Icarus Starship Command Simulator Torrent Download

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About This Game

In the future, a large star is about to go supernova and destroy all life - unless someone can find a way to stop it. But in order to get to the star, they will have to tra 5d3b920ae0

Title: Icarus Starship Command Simulator
Genre: Action, Indie, Simulation, Strategy
Developer:
Midwest Video Games
Publisher:
Midwest Video Games
Release Date: 26 May, 2017

Minimum:

OS: Windows Vista/7/8.1/10

Processor: 2.0 GHz

Memory: 4 GB RAM

Graphics:

English

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Absolutely worth the price. The humor in the game is top notch, great fast paced action as everything is real-time with no pausing. The interface looks clunky at first but I actually find it very user friendly and quick to do what you need. As others have mentioned, if you played FTL and liked it, then you will like Icarus Starship Command. Very similar gameplay except that

you do a lot more as the captain and of course it is played from a First Person View. Lots of replay value as the map is random and you have to make different choices on how to upgrade your ship based on resources you find. You really cant go wrong at the price offered.. One of the best indie games I've played in a long time, however they're were always prone to be bugs. Still well worth it! And being from the same Indie Bundle, I absolutely love the work actually put into this one as compared to prior titles from the bundles.. This game is by far the best value for money of this type - anywhere! What can be said about this ridiculously CHEAP game?? First off, ISCS is a very clever blend of an FTL & FPS style strategy, roleplay action game. You can play more directly as an open Captain with your crew than just commanding them around. In saying that, proceed with caution. Everything begins & ends with you. If you die, games over. The situations you can get yaself in just flows & keeps you comin back for more. I played this 10hrs straight upon purchase & realised that its the best thing I ever done with just a couple of 's GBP !!! Its just no regrets - guaranteed.. What this game is: - a FPS version of FTL, but it feels VERY differently because of the shoot-outs and the lack of a pause button - extremely unpolished, but I encountered only one bug - full of cheesy voice over, but it was good enough for one laugh - content rich; at least for 1,99 (that is what I paid) - not optimized; I had HUGE drops when encountering more than one ship I really like the concept of the game. It has the exact same UI than FTL. You can remotely control you AI crew, distribute energy to the several stations and select enemy stations you want to shoot. But once you close that overlay, you are inside your ship and can control all stations manually or start a shootout with the enemy. All the gameplay mechanics - down to the function and even name of each station - are a direct rip-off of FTL. Sadly, the dev jumped ship just when the game became interesting. However it IS fun if you can get past the graphics, voice over and the overall unfinished feel of the game. Sound effects and ambience are good. I am very surprised that this seems to be the only small-scale 3D FTL game out there. A fleshed out version of this game for about 20 should have a target audience.. Idea is good, but teal execution is so bad that the game is unplayable. Crashes occasionally, loading times are like hour long, max screen reso is like 1000x1000.. Wife: "Hey, whatcha playing?" Me: "It's a starship simulator. It's supposedly awesome, but it looks like sh*t." Wife (b.a. arts): "Really? I think it looks good!" Me (spoiled gamer): ". I think it looks like sh*t." Just joking! I'm actually really enjoying this game. The graphics are fine; games like this take place as much in your head as it does on the screen anyways. As others have said, it's basically a first-person FTL. It's really cool; one second you're trying to target the enemy ship's subsystems, the next second you're being boarded so you drop the tactical display and pick up your trusty. uh. space-Colt. and have a wild-west like shootout in the corridors of your ship. I hope the developer makes a sequel of this game at some point in the future, with more options and gameplay features (e.g. can customized your ship, a bigger variety of ship-to-ship weapons, etc).

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