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About This Game

STAR-BOX – RPG Adventures in Space!

Strap on your gravity boots, power up your laser, and climb aboard your spaceship for a retro-styled, RPG-jaupt into the unknown! Travel around an open-world, sandbox universe where you are the architect of your own story.

Fly around an infinite universe exploring alien worlds, abandoned cities, overrun space-stations, derelict ships, and parallel dimensions with little more than your trusty laser and inept, mechanical bodyguards. Collect and equip hundreds of items, weapons, and armours to help you on your journey. Get swept along in the politics of the year 4135 and lead a rebellion against a corrupt government and powerful corporations. Fight and capture 19 enemy vessels in tactical, bridge-based combat, and hire crew members to boost your fighting skills. Fall foul of strange spatial anomalies, giant space-fish, and human-hating AI programs through dynamic events that can strike at any time. Chose to work for Oberon Bounties and hunt down the scum and villains of the universe, for the Collector's Guild, Earth Military, or for the mysterious Cicero recently awoken from a 2000 year cryo-nap. And if you fancy a challenge: play the game in 'Ironman Mode' where you only get a single chance at making it big.

Features:

A FULL SANDBOX EXPERIENCE:

Explore space, untethered by a constricting story:

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- Choose your gender, starting vessel, and the company that raised you.
 - Undertake many exciting missions which include: boarding space-stations, killing their crew and stealing their tech.
 - Hunting down ferocious beasts on alien worlds.
 - Visiting alien shrines built on ancient asteroids.
 - Stepping foot on abandoned medical ships where the undead roam the corridors.
 - Fighting in tactical bridge-based space battles where you can capture new ships or destroy your enemy and use their hull for scrap.
 - And searching for illegal, low-tax settlements to avoid paying the 100% tax imposed by Earth Gov on all purchases.

Find hundreds of items:

- Pick alien flowers for healing chemicals or useable genetic material.
- Salvage scrap metal to repair and upgrade your mechanical bodyguards
- Equip armours, lasers, and grenades to make exploring space less dangerous.
- Find and use futuristic drugs to boost your skills and health.

Chose to work for companies or go it alone:

- Explore random sectors of space where pirates roam and plunder is there for the taking.
- Work for Oberon Bounties and hunt down criminals on alien worlds, spacestations, or in powerful ships.
- Join the Collectors Guild and bring back strange objects in return for special armours.
- Join Earth Military and gain discounts on tax, and access new specialist ships.
- Seek out and work for Cicero: the man with a mission to change the universe.

A non-compulsory storyline

- All humans are pledged into a company at the age of five and don't see their family for the next 20 years. You have just graduated from a company of your choosing and your excellent grades have earned you a new shiny ship. Seek out your barely-remembered mother and get caught up in a political struggle that threatens to tear apart 2000 years of beautiful dystopia.

Play 'Ironman Mode' for a true Roguelike experience.

- For those that love a challenge: choose to play the game with just a single life.

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- Ironman forces you to think carefully about every decision.
 - Escape pods become a vital part of the game.

BRIDGE BASED SHIP COMBAT – ACTION RPG GROUND COMBAT

Fight ship battles from the comfort of your bridge, issuing orders and using your specific skills to destroy or capture enemy vessels.

- Each ship has a unique missile, laser, and cannon strength, all effective at different ranges.
- Hire engineers, science officers, and tactical officers to give bonuses to your combat abilities.
- Disable enemy engines to allow you to get close enough to board them, boost your shields, and beam aboard your mechs to capture their ship once you've lowered the enemy shields.
- Fly 19 unique vessels.
- Choose to fly a ship with an escape pod and live on even after your ship is destroyed.

Walk around on alien planets and creepy space-stations to find loot and accomplish missions.

- Each ship sports a different number of mech bays which you can use to maintain your mechanical bodyguards.
- Have up to five allied mechs helping you defeat your enemies.
- Fight against alien creatures, pirates, corporate militias, space wasps, and AI controlled mechs.
- Upgrade your mechs to do all the killing for you, or invest in armour, lasers, and various grenades to blow your enemies up in person.

