Constellation Distantia Free Download [key Serial Number]

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About This Game

Constellation Distantia brings flying, mining and combat, strategic choices and a broad storyline into the space adventure genre. The scripted and mission based progress of Constellation Distantia is made for gamers interested in an epic story!

Two vessels in your command: a massive nuclear mining ship capable of star travel, and a fighter jet ready for service. Step into a world created by true sci-fi fans in the spirit of Star Control 2, Firefly TV-series, Revelation Space novels and many others.

Professionally written story

200+ pages of professional grade storyline with thrilling twists and events. Constellation Distantia presents a complete lore to

build on in the future as well.

Campaign for hours

Around 50 handcrafted missions with more than hundred illustrated cutscenes keeping the gameplay interesting for hours to come. New types of missions are revealed often to keep the player on the edge of the seat until the very end.

Atmospheric sceneries

40 star systems presenting celestial objects of all sorts from rocky asteroids and volcanic moons to life containing rock planets and gas giants. Feel the lyrical ambience and vastness of space in an unique artistic cosmos with the highly praised soundtrack by Maximalism.

Diverse difficulty levels

Modes from purely narrative focus to a gameplay for extreme survivalists provides replayability value. The game has a lot of survival genre elements, which are amplified in the harder difficulty levels, while the easier levels are more story focused. The Nightmare mode has limited save games and even heavier focus on the resource management pushing Constellation Distantia closer to a roguelite game.

Captivating events

There are a lot of people in Distantia, and not all of them friendly. Mining vessels, modified fighters, transporters, dome habitats on deserted rocks all the way to mega-cities. You gotta be on guard.
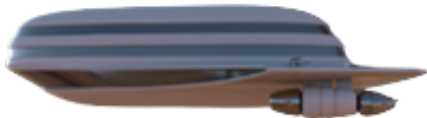
Combat

Sometimes it's hard to find a peaceful solution and a combat situation becomes inevitable. There are several types of action: Mission related combat, karma related combat, hostile lunarians, plain robbery and ill will, AI vs AI combat and bossfights.

Polished core mechanics

Trading, easy to grasp crafting, leveling, blueprint studying and spacecraft upgrading. Super smooth free flying, karma and resource management and an starports with game statistics. Different types of mining from fast paced asteroid splitting to planet scale thermonuclear detonations which literally vaporize a complete planetary crust into oblivion, for your convenience. Everything wrapped inside clear and modern game visualization and focused usability.

For PC and VR

The game in its entirety is designed for traditional PC playing in mind from the very beginning. In addition we have made it fully VR compatible for Oculus Rift and HTC Vive. The thing is, lightning fast free glide right next to a massive planet in VR feels absolutely amazing!

Title: Constellation Distantia
Genre: Action, Adventure, Indie, Strategy
Developer:
Skanerbotten
Publisher:
Skanerbotten
Release Date: 28 Feb, 2017

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Minimum:

