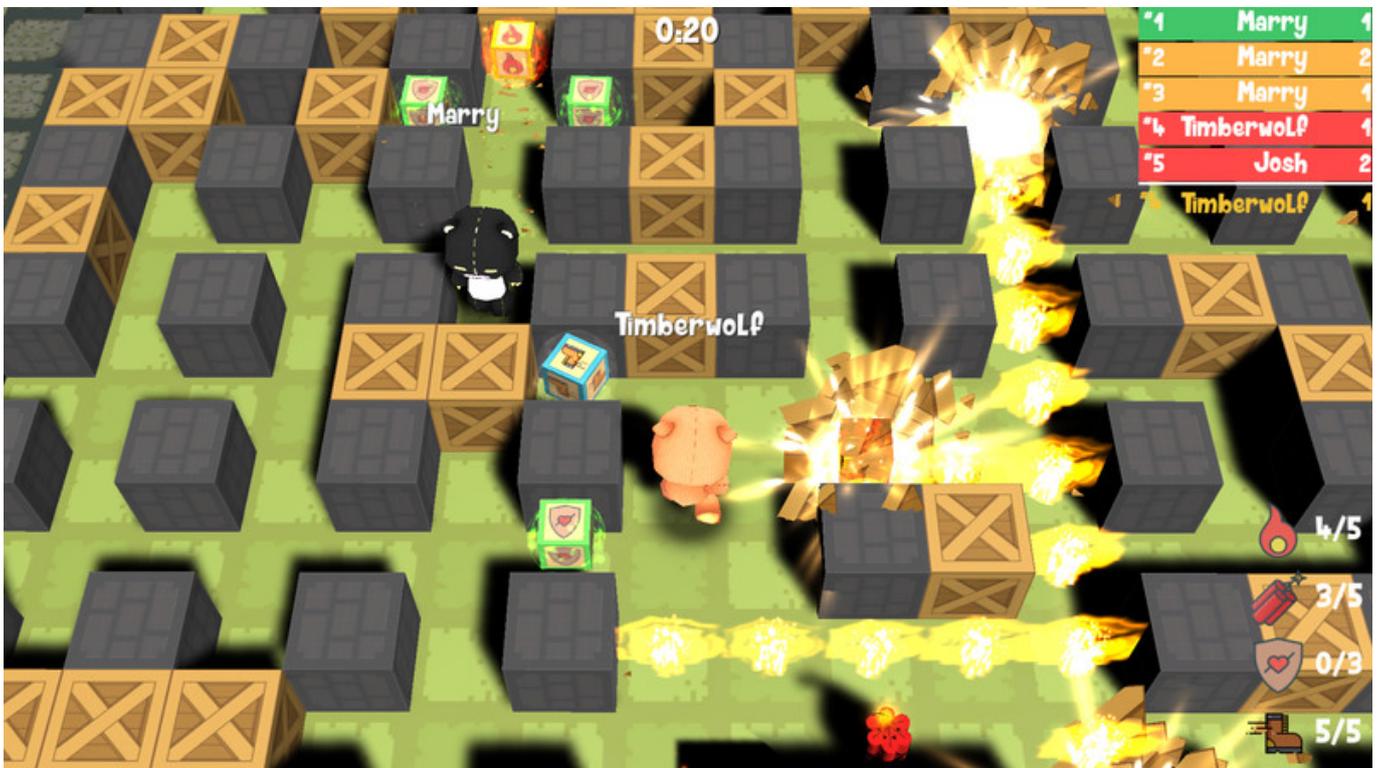

Station Commander Free Download [Ativador]



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About This Game

Station Commander is an indie, procedurally generated wave defense game. You are a Commander of a space-faring Station whose mission is to find and secure new resources for humanity. You've discovered a rich new planet... Unfortunately there are already enemy forces present on the planet.

