
StarsOne Download For Pc [cheat]



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About This Game

StarsOne program was launched in 2118 with its goal of exploration the nearest stars. Convenient planet was found and process of terraforming was conducting through 7 years. The best volunteers made their way to the cultivated planet in 2125 to plant a colony and establish connection with Earth center.

The first spaceship with pilgrims arrived and they settled successfully. But soon the communication was lost – something strange happened. The character headed off to the planet for searching the survivors. Near the planet orbit he lost communication with Earth center, outfit went wrong and spaceship was starting falling down. The spaceship crew, including the character, had to evacuate. Due to breakdown escape pods were operated manually. In this regard crew members landed in different regions of the planet. The character should build a base, find out the cause of breakdown, search for his crew members and disappeared pilgrims, restore and protect the settlement and continue the space exploration.

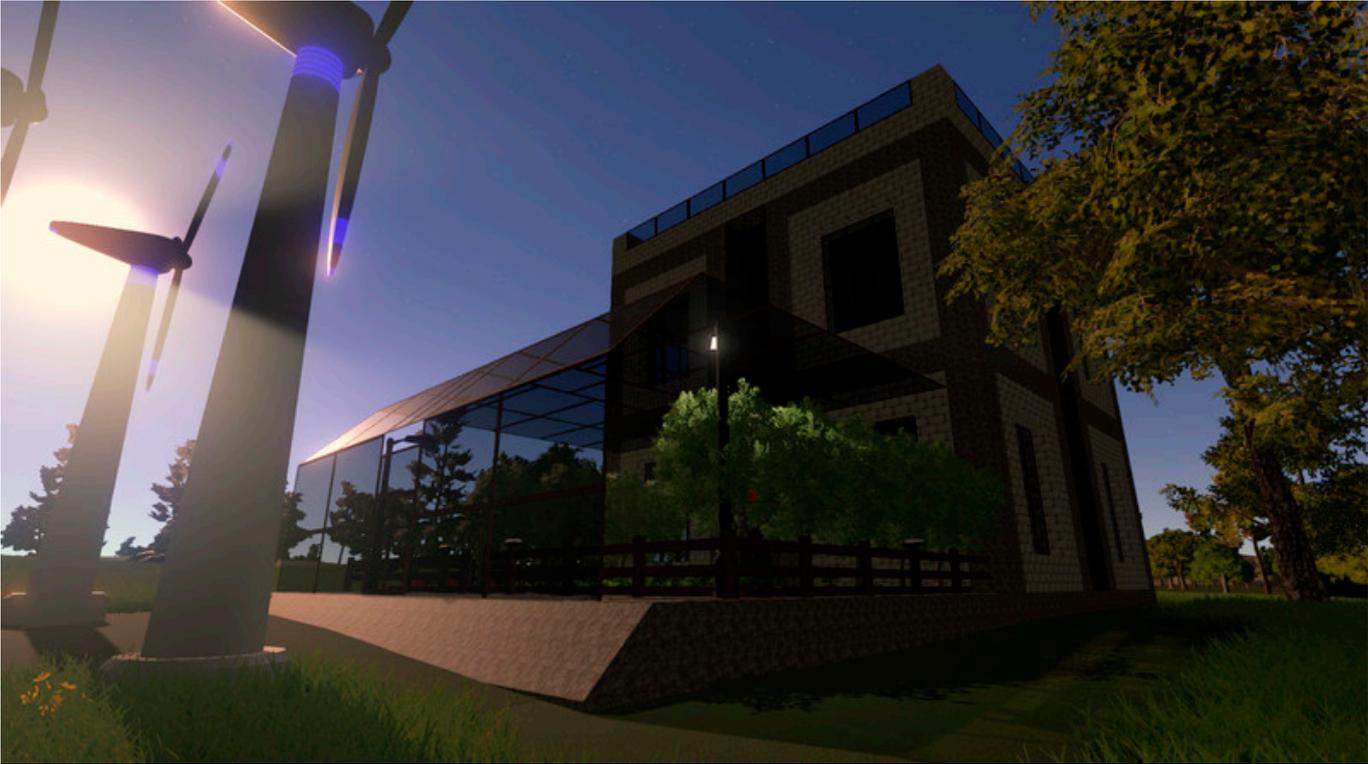
Title: StarsOne
Genre: Action, Indie, Massively Multiplayer, Early Access
Developer:
IllusoryWorldEntertainment
Publisher:
IllusoryWorldEntertainment
Release Date: 8 Apr, 2016

