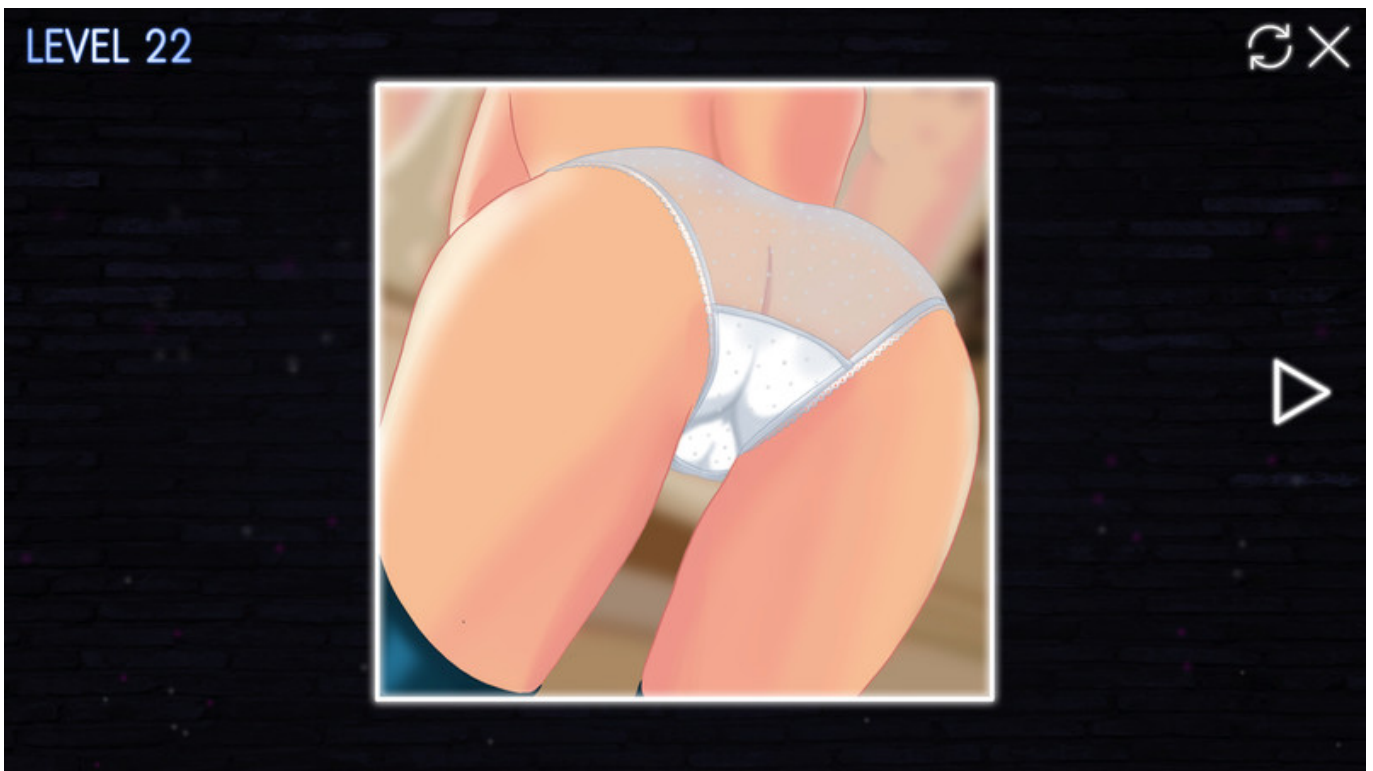
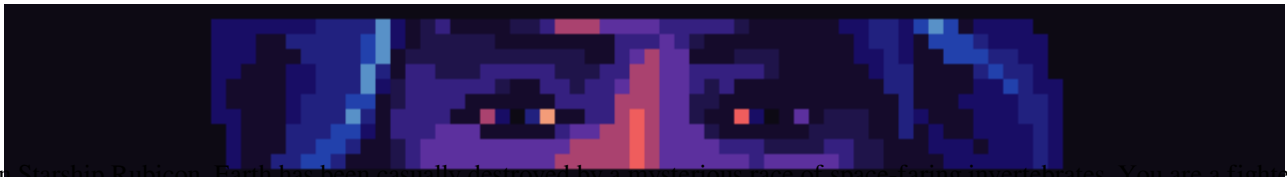

Starship Rubicon Download 12 Mb



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About This Game



In *Starship Rubicon*, Earth has been casually destroyed by a mysterious race of space-faring invertebrates. You are a fighter pilot whose cryopod has been collected by a possibly-insane AI, who has placed you in the unenviable position of being humanity's savior. Shanghaied and alone, you must gather the remaining human survivors and traverse the surprising biodiversity of deep space to find a new home.