PLAY IN FULL HD WITH AN AMAZING SOUNDTRACK

- Play the game in resolutions up to 1920x1080.
- Choose to play with an amazing soundtrack composed by Eric Matyas. (You can find much more of his amazing work @ <http://soundimage.org/>)
- Various graphical options for play on older machines.

Title: STAR-BOX: RPG Adventures in Space
Genre: Action, Adventure, Casual, Indie, RPG, Simulation
Developer:
Michael Flynn
Publisher:
FlynnFour Games
Release Date: 17 Aug, 2015

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Minimum:

OS: Windows XP

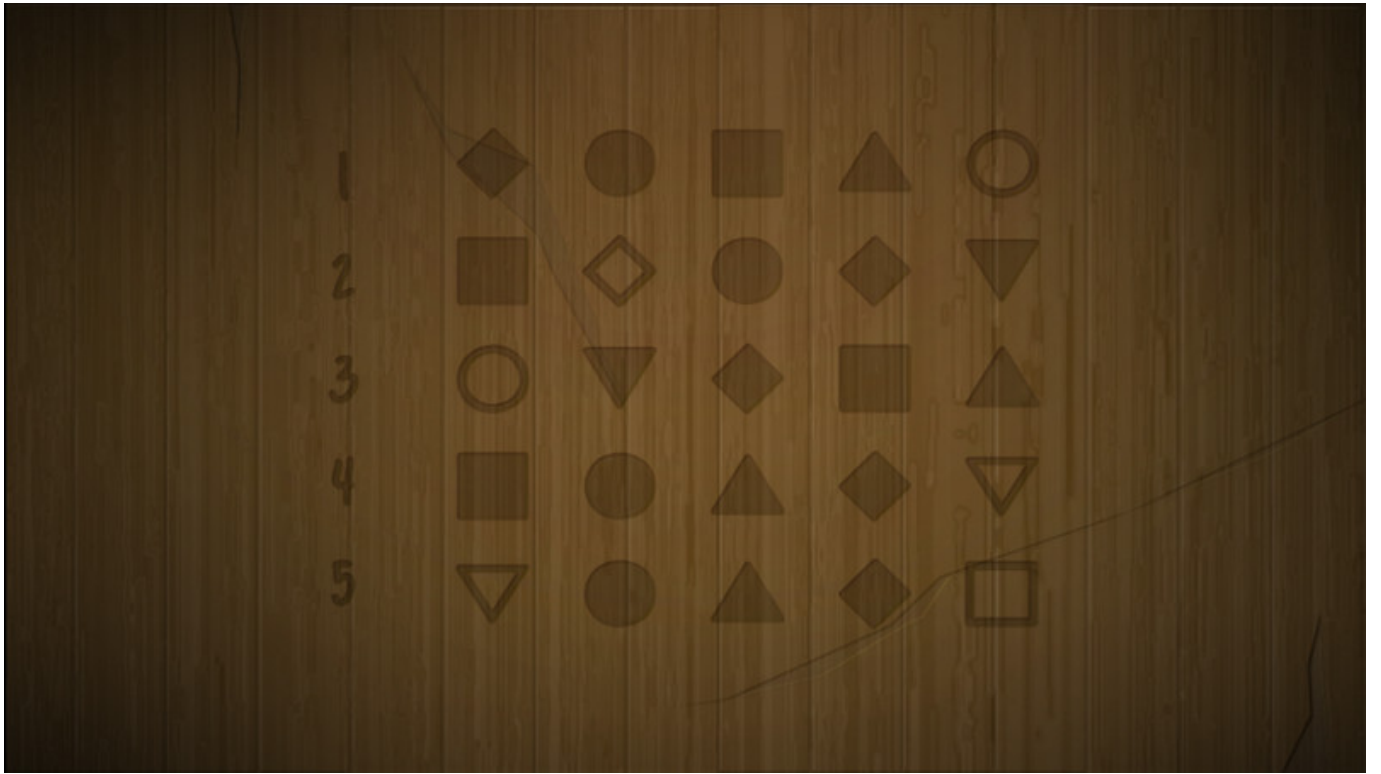
Processor: 2.0 Ghz Intel Pentium 4

Memory: 2 GB RAM

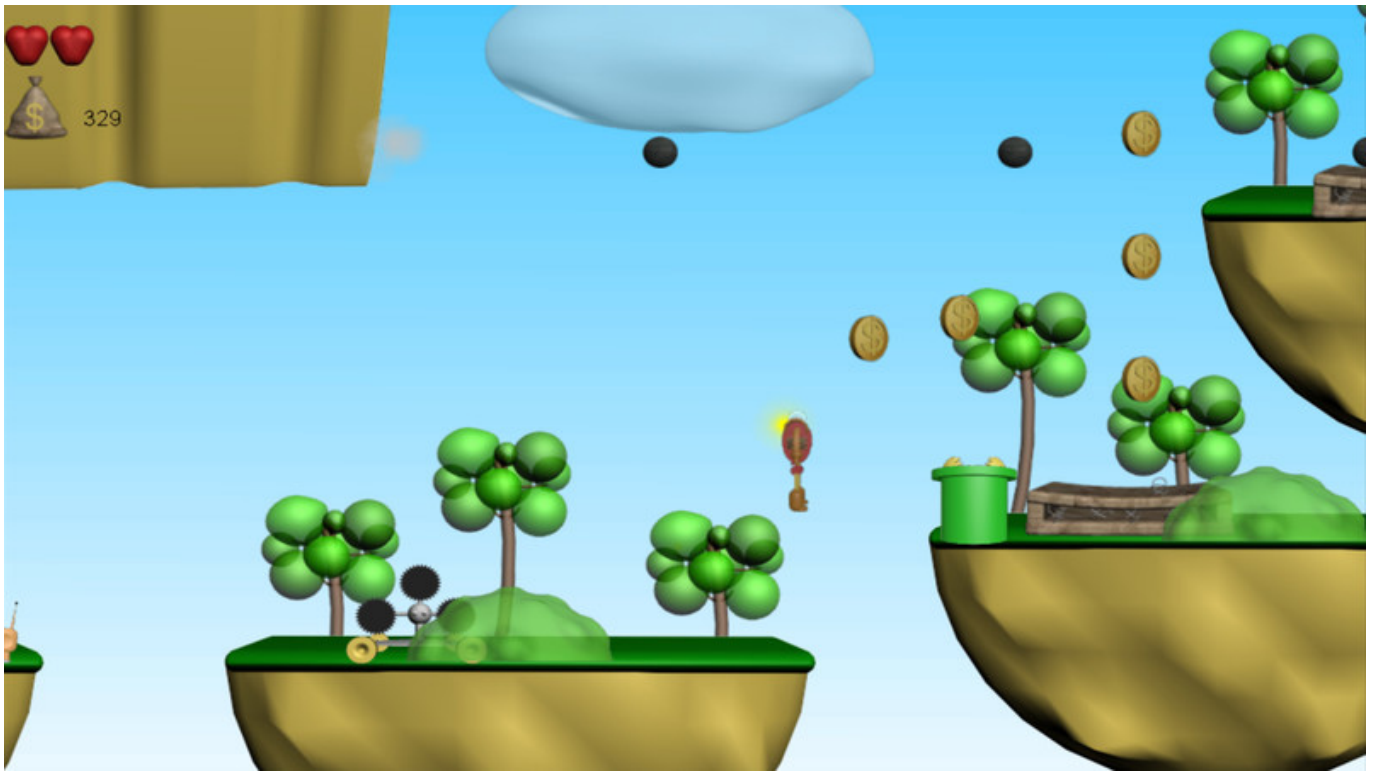
Graphics: Intel 4000 Integrated, Nvidia GeForce GTX 260/460/550, or equivalent.