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English,Russian,Polish,French,German,Dutch,Simplified Chinese







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This game could have potential if the developers ever did anything. I'd be happy just to have communication. Extremely poor communication from developers. If you think your questions in the forum will be answered, think again.. Technic the video game nothing much i can say it is fun. Do i own this?. Has elements from Minecraft, and Terraria, looking forward to where this game is going, easy setup for multiplayer, we use Tunngle, Run game as multiplayer, guys connect via Tunngle IP easy, would say multiplayer does need work, small jerky glitches but it is still early days, keep up the good work. At this time day and night are to short or at least day.you get hunger and need water way to fast. rember it is still in the making.the game has high hope there's already lots of crafting and base building is easy to use it is also a pretty game to play. nice sunrises and at night 2 large moons to looks at so far my incounters with mobs have been easy to kill one or two hits with the sword and there dead.the top trier crafting seem a bet trying takes awhile to greater and brake it all down into what you need But not to very bad... if you likie survial and crafting you well like this one. A+. Like it! Wish there were game to hunt... and fresh water (maybe I've not found it yet?)

The interface is decent... a bit cumbersome at times... the walking speed is too slow, and so far I've not discovered a way to split items in inventory (20 logs, to 10+10 logs for example).

A bit early on for me... the crafting tree is huge.
. Clunky interface. No documentation/info/tooltips on anything. Boring and tedious repetition. Dev hasn't answered my or anyone's questions. Moderator is a total jerk. BUYER BEWARE.. So boring! i found myself falling asleep when playing this game. Also, at night it is so damn dark you can even play and if you do leave your home you will get killed by some blacked out random humanoid i could not even make it to end game because of how boring it is, so take this with a grain of salt. It's a neat little sandbox game, there are a few bugs here and there but thats to be expected, but the bugs certainly do not deter you from playing this game, it's fun especially with a few friends, there are a good variety of things you can build and do.

Would I recommend it in its current condition??

Maybe, if the developer has a update coming soon, introducing new and patching current stuff then I would totally recommend it, even in its current state, its still a fun little game to sink some hours into.

This a VERY good game I would give it a 9 out of 10

I would give it 10 but there is just not a enough things to do. I finished the game in less then 5hours and now I'm just grinding things. So if there were space ships , space stations and you would be able to go to diffrent planets it wouldnt be 10 it would be 12. Starsone is the Future of sandbox gaming. You can build, you can drive, you can fly, all in the same game.

I Love it.

I have had so much fun driving the cars and airship that I crafted.

Plus you can build a base and kill zombies.

What more could you ask for for ten bucks.

It has good music too.. can you please fix your game that i spent \$10 for god knows what reason, on? I simply want to play the game but can't even connect to my friends server after you promised a fix and even released a patch that did not fix it. Fix your game. 1/10. This game lost me the moment i realized the ability to customize movement doesn't exist (at this stage) in this game. The graphics are HIGHLY unstable.

It needs to grow.

My last thought here, if you like the game...PLAY IT. Never let anything, that someone else tells you, "completely" dissuade / convince you from playing a game...it's just one person's opinion. It was just too much drive space, for something that's already been done, to [me...In](#) NO way am i implying "like what i like"....i'm just telling you how it felt to me....there is no right and there is no wrong, there is only perception from the experience and that's what i'm verbalizing here :). Amazing game, bought this for me and my friend. Would be awesome if more mobs are added to the game to make it more fun, However So far the game is great and worth the buy. (Lets just hope the developer continues to keep up the great work.). I really wanted to like it. But spending 20 minutes and having no guidance on what things do, not even tooltips, made getting any progress tough and unfun.

