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About This Game

Star Nomad is an arcade top-down retro-sci-fi 2D sandbox spacesim. It was created as an arcade tribute to classic spacesims of old such as Elite, Wing Commander Privateer, Escape Velocity and Freelancer. If you are a fan of these games, then you're in for a nostalgic ride!

[FEATURES]

- * A simplified arcade take on the often complex sandbox space-sim genre.
 - * Freedom of play-styles.
 - * Be a Cargo runner.
 - * Be a Mercenary unleashing firepower for wealth!
 - * Be a Miner seeking rare ores.
 - * Be a Merchant trading in goods!
 - * Be a Smuggler dealing in lucrative drugs & evade the law!
- * Be a Pirate attacking merchant ships, become infamous & fight for anarchy!
 - * Join huge multi-faction Fleet Battles!
- * Dynamic faction standing system, where your actions will determine friends or foes.
- * Multiple ship classes to fly, including drone carriers & the mighty Yamato Battleship!
 - * All ships are up-gradable with modules.

In Star Nomad, you roam free in the Wildlands Sector immersed in a sci-fi noir setting rich in depth and humor. **While a sandbox at heart, it's also heavily story driven with a personal plot** inspired by WW2 & classic sci-fi/cyberpunk such as Blade Runner, Johnny Mnemonic & Gundam that puts you right in the pilot seat to determine the outcome of an escalating

corporate war!

Star Nomad has a semi-permadeath system whereby you will lose your ship, but insurance will payout most of the ship value in credits. Death does sting, so take care, please read the brief manual (accessed via this store page, on the right) before starting your piloting career!

Title: Star Nomad
Genre: Indie, RPG, Strategy
Developer:
Huy Phan
Publisher:
Huy Phan
Release Date: 29 Dec, 2014

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Minimum:

OS: Windows 7+

Processor: Duo Core or greater

Memory: 2 GB RAM

Graphics: Intel HD3000 or greater with updated DX10 drivers

DirectX: Version 10

Storage: 100 MB available space

Sound Card: Onboard or better

Additional Notes: Supports mouse/keyboard or touchscreen

English







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Synopsis: It's not bad.

The gameplay the staple Lego collect-a-thon that was popularized by Lego Star Wars 1&2 with few adjustments here and there to make this game stand out from others. I did experience a game breaking glitch were the Indiana Jones characters were prevented from jumping, this was fixed by going into settings and enabling "V-sync".

The visuals are okay, they are really not that impressive.

The sound was ripped straight from the movies so it's pretty good.

The story is the same as the movies, I would strongly recommend watching them before playing this game.

This is my personal favorite Lego game, I do recommend it.

It takes 20-25 hours to 100% beat the game and I rate it a 6/10.. Never has a game A.I. felt so unbalanced.. Got some good bangers in there boys. The Choose-Your-Own-Adventure format has some challenges, for game designers. How do you keep track of EVERY decisions along the path of a story that should be long for a short story (a short novella, if you will)?

Well, you can't. No one could.

So, sure, I opted to join a character on a night seeing a Led Zeppelin cover band, and it ended up being monster trucks... but did the error matter? Not at all.

I had goose-bumps at some points, as the emotional value of the writing is unquestionable. I've only played through twice, but given that my runs have been 1-2 hour affairs, the fact that this game has 300k words means there are a LOT of alternative narratives left in it.

I'm, frankly, a bit stunned that a genre that I hadn't explored since I was in elementary school (CYOA, that is) has grown into this in my absence. This was a beautiful piece of art, and I look forward to at least a few more dives into the world it portrays.

Even if they're a bit too plausible for comfort at points. That's a bit of its genius.

Don't wait for a sale--buy it, play it, and love it.. It takes talent to make something so bad, it really does. You couldn't make something like this unironically, and that's what makes it so damn good. Somehow this game is more committed to its theme than most AAA games, but it's also more♥♥♥♥♥than most meme games. A bizarre specimen that everyone needs to buy right now.. Thought i found something like spacebase DF9, huge mistake. Huge letdown.. wish they would give us the original but still a good remake. Zhang He is great again, thank you Koei Tecmo. It is very rare, in video games and film alike, that a sequel is actually superior to its predecessor. This however, is one of the few cases in which this rings true. Mass Effect 2 is a huge step up from the first in many ways and while it does display some of its aspects in an inferior manner than the first game, it is still an overall better experience.

