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## STAR SAGA ONE - RISE OF THE DOMINATORS Download Without Key



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### About This Game

Do you like blowing things up? So do I, that's the reason my dog Otis and I made this game. Star Saga One is a fast-paced space style shoot-em-up that takes place at an orbital mine station in the middle of nowhere. It features 3 different weapon types and a personal shield when things get real hairy. This game has you pitted against hordes of deep space drones, each wave more challenging than the last.

Your weapons include your standard Blaster Pistol, the Wolf-PPK, with included rapid fire mode. The Ram-PPK Polarizer, which temporarily inverts your enemies target. The last is the Hart-PPK EMP grenade when you're surrounded and you need to take out more than you have time to. Your digital defense is a personal crystalline shield made from liquid diamond, but even it won't protect you if a strategy isn't on your side.

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Title: STAR SAGA ONE - RISE OF THE DOMINATORS

Genre: Action, Early Access

Developer:

Grumpy Otis Games

Publisher:

Grumpy Otis Games

Release Date: 19 Jan, 2018

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**Minimum:**

**OS:** Windows 7 or higher

**Processor:** intel i5

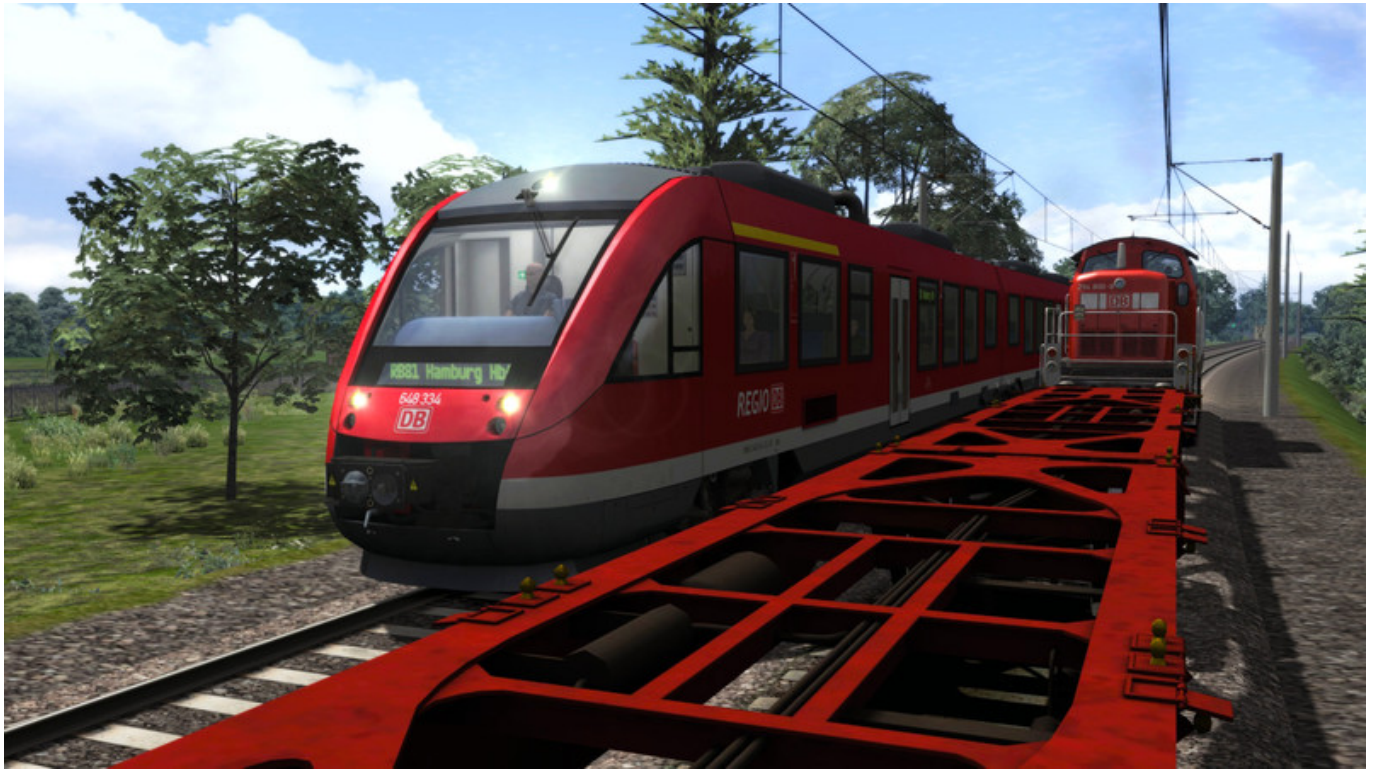
**Memory:** 8 GB RAM

**Graphics:** GTX 970

**DirectX:** Version 11

**Storage:** 855 MB available space

English







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Bad graphics and not fun to play. FINAL WORDS:

I'll sign off of my ranting review, but I would like to finalize by pointing out that this game has a ton of value, depth and is a hell of an adventure. Not easy, but doable and you have to play smart and you'll progress but there is still the chance you might blow it and "lose." Amazing game, not simple or short in my opinion by any means. A full-blown challenging and tense game, of which I am fully satisfied as long-time gamer who has completed many classics rpg/adventure and strategy games and this is one of the most memorable ones! This developer has my allegiance for future games.

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UPDATE #2: 9 hours in... I have completed the second part (by the skin of my teeth, I thought it was game over but didn't give up and just made it). JUST when I thought the game would be over... WOW.. onto another part 3. It's pretty safe to say at this point, this game has tons of content. and edge-of-your-seat playability. In 1995 if this game came out it would have cost \$50- and been hailed as a classic MASTERPIECE today. In relation to gaming design, mechanics etc for a super-intelligent procedural strategy/action/adventure this is certified CONTEMPORARY MASTERPIECE as well. I know I am being redundant, but after playing through a significant portion of the game, this goes directly on my top-10 favorite games list of all-time. I will be flabbergasted if in a year from now, many other people who actually play the whole game won't feel the same. Top marks.