Will you focus on bombarding the enemy planet into submission quickly, or fighting off the smaller enemy craft first? Will you ignore your Station's defenses in order to focus everything you have on devastating attacks? Will you sync up your bombardment cannons into a powerful salvo that hurts you almost as much as it hurts the enemy?

Title: Station Commander
Genre: Indie, Simulation, Strategy
Developer:
Technically Competent
Publisher:
Technically Competent
Release Date: 18 Dec, 2017

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English

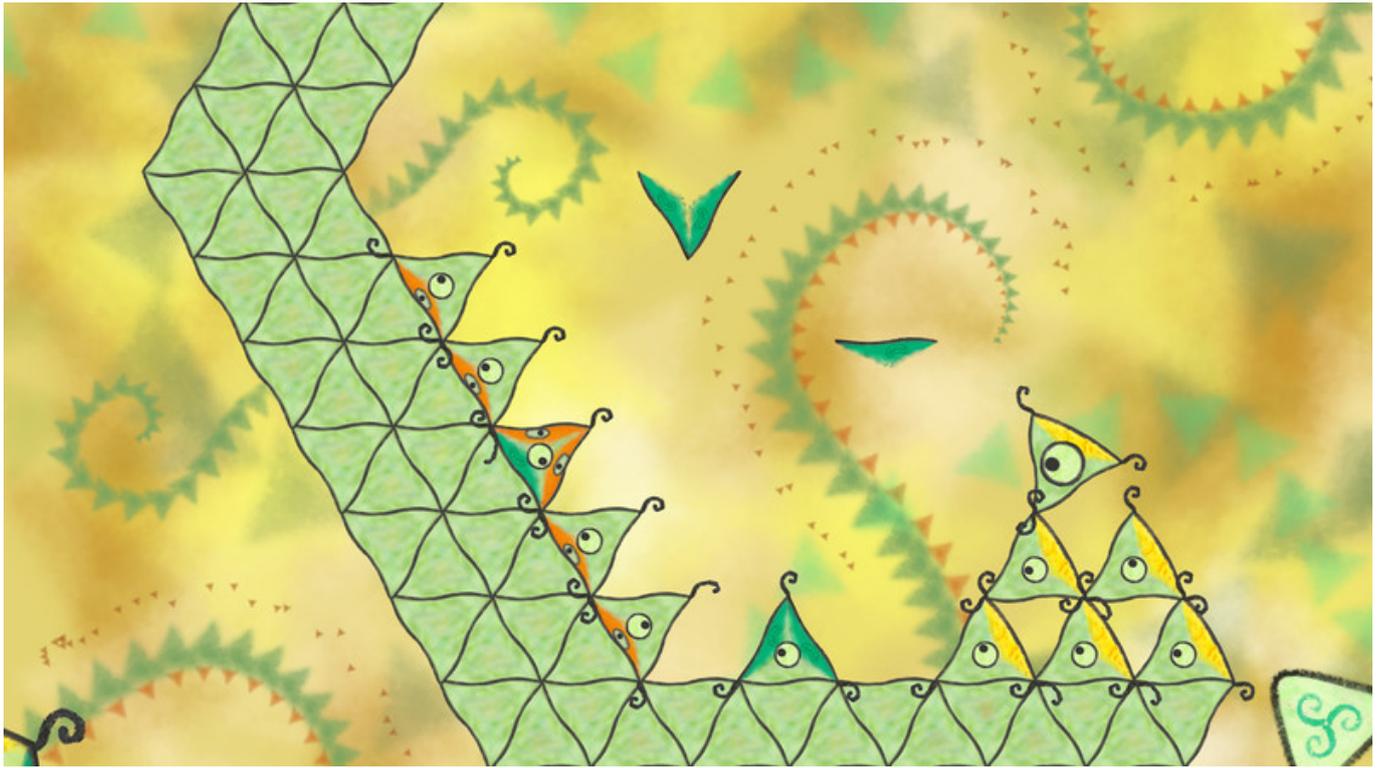


FISHING PLANET

Happy 4th of July!







nah! don't buy this game. A very enjoyable simple game to play. Although could do with a great deal more parts so the rockets can be a lot more varied..like Kerbal.