Storage: 250 MB available space

English







Once you enter this game, you are forced to watch an interlude and you are not able to open the menu (you are not even told about the keyboard settings), change the sound level (they are very noisy on default), man this is 2019, how can a game be made like that? I just want to change the game into windowed mode and lower the sound then enjoy it!. First impression, I give it a 5V10 which is a decent score for an Alpha. I bought it for \$15 which bumps it up to a 6V10. While I probably won't play it again until I get a better video card, it's certainly just as good if not better than other active RTS games found on Steam, which isn't saying much because there really aren't very many active RTS games on Steam. I only had to wait a few seconds before it matched me against someone in multiplayer so that's good. It seems that the resources are self-generated by your main building, so I don't believe there are any resources to harvest on the map so that's a bit disappointing and limits the strategic scope of the map. My 1GB video card barely meets minimum requirements and so the screen freezes every 7 to 10 seconds for a split second which can get kind of annoying but I'm not entirely sure if it's because of my video card. I have 16GB of RAM. The graphics reminds me a bit of 2004/2005 and doesn't seem very 2017ish. The concept is A+ as I love the RTS concept with the ability to take control of a hero on the ground. The game in its current state has some build options greyed out and says it'll be unlocked at a future date.. I found out about this game from one of my favorite developers Amanita Design. As someone who follows game development closely, seeing these artists working in their personal space makes me so motivated and inspired. Also excited for Phonopolis and Ghost Theory :). Its aight. Not worth a dollar though.. Ashes of the Singularity: Escalation - Turtle Wars is a decent sized DLC that offers a good mix of single and multiplayer content. I would recommend it to Ashes fans.. Neptune Flux takes place in a small part of the deep ocean. You pilot a mini-submarine. and explore a limited number of locations near your undersea base. As you explore each location, strange things occur, and you get to try to solve a mystery. You can pick up salvage along the way, to earn money which allows you to buy two submarine upgrades (better headlights and low-energy consumption sonar) and various consumables (flares, "energy nodes" to extend the reach of your sub, and speed boosts).

Overall, I did enjoy the game, and feel it was worth the price (it was on sale for \$6). It was pretty much the cost of seeing a movie at the theater and took about as long.

However, the game does have some shortcomings. I played this on the HTC Vive, but I had to hook up my Playstation 3 controller to be able to play the game. I think it had a keyboard/mouse option too, but I'm not sure. The PS3 control scheme was pretty standard if you've played any FPS games. One joystick moves your sub around, while the other joystick rotates the sub's point of view. You can also move your head in real life to get a slightly different view, but since you're stuck inside a mini-sub, I just sat in a chair in real life most of the time.

In VR, the submarine itself isn't much to look at from the inside - if you look around, there's a few things to see (oxygen tank, first aid kit, stuff you'd expect to find inside a mini-sub) but you can't interact with any of them. Fortunately, the sub has a huge window in front of you, and that's where all the action happens. Through the window, you interact with the ocean world. The first part of the game has you moving your sub around to fix a water purifier (or something like that- I can't remember). Interaction with the undersea world consists of nosing your sub next to something, and then hitting the "interact" button. Disappointingly, there isn't any animation of a mechanical arm coming out of your sub to manipulate anything.

The sub controls are intuitive and very responsive, probably far better than a real mini-sub would be. Personally, I prefer the lack of real physics in the interests of better gameplay. This is my first VR game where I was able to pilot a ship. Even though the sub moves slowly, I still got motion sick after a while. I did build up a tolerance over time though, and I did have a lot of fun just piloting the sub around.

While your sub has a great big window to look out of, there really isn't a lot to see. Maybe this is how the deep ocean actually is, but there are very few fish and plants to look at. It's actually pretty desolate out there. You also initially start with rather dim headlights on your sub, which you can upgrade later, but there just isn't much to look at. I found most items by using the sonar (which highlights items of interest) rather than the headlights.