OS: Windows 8

Processor: Intel Core i3 2100

Memory: 4 GB RAM

Graphics: GeForce 620

DirectX: Version 9.0

Storage: 1600 MB available space

Additional Notes: Minimum required GPU for VR is a GeForce GTX 970 (AMD Radeon R9 290) or better.
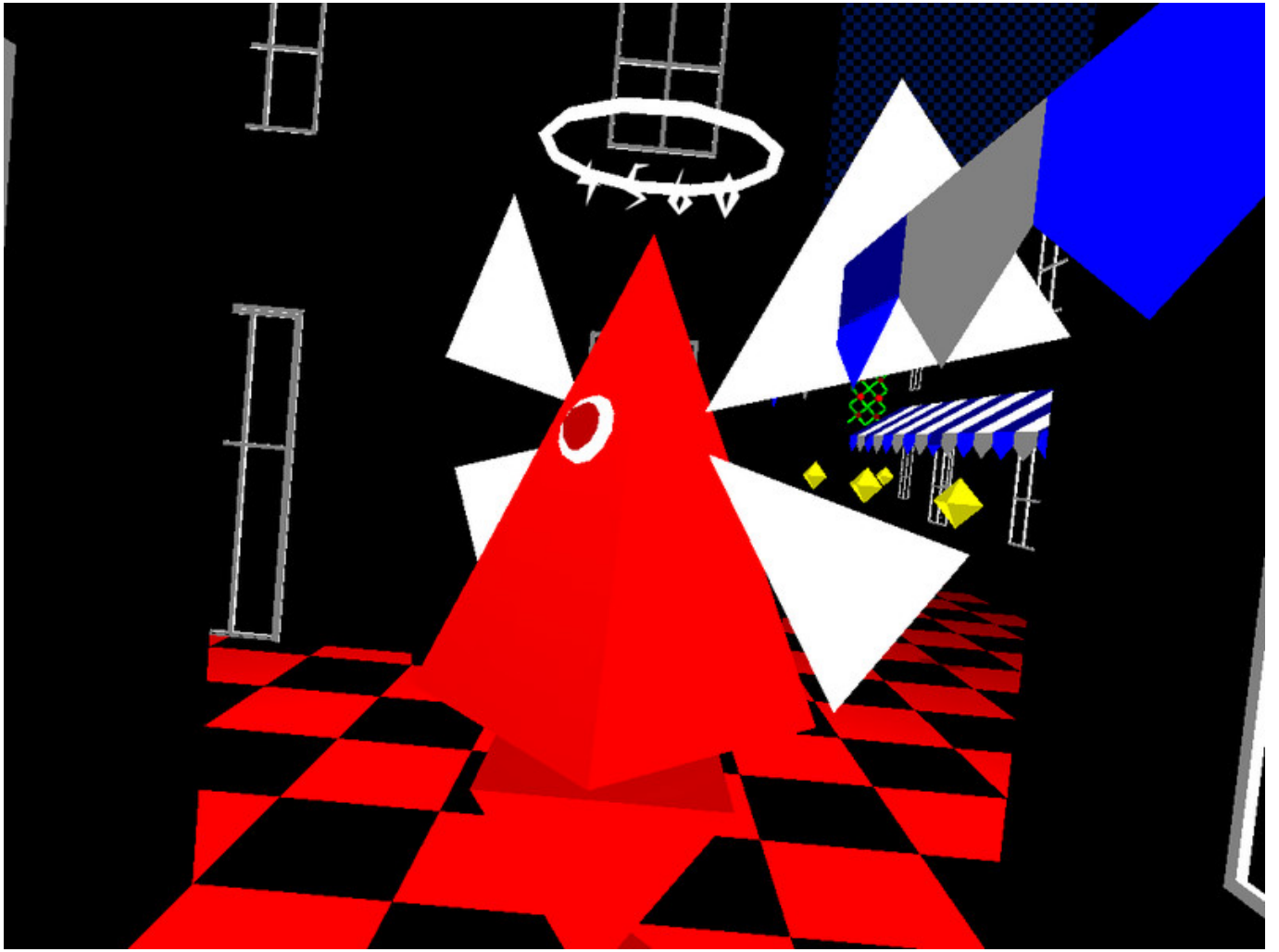

English

FAILED

BrummmmBrummm.....http:\/\/www.youtube.com\/watch?v=vR_hMsQOSUc :D. Not the best add-on ever. But the German community have a patch on railsim.de that makes it much better.. Having a lot of fun with my GF on Local Coop. It's just like playing Hotline Miami, but it adds a great deal of RPG elements. Me like it.. Awful game with absolutely zero support from developers or publishers. Never quite works which is the standard I am coming to expect from Aerosoft!

Even if it's free, don't waste your time on this garbage.

zero out of any number you like.. Environment setup in the game is decent, but I am actually impressed by the implementation of sniper mechanics in the game, it is done in an accurate manner which gives player a great sniping experience.. This game is being sold on its puzzle solving and atmosphere. And yes it does have a good atmosphere and yes there is some puzzle solving, so of which is interesting and different from what I've seen in the past. HOWEVER, the thing not clear in the trailers etc, is the "platformer" nature of the game. What do I mean? Jumping puzzles. Timing runs through areas. And so on. I quit the game early on because I don't like jumping and timing runs, etc. I was very agrivated when it became clear this was going to be a staple of the game.

Now, all of that said, if you like timed runs and jumping puzzles then this might be somethng to look at. The game trades on fear, especially fear of things in the dark. It does an excelent job of it. Its got a really well put together hellscape feel and I can't say the moster I did see didn't make me jump, it did. This game is a find the next key type afair as well, so you'll be hunting through buildings and rooms liking for the next key\/clue. If none of that turns you off then you will probably want to check this one out.. It's a fun ditty for three dollars, and a nice time sponge. My only complaint is that holy christ enemy shots need a sound attatched to them, it puts a hard cap on how far you can get since you can't have your eyes paying attention to all the enemies and super enemies that start spawning at once. Otherwise, fairly addictive, and good for a developers first go.. Fateholders of Tetsoidea is a distinctly amateur 3.5-hour RPG Maker game. It's full of stupid names, unexplained acronyms, utterly terrible acronyms, and awful jokes that were probably not funny to anyone except the author and their close friends.

At the same time, it's not the worst RPG Maker game I've played by a long shot. It's mostly a linear progression from one map to the next, with frequent save points that restore all of your HP and MP, and mildly interesting combat mechanics - enough to not become completely formulaic within a few hours, at least. The story is your standard "people with mysterious powers save world from evil empire" formula, but presented in a disjointed way such that it mostly feels aimless.

Not recommended, as there's way better JRPGs - even ones made in RPG Maker - out there, but if you own it for some reason it's at least not actively painful to play.. Im a great follower of the Battle of Britain and well i played this for a few hours to get a good feel for the game.