[{NeoGAF writeup}](#)

Key Features

- Quick Gameplay - Pilot your ship in fast-paced shoot-em-up, featuring a unique approach to arcade physics and controls.
- Customize Your Ship - Upgrade your ship with a Tetris-styled hangar bay as you find weapons and items on your quest.

-
- Randomized Universe - Make your way through a diverse galaxy as you encounter interesting new lifeforms. Each play session generates a new path of enemies, allies, and items.
 - Casual Roguelike - When your ship blows up, that's the end of the line for that game. However, if you collect enough crystal shards by the end of a sector you can save your ship to re-launch it on another level.
 - A Fleet Of Ships To Play - Do you prefer fast ships for run and gun? Do you like something that takes a punch but isn't as agile? Start the game with 3 different ships and spend shards to unlock more ships with unique abilities!
 - Mod-friendly - Since ships and weapons are exposed in simple external .lua scripts, modding and creating your own content only requires a text editor!

Title: Starship Rubicon
Genre: Action, Indie
Developer:
Wickworks
Publisher:
Cheerful Ghost
Release Date: 12 Dec, 2014

a09c17d780

Minimum:

OS: XP (Win10 NOT SUPPORTED)

Processor: 1.6 GHz

Memory: 1 GB RAM

DirectX: Version 10

Storage: 35 MB available space

English

Cooking Battle

Theme: None



Layla

VS

John Doe

Judge 1
Jean Stewart

Judge 2
Beatrice Ross

Judge 3
Larry Reed

Score: 736

01:56 min 2%

Score: 9



Dish: Sushi 

Preparation	1
Cooking	0
Presentation	0

Select

Auto

Give up

Dish: Apple Juice 

Preparation	3
Cooking	0
Presentation	0

Manipulating...

Defend

Manipulating...





1. Prologue
2. Main Menu
3. The Protagonist
4. The False Beginning and the Random Hero
5. Legends of the Black Mic (part 1)
6. Abilities
7. Tales of the Elements
8. Just so Hard (to find help)
9. A B-Boy's Tale feat. Kharisma
10. Snowberry
11. Seal Upon Your Heart
12. Safe For Some Time
13. Obstacle
14. Meanwhile feat. Kharisma
15. Saving point (part 2)



Written, Produced, Mixed, and Recorded by Last BeNeVoLeNcE*
 Mastered by K-Murdock
 Distributed by Randombeats Music
 Cover art by Daniel Hill (Danji's Designs)
 Tales of the Elements Logo by Kimberly "Snowberry" Jones
 Game Designed by Last BeNeVoLeNcE

* Tracks 4, 6, 7, 8, & 14 feature lyrics that were written and recording by Mega Ran
 Hidden tracks and narration on tracks 6 & 9 by K-Murdock

HIP HOP

HH Heavy Beats
 Intense Rhythms
 Mild Themes
 Deep Lyrical Content

Rated by Randombeats Music



g a r b a g e. Fun Game for this price :) No problems playing it , its very slightly different to Garden Rescue, enemies can drop extra coins which is helpful.

Just a fun TD :). I just completed a three-year degree in Drama, and I have to say, this certainly isn't "bad". In fact, it's quite solid and competent - even a tiny bit clever at times in its use of props and scenery - and I sincerely hope it got a good mark if it was a final-year university production.

Interpret that statement as you will.

Suffice it to say, if you're someone who already finds live theatre a bit on the "cringy" side, this won't be the video to change your mind about such things. The word "video" perhaps being this product's biggest downfall: I'm sure I would've enjoyed it more in person. As it is, the "filmmaking" skills on evidence here won't exactly knock Stanley Kubrick out of anyone's All-Time Top Ten Filmmakers list, and it really does look like the kind of show where you had to "be there" (and preferably know and love at least one person in the cast or crew). Ah well.

Damn and blast it. I'm going to give this a mediocre score, yet still give it a "Recommend", aren't I? I promised myself - among other people - that I'd try to stop doing that. Honestly, I just don't have the heart to diss this product with a thumb-down, and it IS on the cheap-ish side, price-wise. It furthermore ties in with a video game also available here on Steam, which, er...I'm in no rush to play right now, but maybe someone will become sufficiently enamoured with either product to check the other one out.

