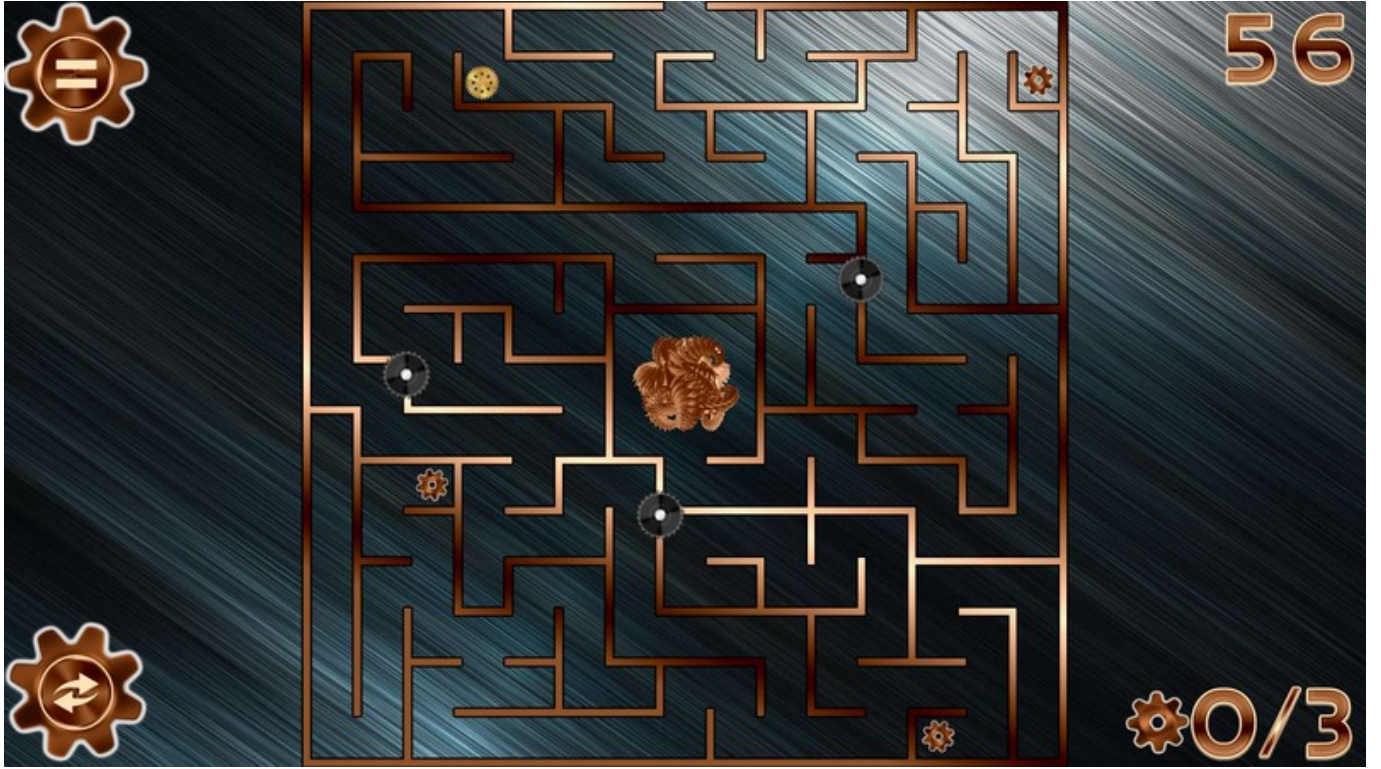
molecular furnace to build devastating weaponry. Within the nodes of the grid you will encounter allies to aid in the struggle to escape, uncover the terrible purpose of the evil Archnid race and learn why you and the rest of the crew were brought here.

- 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
- 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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ARCADE GAME SERIES™

Ms.
PAC-MAN™

The image shows the title screen of the Ms. Pac-Man arcade game. The background is a black maze with red walls and a dotted path. In the center, the title "Ms. PAC-MAN" is written in a large, stylized, pink-outlined font with yellow fill. Above the title is a red ghost, and below it is an orange ghost. To the right of the title is a cyan ghost and a strawberry. The text "ARCADE GAME SERIES™" is in a red-bordered box above the title. The copyright notice "Ms. PAC-MAN™ & ©1980 BANDAI NAMCO Entertainment Inc." is at the top left.