Story: The story of Mass Effect 2 picks up just a few months after the conclusion of the first. The Normandy is on patrol searching for Geth Resistance who have been blamed for a number of disappeared ships. While on duty the Normandy is attacked and a number of the crew is killed. Through the heroic efforts of Commander Shepard, your squad, pilot, doctor, and most of the engineering staff is able to escape. Shepard however is unable to reach the escape pods and is pronounced as Missing In Action. Time passes and Shepard's crew is forced to move on, and he/she becomes little more than a legend in the galactic community. All the while, a human terrorist organization, Cerberus, has recovered the lost Commander and prepared him/her to continue the fight against the Reapers, a large machine race that returns to the Milky Way every fifty thousand years to eradicate all advanced organic life. To do this, Shepard must recruit his/her old friends along with new allies, gain their loyalty, and prepare the crew and ship for a grueling, brutal campaign against the agents of the Reapers. Cerberus and the crew

of the Normandy are all that stands behind the scarred Commander. the rest of the galaxy calls this a suicide mission, now its up to you to prove them wrong.

Overall Score for Story: 10/10

Gameplay: Mass Effect 2's gameplay is a godsend for everyone who disliked the instability and glitchiness of the original game. The gameplay has been radically refined and is much smoother and easier to control. Guns sound much more powerful and are much more diverse than in the original Mass Effect. Powers are less potent now but they can be used more often and to greater affect making squad combos easier to perform. While the customization has been toned down dramatically, this game still requires a strategic approach, especially on the higher difficulties. You will need to master your favorite weapons, choose which power upgrades to receive, and decide which squad mates will best compliment your own abilities. In addition to fighting and making your way around various galactic hubs, you will also need to scavenge for resources by probing planets and searching for them on the battlefield. While the former is rather boring, it doesn't take too long to do and is essential if you want to ensure the best possible ending. In conclusion, the game plays much better than its predecessor and holds up remarkable well today. The only thing I truly do dislike about this game is that there is very limited vehicle gameplay and while it has been improved alot, it is only used in a few sections of the game.

Overall Score for Gameplay: 9/10

Characters: The characters in this game are much more diverse and numerous this time around. Many of the old characters make a return along with a fresh faced new cast. You will also be assigned more side quests which will give you insight into what happened to other minor characters of the original Mass Effect. Your squad and crew mates also have much more development this time around and have more dialogue both in mission and whilst in hub worlds and the ship.

Overall Score for Characters: 10/10

Graphics: For an older game, Mass Effect 2's visuals look amazing. The textures are incredibly detailed as are the lighting and special effects. The worlds are vibrant and beautifully constructed and they still remain quite stunning to this day. This is a very beautiful game still and in addition it is very easy to run. Well played Bioware and your work with Unreal.

Overall Score for Graphics: 10/10

Sound: The sound design in this game is awesome. The weapons sound realistic and gritty, while the powers really give off a oomph when you hit an enemy with them or get hit yourself. The characters are voiced exceptionally well and the ambient noises enhance the settings that you inhabit.

Overall Score for Sound: 9/10

Soundtrack: The soundtrack of this game, like that of its predecessor, is amazing and fulfilling. This time around, each squadmate has there own theme as do the main antagonists. The soundtrack is very complete and diverse and has just enough motifs to tie everything together nicely. It also plays much more frequently and effectively in this game. Few things are more epic than listening to the Suicide Mission Track while taking the final ride to the heart of the final boss' lair.

Overall Score for Soundtrack: 10/10

This game is **2x** epic and is a must play for anyone who is a fan of science fiction or action-adventure. This title has aged superbly and will give you a generous supply of gameplay and replayability. This game can take you anywhere from 25-40 hours to complete and coupled with the first game, and you've got a good couple of weeks shaved off your life. It is very modestly priced, but if you're strapped for cash then you can always rely on it to go on sale for about \$5.

Overall Score for Game: 9.5/10 = Epic

If you have any questions about the game, comment on this review.

Good seek and find game.

Pros:

- Lots of objects to search through.
- Lots of puzzles to complete.
- Nice selection of puzzles in addition to the seek and finds.

Cons:

- A little more story than I would like compared to the amount of game play.
- Too much looking for objects you've already looked for.. Great braincracking-fingertwisting 4d planformer. 4d cause there is no up-down, left-right like in most 2d, there is no linear timeline also.. A great game. Lot of lifetime for this price, great maniability.

Go for it o/. It's ok, not that expensive, and will leave you with a few hours of fun.. Pretty good levels, great guns, and the explosives are a lot of fun.. I had doubts with this one... but now they're gone. Fast, exploding, fun. 8/10. I'm on the fence about this one. On the one hand, you get a very decent shmup. On the other, execution is lacking and the game just doesn't feel as polished as many others.

My gripes with it are: No d-pad support (come on!). It's made with Unity, so performance is really bad. Level design is meh. I didn't really like the soundtrack.

The game does have some good things going for it. The aesthetic is just gorgeous. You do get some interesting patterns, especially in the last bosses. Overall, I had fun and will probably play some more when I get a new PC.

So, buy only if you are really in need of a new STG. Waiting for a sale seems much more reasonable (or few polish patches).

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