As it stands now, not recommended. Maybe if they add a basic tutorial or even just some in-game help/tooltips or something like that it'd be easier to get into and really get to the meat of gameplay.. Looks interesting, but it is too unfriendly to new players.. can't wait to see more :). Collect and craft game in the online mutliplayer style.

Same as always? Possible not, StarsOne seems to be a attempting to differentiate itself from its competitors by the range of building and progression through the crafting and if you see the screenshots you can see how advance you can go, but you do start of with building with wood and basic iron always up to modern electric items.

Graphics of the game are competent nothing that is world changing but its good enough (without floating items you seem to get in random generate worlds). Only one area that needs work is shadowing on landscapes which especially one land seem to flick in and out of existence.

Survival part of the game you need to keep health, hunger and thirst under wraps. The game has gone for a seed system for food, so as soon as you find one piece of fruit you can make trees to make more and more and more meaning this aspect of the game looks after itself. Water side of the game I had to deal with be building my base next to water and making bottles is very cheap and easy so you can care plenty of water around with you again not adding torment to the game which is not bad as the game seems to centre around crafting more then the survival.

So why you not recommending?

The core game play loop for me is just plain boring. I found very little need to go explore other then to find more ore for mining which seems to be about the only thing you cannot just keep building more off. The ore is just in the middle of fields you run up to it and hit it, I feel a sense of exploring to find items would help a sense of achievement to the game for me to keep me interested.

It takes so long to turn ore to ingot (which can be left to do on its own) also even longer to use an anvil and turn ingot into usable parts all of which you just have to twiddle your thumbs.

Can multi-player save the game?

In its current state No, but I feel its the area that could "save" this game but the interaction between characters need to be made to offer great variety and allow people to build a world which they can almost rule, adding the human character aspects between players.

If you just love collect and craft games give it a go for early access its better then most. Has the game done enough to separate itself from the market? If you just like simple building game then yes but for survival games it lacks compare to other choices. <https://youtu.be/oqoDwOdFzI8>

. This game is pretty good. The crafting system is unique and it's good to create machines that do the work for you. One question though, would there ever be a character customization in the game?

Hotfix:

Fixed a problem with the connection to the server. **Happy New Year:**

From IllusoryWorldEntertainment team, I wish you a Happy New Year. I wish you more pleasant surprises of indie studios.

Good luck you.. **A new version is available! (Alpha 21.03.2017):**

Fixed all known problems with the dungeon, prepared and added new fragments of the dungeon walls. The turret no longer attacks friendly NPCs. Fertilizers do not disappear from the inventory. Fixed bug with construction of some objects.. **A new version is available! (Beta 25.05.2018):**

In this update, the multiplayer is completely finished, the interface is completely redesigned, known problems with inactive buttons are fixed in the main menu. If you find an error or something does not work in the game - let us know!. **A new version is available! (Beta 05.03.2019):**



Fixed a multiplayer problem with connecting to the server. Improved view of the planet from space, the clouds are now visible from orbit. NPCs can now board vehicles as passengers. Synchronization of sea waves in the network game. Mobs can now swim. Fixed a bug with credits. Fixed minor bugs reported in tech support. Work is underway on locations and the encyclopedia built into the game.