So who am I recommending this to? Someone. Someone out there will appreciate it, no doubt. That person just wasn't me, unfortunately. Maybe I just don't have enough "irony" in my blood to appreciate this kind of humour any more. I blame Family Guy. It really was the last straw that broke this particular camel's back.

Verdict: 5.5/10.

(PS If you enjoyed this review, feel free to check out my two Curator pages:

<http://store.steampowered.com/curator/9284586-ReviewsJustfortheHELLofit/>

<http://store.steampowered.com/curator/10868048-Truly-Horrible-Horror-Games/?appid=398210>

[Cheers!\). This was in my backlog for years. I probably should have left it there. The whole game is so tedious. You have to kill so many zombies just to get a bronze medal. Forget about the other medals. Your hand will wear out before you get a gold. Progression and achievement in this game requires mind-numbing repetition. It gets pretty boring rather quickly.. Hardest game ever. but somehow i managed to complete 5 levels.. very nice looking game. I played about 20 minutes of this game and uninstalled immediately. this game is a complete waste of time. i honestly do not recommend it. the pictures make it look decent but its a truely horrible experience. put it this way. id rather play club penguin.](#)

I bought the game on sale, then after an hour or so of gameplay, asked for a refund. It's not because it's not a good game, but because it has too many things I'm looking for that is not yet available at this early stage of the game.

It would be great to have a co-op adventure, not just a multiplayer battle mode-- what I was looking for at this time as I was looking for something to play with my non-gamer wife.

To be fair, I still recommend the game. To be fair, I still will look forward to buying the full "explosive" potential of the game, but just not now.

It still is a lovable game and is the best Bomberman-like type of game I have seen and played on different platforms.
. Let me just start off with this simple statement: Galaxy Ghost is a heart-warming experience for all ages.

The story compelled me with various emotions and the game-play enhanced them, as if trying to merge together and grow as a whole. For me, it did this exceedingly well where I would call it a classic. Just like the story, the game is simple, but it evolves the complexity as subtle and elegant. Tie that together with an amazing yet soothing soundtrack, and it instantly becomes a top game of the year contender of 2015 for me.

At first glance, I was unsure what the target demographic was for the story. After I played a few more cut-scenes, I quickly threw the "Just for kids" assumption out the window. If I were to compare it to something, I would probably say the narrative is most relatable to a good fairy tale in a clever and compelling game format. If I were to be more precise, or rather relatable to my 1990s childhood, I would say comparable to an excellent G rated movie (albeit short, old Disney classic), reminding me that subject matter can be literally any audience without beating a "happy happy, children always be happy" theme into you. Nope, the subject matter is much more diverse with some of it being a little grim.

It literally strung me and my emotions along in wonder as the story unfolded in a somewhat mystery-memory format. Much of the happiness was expressed through the game-play as I traversed through this beautiful universe. While short (roughly 3-4 hours), I found myself traveling through all the levels just to get that (optional?) cut-scene out of my own intrigue. As a mystery-esque story, the scenes are not linear and you can view them in any order to understand who the protagonist is, what made her who she is now, and what she needs to do next.

The game-play centers around collecting stars (progression), flowers (terraform resource), and animal spirits to return to their original skeletal bodies (which triggers a narrative piece) in a 2D space platformer. In order to traverse around, you will be using the gravity physics through jumping, free falling, along with gravity's effect on momentum. However, further progression will allow you to do more with extra abilities like gliding, force falling via increasing your gravitational pull, dashing, air jumping, etc. Obstacles are various elemental planets (platforms), which you can change with your terraform ability, given you have enough "hair resource". Each planet-type is unique in how it behaves as an obstacle and can assist you in traversing to the destination, or collectible, you are trying to reach.

You cannot die in this game, only progress. Replayability is somewhat limited to just achievements, but I personally was immersed enough to know I will be revisiting this hidden gem from time to time. It just was too memorable of an experience to forget.

If the developer decides on creating a sequel, I certainly hope they put as much love and care into it as they did this one. I will be buying it instantly for that high-quality creativity.

So if you want to lose yourself in a well written story, have fun with creative game-play, or just simply want to play a game and relax, then this is a must buy of 2015.. very good loco add on ,lots of details,even the radio in the cab works .

10 out of 10 for this model loco.. Almost a total rip off. Must be played with keyboard controls. Overall, not very interesting.. Bladed Fury is a 2D action sidescroller reminiscent of Vanillaware games.

There are a few puzzles but your main activity will be fighting hords of enemies and bosses. And fortunately, combat is extremely fun!

The game is also really pretty, it looks even better in motion than in the screenshots.

The story is kind of whatever though.

Still, it's very much worth the asking price. A really fun game,

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