Excellent game even with the few parts available, teaches the basics of escaping earths gravity to travel further a field.

If you interested in space genres, and enjoy your early attempt rockets exploding then this is the game for you...Especially at the current price in the sale. (i also bought SIMPLE PLANES , not on Steam yet but you purchase from the menu..This also is a very fun game to play with all the same physics etc.

9/10. As a fan of the original, after listening to all of the tracks I'm happy to say these are as good if not better than the original part. Unlike the "Guns Drums and Steel 2"

Go for it, it certainly can't be as evil as paying paradox for their other dlc.. It saddens me. This was a pretty fun game... But because of lack of any updates, or map changes... It was like a lit match. Burned for a moment, then went out into obscurity.

This is a -good game-. It deserved better than that.

R.I.P. Devil's Bluff, You will be missed.. after telling them there multiplayer doesnt work this still have not fixed it do not buy this its a waste of money and time thanksyou and go yourself devs!. 4.5/10

Cons:

- 1) Needs roster editing, ability to change attributes, names, appearance (hair, skin colour) and accessories (shoe colour, arm sleeves) on players. It really is a must for a game like this.
- 2) Shooting attribute is too broad. Unlike most basketball games where the stat is distributed by range (close, midrange, 3pt) the shooting attribute in this game determines where players can shoot from anywhere so Kareem Abdul-Jabbar turns into Klay Thompson.
- 3) Unusual how if you run in line with a set play, your player teleports to half-court to run the play. You can have a wide open fastbreak, run in the centre of the court and now your player teleports into a pick and roll in a halfcourt set.
- 4) There's no halfcourt violation
- 5) Contested shots in the paint have a ridiculously high success rate. A wide open midrange shot is a lower% shot than a contested close shot.
- 6) You can't pump fake in a basketball game
- 7) Gameplay is too basic. Personal taste, I know this game is predicated on the 3-button model like a lot of retro games but it leaves the gameplay shallow for me. No dribble moves, post-up, alleyoop passes, etc.
- 8) Animations are repetitive and basic. There's no layup animation, a fastbreak dunk has the same animation each time, if you fade with a player there's no change in animation, the character just floats backwards in the same jumpshot animation.
- 9) Lack of game modes. I understand it's early access but i'll look forward to having more features in the future.
- 10) Player switching is awful. When you move, the players to switch to will automatically change, but you can also use a hotkey to change the player you want to switch to. It just becomes a mess where you're button mashing the hotkey to find the one open player to pass to.
- 11) Set plays are watered down. To do a pick and roll u need to stand on the pick and roll tile which starts the play. You can only request one screen then the play is over. There's no hotkey to ask for another pick
- 12) I'd like some sort of in-game interface to tell me about the game while it's played showing relevant statistics to compare the teams\players. A little panel that pops up to say "this team is on a 2-14 run in the past 4:45", "this player is 7-9 while his matchup is 2-6".
- 13) Pick and Roll and Isolation set plays are very OP. On the other hand the CPU never use them which makes the game easier, too easy.
- 14) You can dribble the ball with zero resistance, even on legend difficulty the CPU never steal the ball from you man-to-man
- 15) It's way too easy to score on the fast break, the CPU have very little transition defence even on legend
- 16) Because of the bad shooting model where players with high shooting stats will make shots at a higher % contested than players with ok\mediocre stats wide open. The game just becomes a one man shot where you end up scoring 70 pts with one player (or 2 if there's 2 stars, 3 if ur the Warriors)
- 17) The CPU even on legend, always sags off the player catching the ball on timeout inbound plays. If you ever want an easy 3, just call a timeout and pass to the outside player, their matchup is always having a picnic inside the arc.
- 18) Game needs some form of fatigue system, like a players shooting and dunk attribute is slightly reduced the more shots they

take or someone can literally just iso and pick n roll with their best player ever possession

19) Minor bug: If you score over a certain amount of points in a half/game, the boxscore won't show the number of points you scored, only the fg attempts and makes.

