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## Icarus Starship Command Simulator Crack Serial Key

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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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For the price it's a no-brainer. Expands on the concepts of FTL wonderfully. If you liked that you'll like this. I really hope the developers keep updating this. I think if they polished it off it could be huge.. Wow, this is a suprisingly deep game. Granted I'm only getting started, I can tell this is well worth the small investment if your into "thinking man" style games, or have any

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interest in a pseudo bridge commander simulator.. 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.. 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.. Great game, lots of fun!. 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.. For 4 bucks, cant go wrong. Look forward to see what dev does with new technology in future games.. Looks okay but crashes att.. This game is so awesome and good game .

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