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I played this way back when it first came out on Windows for free. I like what they did to it since then. Adding quests seemed a bit silly other than knowing now what could be made/almost made. Near the end it started to get a bit ridiculous but still fun.

My advice for anyone though would be to try the multiplayer as much as possible to teach yourself some combinations to get you started.. If there was a better way to sum up how the upper class elite is effecting the lower class citizens of the world. this would be it.. Great platform game, if you like Sega master system's Ninja Gaiden you will love this game, its fast, its hard and the retro feeling is superb, the chiptunes are great too and add to the retro feel. Only con i can find its that it could have more bosses variety.. I have spent a lot of time in this game, on PC and Xbox prior to the TTG thing. Every time I see something about it, I get a little sad. This game used to be how we wasted our evenings and weekends. Then A17 came along and totally trashed the perk system, and removed any reason to be a builder in this game in a group.

We used to divide tasks, and do very well. Now, it seems my character cant learn how to build hardly anything unless I smash a zombies face in. Like how does grinding zombies teach me how to dig a better hole in the ground?

Prior to A17, I progressed based of the skills I used in game. It was amazing. My friends were hunters and gatherers, and I built the defenses for the nights.

Now I cant build a damn decent wall without going out and killing 100s of zombies. Makes NO sense at all.

There was so much great fun with me and my community in the game, until they pushed A17 out, and lost all connection with what their community was enjoying.

Do not recommend this game unless its < A17, or they pull their head outta their butts and reconsider the prior skill\progress system. Makes me sad.. This is the worst zombie theme game i ever played in the world. Whatever the fk genre this game is. Period. You press shoot they never shoot. You click move they runaway instead. You called that a game mechanic? what a joke. This game is literally unplayable. Screenshot never works only shows black screen. Luckily the dev is even too stupid to fix and patch bug and exploit of this game making it easier to achieve all the achievements with that horrible control and unplayable gameplay. Thats the good news. No I don't recommend this game ever.. It's a great effort from the devas to make a solid puzzle game with the twist of actually aiming to die.

Although some of the levels can be completed in ways I imagine were not concieved, it's still an enjoyable game to tease your brain with.

I recorded a video playing the game if you would like an idea of how the game plays. You can see it here:

https://www.youtube.com/watch?v=sIqRR_UyRhg

My childhood. 10/10 game would recommend.. Great game, here's a let's play I did

<https://youtu.be/yOuEJW6y7jI>. I flew 1 thousand feet in the air as a little school girl. 10/10. Great retro looking shmup, with a modern vibe. Easy to learn, hard to master and very satisfying to play. Recommended!. White Mirror is another game made by the creator of My Bones and it's just as bad.

[White Mirror puts you in the shoes of a man looking for an ancient mirror in a house and that's pretty much the basic plot.](#)

[Now I don't know why this guy keeps making the same game over and over again, as I stated in my My Bones review all the games this guy makes end up being more or less the same, but they take place in a different environment.](#)

[But unlike My Bones this game is somewhat is a game. You have stealth segments, puzzles \(if you can call them that\) to solve and in general it feels like a true game, but the more you play the more the problems show up.](#)

[First of all the game is buggy to all hell. It's beyond broken at points and it crashes sometimes when loading new chapters.](#)

[The single enemy in this game is absolutely brain dead. He spots you only once you are at point blank range, otherwise he doesn't see you, also he is really really slow, so you can easily outrun him.](#)

[This game was made with the GameGuru engine so graphically it looks really really bad. Low res textures, poor models and all around a bad looking game.](#)

[The game is also not even remotely scary. The game has a few jumpscars and only one actually got me since I was not paying attention, cause I was so bored.](#)

[White Mirror is also incredibly short. The game is around 30 minutes long and there's no replay value what so ever.](#)

[Overall GDnomad's games have all the same issues. The game is poorly made, it has nothing redeeming about it, so all I can say is that you should stay away from this developers games.](#)

[Final Rating:](#)

[1/10](#)

[Pros:](#)

[N/A](#)

[Cons:](#)

[- Poor English Grammar](#)

[- Boring](#)

[- Short](#)

[- Buggy](#)

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