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UPDATE: 4 hours in... I am leaving my initial impressions review but I would like to add here that: I have reached "part 2" of the game scenario finally.. where you reach 'the first expedition space craft.' There's more content and cool things than initially expected (Just built the lunar rover and generation capsule, cashed in my points from part 1 to get a surveillance camera..) .

The game construction is clear to me and all I have to say as after 30+ years of gaming and still being a fan of turn-based action/strategy/adventure - in my discerning eyes this game rocks and is A MASTERPIECE. So much potential for so much scenario expansion but for what is here - is awesome and well-made, easy to play after spending a good hour. Definitely a favorite in my "best games of all-time" list, spanning the c64 to early-mid 90s PC gaming to modern gaming, especially relating to perfect, improved classic retro genre style games.

F YEA. One of the best games of the past 20 years and all-time absolutely. And I hope this is just the dawning for this developer and their Planet in the Shadows.

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NOTE: The below review is a couple days after the initial, official release AND my impressions from a few hours of playing. I am impressed and like it even only after my first 10-12 game sessions of playing.

Superb - finally a solid turn-based lightweight strategy + luck (procedural map, creatures, etc) + rogue-like game. Good concept, design, replayability, evoking a lighter C64-ish/early PC/Flash loose variant perhaps of something like project firestart (C64); X-com (early PC); Motherload (flash mining game) in feel and simple gameplay. I am a gamer from the days of Atari thru c64 thru 90s PC to a current player of the more contemporary retro/pixel scene games looking for turn-based games of this type. There have really not been many (and good ones) out there as far as new games on contemporary platforms, going back over the past 20 years!

\* LINUX-USERS: Game works fine in PlayOnLinux - simple default steam install environment, and will should run with no issue or effect on old systems concerning cpu-usage.

\* GOOD DESIGN FOR CHALLENGING GAMES: Takes advantage of simple procedural design to spawn new but small maps, I assume to facilitate the end-goal task in a timely manner. From the dev response on the steam discussion thread, a skilled uber-geek gamer may be able beat the scenario in 2 hours. (Me: maybe 25-50 tries if lucky, or many hours).



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(Normal/Hard), in-game music (there wasn't any before, this alone is a massive improvement), a very competent tutorial, a health bar (you can also shoot potions to regain health), small things added like frogs and birds to make it feel more alive, you can dodge the spears, the graphics even seem a lot more pleasing but that one could be placebo.