The sub's range is limited, since once you leave the "energy matrix" around your base (as evidenced by a giant, glowing, blue shell), your sub switches to battery power. I never actually ran out of power, but another reviewer mentioned that you lose some money and re-start back at home base. Later in the game you can buy and install energy nodes in a few places that extend the energy matrix and give you more cruising range, but I think I was only able to find around 5 or 6 places to install the nodes.

The voice acting is pretty good, and helps advance the storyline, which was interesting, but not great.

There are a limited number of locations of any interest to explore - maybe 6 total. And finding each location can be a bit of a challenge, since your visibility deep under water is limited. Consequently, the game is only around 2 to 3 hours long. I took my time just exploring, picking up salvage, and zooming around in the sub, and it took me around 3 hours to complete the game. As other reviewers have mentioned, the ending is a bit abrupt. It feels like the developers just ran out of money or time to finish the game. I don't think there's any replayability to this game, once the mystery is solved. There just isn't that much to look at or do.

Overall, I give this game a thumbs up, but only because it was on sale.. Next 3 - simple puzzle box from Next series
Probably not much different from Zup! series's concept.
But with minor different mechanic that bring another challenge.

Enjoyed this series for relaxing puzzle game.
It has 100 levels for 25 cents on sale.
Seems good

Awesome game 10/10

Pro:

- Many characters to choose from, each with their own abilities, roles and history. Many ways to customize and equip them, with the objects that you can create, weapons, accessories, etc.
- A very good story and music, that added the entertaining and strategic system of battle and skills, will make you play for 2 or 3 hours and don't even realize it. Many actions to carry out in the city, which adds more fun and planning.
- The devs are responsible and committed to the game, responding to any inconvenience quickly and trying to solve the problem actively and agile.

Cons:

- No open world.. I've enjoyed this game very much. I've played Clash of the Continents scenario, very good way to learn the game. I've won that on Grey (Amsterdam) easiest, Orange (China) and Yellow (USA) both slightly more difficult. I'm currently working on winning as Red (Chile) definitely harder. I think that both Blue (South Africa) and Green (South Australia) will be another notch harder. I'm currently working on the Rise of the Reich scenario 1 game with USA the other with USSR.

My Tips to people new to the game:

1. Coal is king, you need it to build anything, improving cities, making Goods, making Arms, building troops, did I say anything. Set production of any Coal resources you own or acquire to Maximize ASAP. Make capturing Coal resources a high priority.
2. Improve Cities. If playing Clash of the Continents you only have 1 city and it is max production, make some mobile units first turn to immediately capture surrounding countries. When you capture a City if it's production is less than 10 set it to build Light Industry. If it can build Basic Infantry in say 6 turns or less do that so you can defend you new territories.
3. Research WAIT on it. You need to capture a good number of territories before you worry about research. IMO start researching Improved Infantry first, Light Tanks next.
4. Check on other countries Cities regularly. Then bottom right button that looks like a fold opens information about the world. Click 2 button from left on Top the the far right tab (Cities) then at the headings click IPO. That rearranges all the Cities of the World to show the highest production Cities first. Any of these close to you are a priority to capture.
5. Amphibious Assaults are tough. You suffer a large penalty for these assaults. NEVER try this on a Capital, instead do a massive assault on a territory next to or near them, hopefully one that shows level 1 or 0 Fortifications.
6. Tanks are great for assaults. High Offense ok defense. I have noticed that the AI is smart enough that if you assault with only Tanks you suffer a penalty (25 %) against Infantry so take some Infantry with you, remember I said Improved Infantry is first to research,. This is... well, interesting may not cut it.

First, I will note that I had intended to post this as my review for #666, but I found a better candidate... Not enough demons and stuff here...

Anyway, this is an ARPG, with a soundtrack by Avenged Sevenfold. Actually, instrumentals of some of their hits. Gameplay is decent enough, and the plot is fun.

That said, I would suggest getting it on discount. And the Trading Cards have not been implimented.... It is not fun.. Adds little more depth. Really good and interesting story. Can recommend it for sure. Get ready to spend there more than 40 hours, just to reach real ending

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