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All the frustration of platformers.... In one game... With a minimalistic vibe too!

I hate it. I really hate it, but i can't explain why. Unlocket Catch. Can't score a point while AI just pentapoints with one dash wtf. Hate it. Hate this game!

Good devs though. Can't put a dislike on this one because of that.. This is how you design a DLC. Incredible level verticality, fun enemy mechanisms, rewarding puzzles and superb new items. One of the best areas in the Dark Souls series.. Trust me don't bother... Revisit --

Combat in the game to be nice is simple. With no real feedback to the weapons, being hit or hitting people. Giving no fun during fights.

Game loop is boring, revolves around "mining" but no need to explore for resources as they are just next to big shiny towers. No real chance to "build your own game" within the online mode, No interactions and just combat no chance of just having a laugh.

Game looks pretty in parts, but falls down in others.

A.I. doesn't exist, even simple path finding doesn't seem to be there.

Variety of weapons are slim

..... See video if you need to know more.

Recommendation, No

Chance of revisit - None, no idea where they are going with the game to make it stand up or what "fun" factors the game may contain

https://www.youtube.com/watch?v=pkGPEFghFCw

-- Original --

Games looks really good but not much that can be said after that. But disappointment followed by game breaking bug. If you like optimism followed by disappointment give a watch. Happy to revisit purely for the overall look, but for now give a miss.

https://youtu.be/a_xXX3qUVkk. Great game. Warning: Difficulty curve isn't steep, but has a really high height

terriable it is bad at resulation and the lag is too much i cant belevei spent \$4.00 on it . noone plays it.

EVERYONE S H O U L D play it.

. This game should be renamed "Star Junkies". For one there's no trading done in this game, at least no by the players. Second the only way to keep the population of your colonnies happy is to give them a steady supply of a drug called Spice... Dune much?

But that's not really what makes this game worthy of a thumb down: It's because the game is either incomplet or horribly balance. Which is sad because it has potential.

For example in the tech tree, which is actually one of the cool thing about the game. You literally have to research space port level 4 before you gain access to the tech to get space port level 2, which is the next tech. There's no valid reason to downgrade your space port by the way.

But the worst for me was the population management, you have none. Population growth you see is random in this game. You can colonise a world and have its population doubled the next turn, which is a roughly less then a week. Cool you might think, more people can only be a good thing. Think again, while this is one of the 4x game with the least population management I've seen in my life it is also the one with the most unforgiving consequences for overpopulation. Once a colony is overpopulated it start losing moral, when it's low enough it start sinking money like there's no tomorrow. It kind of calm down end game, but it drains a lot of the potential fun out of the game for a long while.

Edit Add random game crashes mid-game. :(

Besides that:

- The combat system was ok

- The ship design mechanic simple while still interesting.

- The UI is simplistic, but not inherently bad.

So in short there's way better 4X space game out there, way way better. Early access game. Very relaxing to play. I'm not gone into how little is here at the moment, I figure I would rather add some things that I'd like to see in the future.

!. Fisher huts: Another source of food

2. Adventures guild house: Recruitment for heros, to possible add dungeons and quest exploration

3.Barracks: Much need troops for settlement defence, to add possiblity of invasions by beast, goblins, and orcs

4. Trappers: For food source and maybe leather

5. Tailor: To make warm cloths for people, possible add rancher to the farm tree to supply wool from sheep, and maybe cows for my number 6.

6.Baker/cheese shops. Better food for settlers.

This is just a small list, but maybe it gives the dev something to add to on his upcoming plans.

I would also like to add that this is being update fairly fast. So Thanks for that!

Its not for everyone but if you like a city builder thats relaxing as hell. I recomend giving this one a shot. Also watch out for the music it will have you sleeping in 15 minutes if your not careful :). gets frustrating after a while.

often you get "bosses" what just means you have to fight 2 opponents in a row but you only get 1 health bar been stuck on the 10th boss for 3 days now

0% skill and 100% luck, you only get stronger if you buy heroes with real money

would like this game more if there was some skill involved. Even better than company of heroes 2. This game is awful. I won't lie, it isn't often I write reviews, but I believe this game required one. The concept of it is brilliant. It could really have some potential with the right framework, but it's just tedious, repetative and doesnt encompass what I was expecting. I purchased this game on a whim, after it being in my wishlist for a good 6 months, yet, even at the reduced price, I don't think it's worthy of £5.99, of my hard earnt money.

Even on the very high settings, the graphics are nothing to rave about. I was hoping that it would compare to the Emergency

games, which unforunately I don't play due to the fact I own a Mac.

The gameplay is boring, with missions that repeat themselves, the AI is awful, and the amount of button pressing required to complete simple tasks is mind blowing.

In all honesty, I really wanted to like this game, because this is a concept that really appeals to me. I just couldn't.

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