Originally, this game was a 'it's VR, playable, enjoyable and for four bucks you can't go wrong' kind of deal for me; this is a serious improvement and for four bucks, it's an absolute steal.

Original Review: You equip a low poly pistol in one hand, a low poly sword in the other. You don't move until you kill the whole wave of goblin things coming out of 'portals' that either run towards you with swords, or throw spears at you from behind cover at a distance (you have to block them with your sword). When you kill the goblin things before they kill you, it slowly 'walks' you down the map to the next wave area that's more difficult than the last. You only have one life, when you die you get sent back to the main menu and have to start back at the first wave.

It has a very 'arcade' vibe to it; it's not graphically pleasing to say the least but it's very difficult without feeling impossibly/unreasonably difficult and it felt satisfying beating a wave I stood no chance against a couple of tries before. It isn't groundbreaking or pretty to look at, it's very bare bones but it's suprisingly fun for what it is and worth playing more than once. It's also cheaper than a happy meal, so at four bucks I would absolutely recommend adding it to your collection if you think you might be interested in playing what I described.

It would be cool if personal stats/records could be implemented in some way though.. It was a good time pass.... Try it if it is cheap and you like point and click games :). I don't fully uderstand this game, I cannot go around any corner faster than 20kmph. The game doesn't allow me to turn. I am very dissapointed.. Don't be fooled by the pretty screenshots and the cheap price. This game has some major issues that needs to be addressed before I can recommend it to anyone. A minor one is that it doesn't launch properly from Steam VR. You can get around this by launching it from the desktop view of Steam VR. A major one however is the sound effects that is either missing (or doesn't trigger for some reason) and that sound location is totally off. You'll find yourself looking behind your back because the noises seem to come from that location when they're not. Another issue is tracking of controllers that is delayed (despite overall good framerate) and breaks immersion. Oh, dialogue and voice acting is in chinese and not english despite what the infobox says on the Steam page.. A short and sweet play-through with lots of attention to detail. Visually, this game is beautiful and I would certainly recommend people to try it.



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Gave it a try. The world is just bland. Music is great, but again the world doesn't draw you in because it is too bland. Other similar games with one color scheme did it, but not this. Maybe for 5 dollars, but 20...refund please.. Just getting started when I write this but hoo boy. It's like a frickin' Diablo Souls or somethin'.

It's hard as nuts but also fun as nuts. Like... A really hard Diablo 3 on the PS3. Hitting buttons to fight and having the whole neatness of it. Would love to learn the lore of this world and see this game become a big ol' thingie but we'll see. I'm sure some early hitters took a while to hit it big anyway. Like, was The Binding of Isaac an instant hit? I mean. I honestly don't know but... probably not??

Anyway, I like. Basically bought it for the girl with a giant katana was like "dat me" and purchased the game. Found out the sword isn't released yet and to play the girl who uses it anyway has a difficult unlock method.

Well. To basically get my money's worth I got a lot of work to do. Support this game y'all.. (UPDATE - June 17, 2018)

The controller works great now, the buttons and sticks are remapped in a way that works. The enemies are now a lot slower which helps but if you allow them to they will still move inside your character. It's an okay fix for the previous problem but it really sort of just hides it rather than fix it. It's better than before although it could use further improvement. The game is still a bit clunky and there is still some trial and error type of areas that quickly become frustrating due to there being no checkpoints. The platforming can be hard to judge when jumping and very punishing as missing a jump can often be an instant death. Great job on the update, I love how a bit of information on what you are supposed to do was added, that's great. The game is slightly better overall now but it still isn't where I'd need it to be to give it a positive recommend. It definitely feels better though, that's for sure.

(End Of Update)

I bought this because I liked the art style and the fact that it had something to do with burgers. Unfortunately, it isn't quite up par in many ways. I wish the controls were better but they are pretty bad. There were a lot of mistakes made with this game, I think these developers are fairly new but it seems like they tried.

The story is pretty cool, at least what's written here on the Steam description. There is a bit of a cutscene before the game starts to give a tiny bit of the story but I wish it had the whole story, also that it was skipable because it doesn't seem to be.