Pros..
Nice idea
Good music
Great customisation tool for pilots. (change names etc)

Cons
Quickly gets boring and repetative
Quote "Great customisation tool for pilots" but they aint around long enough to enjoy it!
Too hard at times (bombers are always 100% accurate)
Not enough to do during game..
No auto patrol feature (gets monotonous dragging mouse around screen then they take off on their own and will fall out sky if u leave them :\/)
Hardly any planes to choose (could have added Blenham bomber, Fairy battle and Paul Defiant might have made things a bit better)

The first half hour i admit was fun,...getting used to the controls fight screen and map.... then after naming pilots then watching them all die in blink of an eye....things start to get tough.... nothing wrong with that... makes the game more challenging... but theres just not enough to do to make the challenge fun...you only have a max of 8 planes..u can use... and no matter how many squadrons you have ...in a fight you can only use 1 (max 8 planes) ... after first few fights its the same thing over and over....

repetative is an understatment and 2 different planes (Hurrican and Spitfire) that (in the game) fly exactly the same...just better shield on hurricane... but you hardly notice the difference.
The map screen... well apart from biting your nails watching the \u00a3 meter rise painfully slowly there aint a lot to do... you can train your 8 pilots per squadron (takes a while to get a squadron and then train them fully) although you can fast forward time which helps. Then before you can buy a radar station bomber formation apear out of nowhere and bang your squadron gone... If that aint annoying enough... your airbase is probably gone too..(or seriously damaged and unoperational) ....dont get me wrong games should be challenging....but make it fun at the same time... lets face it the game aint historicaly accurate so who cares if you pull a few strings and make changes for the better.
One more annoying thing is...when your base has been hit and nearly destroyed you might still have a few pilots there... i made the mistake of buying 6 planes for them,..thinking i would then spend money repairing base...... but then the squadron disbanded i lost the base the squadron and all the planes id just bought! costing over \u00a350k which takes a long time to get!!

The idea of the game was thought up well...and could have been a much more fun experience but as it stands ....i cant recommend this it not even for the low price of \u00a35.50. I would love for it to be a little more fast pace but i guess you got to really simulate the real thing lol
History class all over again
This is my gameplay on it!
https:\/\/youtu.be\/4jgeN54GWG8

not many people will read this because its very unknown (oinly 3 reviews since release)

But here is mine

If you like on rails shooters (regardless if it syncs your own tracks) then you will like it...

If you are expecting it to sync like beat hazard you will be dissapointed, it only goes byt he speed of the song, not the actual beat...

also game is a bit broken (ships get stuck on the *note wall* often so a *max score* is literally 100% impossible...

Dev said he would fix everything (reply to another reviewer in june\/july) nothign has been fixed the 5 song achievement is still broken... ships still get stuck... nothing is fixed!

no power ups (apart from health pack) and it is far too generic to be *much fun* (same ships... same bosses... etc)

its fun, so im giving it a possative (but it doesn't deserve it) and its cheap enough to *bother with*. Mistake of a Game Designer. This is a short but enjoyable game.

It's definitely in the 'casual mystery - waste an afternoon' category.
The puzzles aren't difficult, but it's got a good background story to it.

Not worth full price tho. Definitely get it on sale.. This feel like the bastard child of Shadow of the beast, out of this world.Control is terrible .I did enjoy the music ,art is medium .. I had motion sickness from this game that lasted for hours after I stopped playing. I have never gotten motion sickness from any other Vive game. Also, the game has so many objects that seem like they should be interactible that aren't. Escape Room games don't work when the only items you can interact with are part of the solution. Why even put in drawers that you can't open? Furthermore, the solutions seem contrived and unsatisfying. I would give examples, but this game is so short that I don't want to spoil any of the very limited puzzles.

I love Escape Rooms, but this was just disappointing.. Holy bananas. I NEVER review games, because they all are just alright and I don't feel like typing out a review for an alright game. But this game. Holy.♥♥♥♥♥♥ Best game I have EVER played. The graphics are phenomenal, like out of this world (lmao, get it? @LastLevelsOfCampaign). The storyline is intriguing and I never skipped parts of it. The gameplay? A little wonky at first, but once I got used to it, it felt so smooth and luxiourious. Overall? This game was phenomenal. Just finished the campaign, so can't wait for them to add a new storyline. But until then? The horde awaits!

I got the Deluxe Edition, but I found myself not really using the weapons from it. However, the characters from it are phenomenal. It defidentally did not need to be purchased in order to enjoy the game, but it did add a little extra fun to it.

Liked it so much but felt it was lacking a playerbase as of right now, so I got the deluxe edition for my friend too.

Yeah, I love the game so much I spent $160 dollars on it.. Have an easy mode, so better than Sekiro.. Civ 5 is one of my favorite strategy games.

There is almost no feeling in a video game quite like beating your arch nemesis after 20 hours of struggle and then calmly checking who's next on your list of "soon to be lampshades". Civ 5 surprisingly can make your heart race when you are at war with your rivals, especially when they are much stronger than you, but that makes beating them all the more satisfying as well as taking care of the underdeveloped untermeschen with 50 megatons of nuclear\u2665\u2665\u2665\u2665\u2665\u2665. I always liked these types of games, mostly in the arcades. The characters and shop make it more replayable, but I do kind of want to see more content in this game.. One of the coolest games for VR providing an immersive gameplay that can suck you in for quite a while! Definitely a game for fans of both music and guns. Adding laser pointing mods to the guns would be a nice touch though.