20) CPU don't call timeouts even if there's a few seconds on the clock. They just inbound it and shoot a fullcourt shot

21) When there's 10 seconds or less and the CPU have the ball. The player who receives the ball from the inbound will be the one to shoot the ball 95% of the time.

22) When contesting shots, the shooter is only affected by the closest defender, so having 2 defenders jump doesn't help reduce the shot success%. The only player that matters is the closest one to the shooter, so the secondary defender could one inch behind the initial defender and jump and have no effect on the shot. This is dumb since shooting over 1 player is easier than shooting over 2...

Pros:

1) Game has players and rosters from several decades of the NBA

2) Unique scoring mechanics. Dunking on players initiates a little 1v1 minigame where you need to guess where they dunk it and there's a chasedown blocks minigame to block players from behind.

3) The retro graphics and visuals are appealing

4) The shot meter is nice and making shots feels smooth.

5) Player portraits and attributes in the corner is a nice addition. The controls they suck the gameplay sucks dont get this trash. It won't work i trid for 9 hours of just dowloung 5 mins of playingor lessi don't think you should play this game unless you have the best wifi the best pc and modidor. What I Like: Bought this not realizing it was only DLC. What I like is that, despite it only being DLC, it's a standalone game too, you can play it without needing the base game installed.

What I Dislike: The game teases you with what you can find in other expansions. In some campaigns you're allowed to mess around and play with animals from other expansions (Which is pretty neat tbh, and not really a downside), however, this confused me once I went into freeplay and was only left with "some" of the marine animals. All others are locked, the game does not tell me why and I cannot find any information online as to why. I understand why the base game animals are not there, but when I have unlimited cash in freeplay there is no reason why all the marine animals are not available.

Overall, this is a good game. At times it felt like it was trying too hard to be a zoo tycoon copy. While this game does play like a ripoff of the more major title, some parts of it are done way better (better quality animal appearences, more realistic animal interactions, the ability to choose the color you want on certain animals, guests require doctors when animals hurt them) but other features it falls short (instructions are never clear, sometimes frustratingly so, random parts of other expansions are "thrown in" as a tease but leave you more confused than in want of more (I spent 2 hours trying to figure out what to do with the researcher until I realized he couldn't do anything in my game), and controls take some getting used.)

Despite the bad sides, this is an incredible competitor to Zoo Tycoon 2 and I believe if they had polished it a little more and made it more player friendly, it could have been more popular than the ever nostalgic ZT2.

Reccommended for anyone seeking an alternative to Zoo Tycoon.. Played for the story, stayed for the gameplay.

The SF70H alone worth the price.. A nice add-on for flavor.. 140 images of middling quality.

The costumes are a little sub par and so is the photography. It's not bad, it's just not brilliant.

Most of the images are just very minor variations on each other.

The girls are quite pretty.

Costume 5/10

Scenery 5/10

Photography 5/10

Quantity 10/10

Variety 3/10. I've always been a fan of "cruel" platformers, Iwannabetheguy, Iwannabetheboshi, Erye's Action, etc. But this one is frankly boring, uninspired, and the platforming isn't very interesting.. Pretty good stuff.. Before the Update on 20th of May 2019 it was a great game and I must admit, I've had a lot of fun with it.

BUT

The Update killed it completely!

All the nice and simple menus have been changed to the bulky wide-screen buttons like you know them from Battlefield 1 but worse! Meaning you do have to spend like 5 min until you even know where you are (in menu).

Also, ingame events are now getting announced by the same kind of wide-screen TV-Style windows... and there are a LOT more of them now, meaning like all 30s you'll be interrupted by a gigantic pop-up and until you read it and found the button to make it disappear, you're dead!

. PURPLE GLOVE MASTER RACE

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