The controls are probably the worst feature of this game. On the xbox 360 type controller for PC, the right analog stick is move and X is attack with A for jumping. This means you have to use both hands on the right side of the controller in a very awkward way. The keyboard is much better but still not very good with E being attack but when using wasd, pressing E is awkward. Unfortunately there is also no possible way to remap your keys or buttons so you are forced to play with these brutal controls.

The hit detection is pretty weak. Your hits register most of the time but enemies will move inside of you causing constant damage over time and it feels very wrong. Because of this the game is extremely hard in a way that it shouldn't be.

There is no tutorial or instructions on how to play at all. You can pick up bullets but there is no mention of a gun and none of the buttons on the keyboard or controller fire these bullets. I have no idea what they are for.

First Impressions V Gameplay Video

<https://youtu.be/-WqiDIaUkM>

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[I like the art style and the story. I hope the devs can update this to make it better. I wasn't able to make it past the first level or even get to the boss. The controls really are that terrible and I can't recommend this in it's current state unfortunately.. I'll recommend this game because you will need it to see what happened to Howard Loreid and Loathe Nolder from Darkness Within 1. The story and atmosphere are still satisfying but...](#)

[This sequel is different from the first game in that it now requires WASD to walk around. So if you appreciated the laziness of point-and-click in Darkness Within 1, you will not find it here. In fact the game itself does not include any kind of mouse-only layout.](#)

[Now here comes the universally frustrating part: The Steam version of this game is different. They switched the clues and puzzle solutions around, and no one has put together a walkthrough to cover it. You will only find solutions in the Steam forums. The saddest part is that some of the solutions are illogical and you will probably NEED a walkthrough. So enjoy that little hitch.](#)

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I'll try to post some clues here and in the forums.

\*\*POSSIBLE SPOILERS AHEAD\*\*

#### Below the Old House:

The "container for liquids" and the means of opening the closet are now in the underground gallery beneath the Old House.

The contents of the metal box in the underground gallery: You will need them to get through the padlocked door in the underground gallery beneath the Old House. There is no key in this version.

Let a few bugs sting you on purpose and listen closely as you walk near the stairs leading down into the pit in the center of the underground gallery.

#### Below the Old Mansion:

Statue w/ Sacrificial Dagger beneath the Old Mansion: Take a second look after you hear the weird sound.

The ring found beneath the Old Mansion: Its too dark down there to look at it properly. Go up into the Mansion's basement and look again.

#### Inside the Old Mansion:

There is something to pick up in room through the door by the fridge. It is necessary for you to see all the endings.

There is something in the tub.

#### The Retirement Home:

Grab the thing at the foot of the stairs as you leave for the sewers. You will need it.

#### The Necropolis:

The snake-head recoils each time that you get the 3 symbols correct on a disk on its head.. I don't care how old you are, this game is pure fun.. a very cool addition to the main storyline. i like that they went as far as to make it a standalone addition rather than a dlc. you can even use the autosave files from the main arcania game to start out with the character you spent 20+ hours building up or start from scratch. exploring in this addition was much easier the pathways more defined but still plenty of hidden chests, items, and easter eggs! to those who already have the main game i highly recommend this 5 hour extra storyline. to those who dont id recommend playing the main game first.. Just finished this. It's nice. Very reminiscent of the old point & click games, though not as long and with more logical solutions (these sorts of games were usually "guess the answer the developer was thinking of). The main feature is using different characters who have their own (single) special ability. It's not exactly lost vikings, but somewhat similar.

Despite the clean puzzle designs (e.g.: it usually makes clear which paths go nowhere) and the good pacing (the characters are nicely introduced and puzzles get progressively harder), it's actually the story that is the most engaging. It has good and charming humour, and a bit of mystery that keeps you playing and guessing what's next.

The main gripe I have with the game is that I definately no longer fit within the target audience for this. This is the sort of game I'd recommend parents buying for their children: it's non-violent, fun, keeps them engaged and tangentially (if that's a word) learns them about teamwork. Hardcore gamers should definately stay away, though. :). No good game It' fun for some hours then you get really bored . I was drinking when I bought this. It's awful whether sober or drunk.



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