Starship Zvezda Ativador Download [addons]



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About This Game

Zvezda is a 3D space combat simulation. It is inspired by games such as Wing Commander, Freespace, X-Wing...

You are a pilot of space fighter, a small but destructive space ship, fully armed with plasma guns and missiles. Your carrier, Zvezda is cut behind enemy lines and through ten missions, you and your team try to strike back at merciless enemy. Missions consist of defending your carrier, flying reconnaissance missions and destroying enemy capital ships.

Typical mission starts with briefing, where you will learn about mission. Than you will take off from carrier and will then navigate (hyper jump) from waypoint to waypoint. At each way point, you are expected to clear enemy presence and defend our capital ships. Typically, you will fly with a group of wingmen.

Games is best to be played with a joystick, since game is quite demanding, at least at high difficulty. Joystick adds much fun into gameplay. It is strictly single player, with emphasis on flying and fighting and not on trading, building or strategy.

Game uses AUTOCENTER so it automatically tracks enemies - if you don't have a joystick, this is a must!

Game has just been upgraded: - many bug fixes - two fighters to choose from - gameplay, fights - added missiles - improved campaign

Default keys:

- M- missile
- Left ctrl guns
- J jump
- C communications
- T target enemy
- F target friendly
- W,S throttle (or joystick throttle)
- Tab turbo (or mouse wheel or joystick throttle)
- Arrow keys rotate (or mouse or joystick)
- space center on target

Title: Starship Zvezda Genre: Action, Indie, Simulation Developer: Ivan Bolcina Publisher: Ivan Bolcina Release Date: 22 Apr, 2019

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Minimum:

OS: Windows 10

Processor: i5

Memory: 8000 MB RAM

Graphics: Nvidia 750Ti

Storage: 2 GB available space

Additional Notes: Best played with joystick

English







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3DMark 11 Update Released:

Futuremark benchmarks use a component called SystemInfo to identify the hardware in your system. This patch updates SystemInfo to version 4.37.

SystemInfo 4.37. Update 0.63a:

The game was just updated with version 0.63a

- Two new campaign missions added
- New mechanic of stun resist added. Now you can't endlessy stun the same unit, after each stun it will have a chance to resist it. Before first stun the chance of resisting is 0%, after every stun chance increases by 25%, so after 5 stuns the target will be completely immune to stun. This works for enemies and for your soldiers.
- Map generation for battles on spaceships is improved, now the rooms are more straightforward and more wide, with less empty rooms in between enemy packs
- AI improvements for melee enemies. Now some of the melee enemies won't just mindlessly chase you, but instead will try to use cover and hide if they can't reach you in one turn. This applies for most of the melee enemies, except simpler ones like zombies or dogs

I haven't been able to work much on the project for the past days, due to the personal reasons, but now all this is sorted out and the development back in full force! Stay tuned for updates!. Update #10: Added:

-First 9 Pugs, 8 are already possible to find and collect. This is a long term quest that will require the player to find 1 hidden Pug in every dungeon of the game, to unlock a massive secret, with a really fun weapon and present for new game plus(and eventually the achievement). Saving for Pugs is enabled.

-5 more hats/masks added, again for now they are just given freely, but will be turned into collectibles soon.

-New mandatory dungeon, the Mental Asylum. for now its not accessible since it required a lot more new assets than I anticipated, this is the first indoor area with proper door you can kick down/destroy.

-A new "enemy" type exclusively for the asylum level.

Changed:

-Clutter and scraps from destroyed objects, the code related to how its saved is now charged.

I apologize for the delay but I had been feeling very demotivated in the last few days. Luckily the next mandatory dungeon following the Asylum is one I have been looking forward to for a long time. Next update should finalize and open the Asylum for completion.

JOIN OUR DISCORD. Beta Keys are rolling out!:

We have just released our first batch of beta keys to testers. Thank you for all of your help. If you didn't get the email from us, make sure <u>digitaldnagames.com</u> is on your safe senders list or you can check for your key here.



https://www.digitaldnagames.com/Account/RetailSteamKey.aspx?Game=12

Many battles have been won this week and an immense progress was made in tackling some of the very difficult to solve issues.

Community. Halloween Special - Unique item drops from Sunday to Tuesday:



KNOW YOUR GOER Vol. 3: Revealing more characters:



Howdy, party addicts!. **Mate Choices**: We have introduced a couple of changes to improve your mate earning experience, including an all new feature!

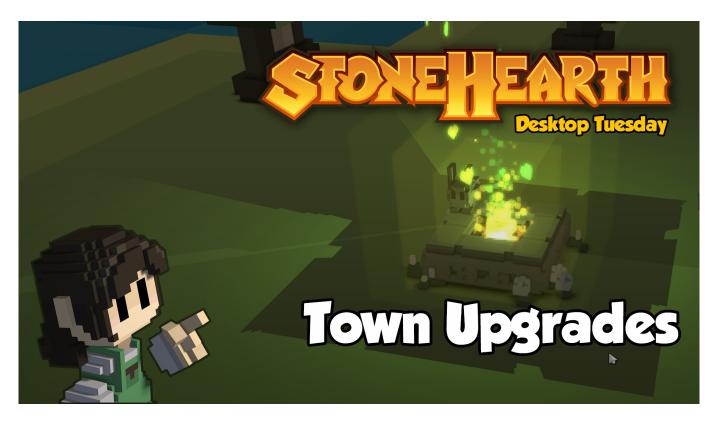
First, we adjusted the rewards for playing a game so that Ranks 4 to 6 will also earn a mate.



Second, when you earn a mate, you will now get a choice of 3 mates from which you can select one.

What do you think of these features?

Feel free to leave a note here, or join the discussion on our <u>forums</u>.. **Desktop Tuesday: Town Upgrades**:



This week, as the building and multiplayer teams continue to make progress in the background, let's talk about our third goal for 2018: making the world around your town feel more alive and interesting through more encounters and in-world content.

http://www.stonehearth.net/dt-town-upgrades/

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