About errors, problems with the game or ideas on the development of the game, let me know by e-mail technical support:

illusoryworldsupprt@gmail.com. **A new version is available! (Alpha 20.04.2016):**

Fixed bug with saving multiplayer, added the ability to disable opponents, added chat and nickname display, you can skip the night. And much more!. **Updates:**

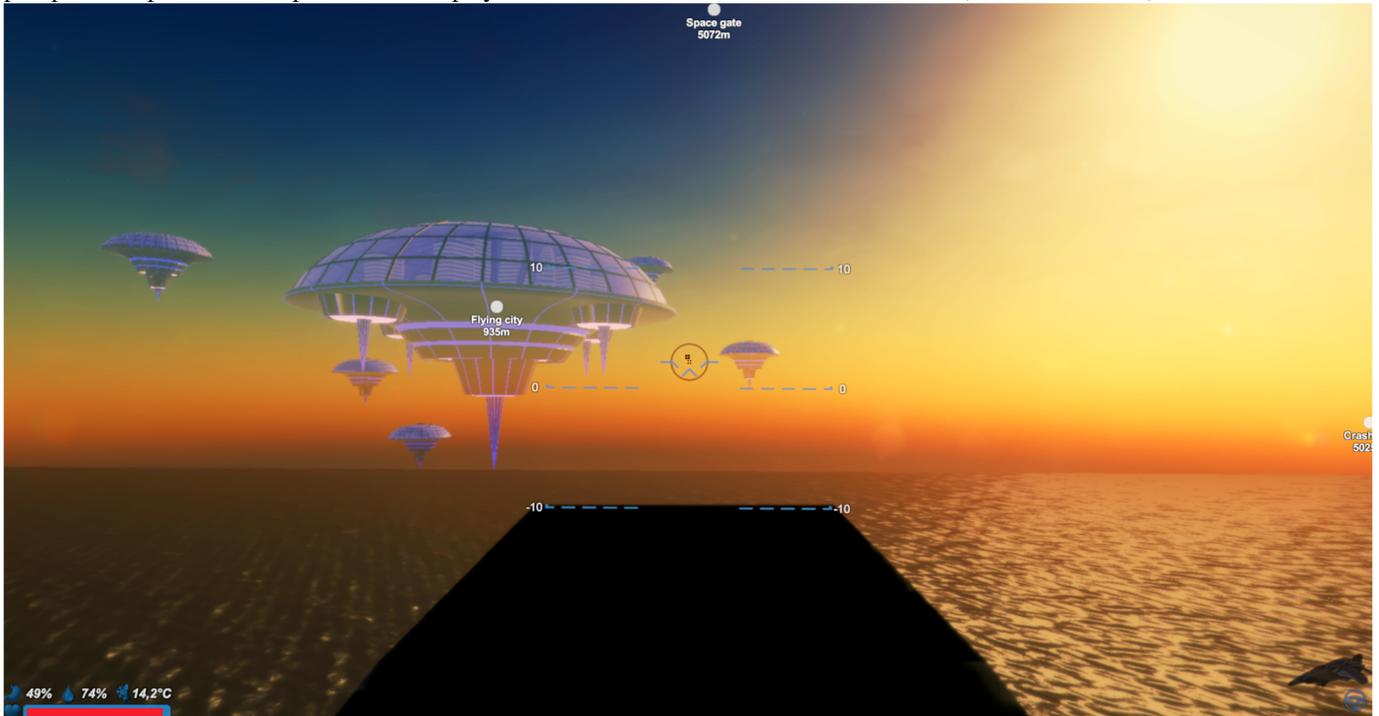
Dear players!

We apologize for the lack of updates. In late June, the developer defense of master's thesis. After this update will continue to go.

With respect,

IllusoryWorldEntertainment.. **A new version is available! (Beta 26.10.2017):**

The textures of the mechanisms are completely redesigned. Fixed bug with removing the filled chest. Added Halloween pumpkin-lamp. The development of multiplayer continues!. **A new version is available! (Beta 06.05.2019):**



The construction system has been completely redone, soon you will be able to build in space. Improved interface for flying vehicles. Beacons can now be given a name. When you connect to the server now displays information about the download. Work is underway on the possibility of building colonies, space stations and underwater bases.

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illusoryworldsupprt@gmail.com

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