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About This Content

Note! You can purchase only 1 Pack of the same value to 1 Star Conflict account.

Note! Refund is not provided if you purchase 2 different packs, which include the same ship or you already have the ship from the pack!

Includes:

- "Fat Wallet" **10 000 Galactic Standards!**
- "Gold VIP" **Permanent 10% bonus to credit gain and a 10% bonus to ships synergy gain** - speed up the development of your ships!
- Unique **Federation interceptor "Superkite" 6 rank**
- Unique **Empire fighter "Desert Eagle" 9 rank**
- "Personal Storage" **Get the maximum warehouse space for modules and weapons!**
- "Decorations" **Unique set of 5 stickers for your ships!**

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- Unique patterns "Titan" and "Cerberus"

Special modifications of Imperial and Federation ships have increased main weapon damage, higher critical hit chance and more effective capacitors, which is extremely important for potent frigates as well as agile interceptors.

Premium ships

All premium ships don't need repairs. Such ships have 'Elite' status — maximum battle parameters and increased free synergy production. All premium ships have unique appearance and are shipped with maximum synergy.

You save time and head into battle right away!

Unique stickers — An excellent opportunity to stand out among mercenaries.

Galactic standards — a special in-game currency that can be purchased for real money. With it, advancing in the game is made easier and more comfortable.

Synergy is a measure of your experience with a ship. Synergy is used to increase ship level and improve its combat characteristics.

Premium license grants all pilots greater rewards for each battle.

In addition, pilots get more credit vouchers for completing contracts!

Pilots who receive premium licenses from command master new ships faster due to increased synergy gain in combat. And when the battle ends, pilots with a premium license have two bonus attempts at trophy search — this means that the chance of getting new unique equipment becomes higher!

If you purchase multiple DLC, bonuses to credits, synergy and credit gain are added to each other. Together, they provide a greater bonus!

Premium license time and Galactic Standards are also added!

Title: Star Conflict: Mercenary Pack - Galaxy Explorer
Genre: Action, Free to Play, Massively Multiplayer, Simulation
Developer:
Star Gem Inc.
Publisher:
Gaijin Entertainment
Release Date: 27 Feb, 2013

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English,German,French,Russian,Portuguese







Really fun!!

It's like the Super Intergalactic Gang cousin ;-). poorly made. Options are pretty much not changable. Wierd flashy graphics. The frame rates sinks below 20 even with my GTX960.

Please fix these problems first before I start recommending the game!. I want to give this a positive review, i really do but the way they are you might as well avoid the gravity well and the slow zones.

The thing is, if you enter a gravity well (and manage to not collide with an object that sends you straight to the star which happens quite often and can happen at any moment) and engage an enemy you will find that combat in this area boils down to two strategies. lasers or ramming, because anything else will most likely miss or not do enough damage to kill them as soon as you intercept them (if you don't do that they will just regenerate). But what if you just want to put something in orbit? Due to the fact that outside the gravity well there is drag you can't put things from the outside into orbit, leaving the only other option which is making them with a factory. The thing is that the only thing in a stable orbit are the largest of asteroids, anything else will end up in a collition course with something else (even if you clear the area of objects since a ship can enter a well) which will cause it to either fall into the star or out of the well. stations are immune to falling into the star but their lowest possible orbit is so low that if the star is "radioactive" you and anything it spawns will die unless you have strong shields. Another thing is that when you aproach a gravity well there is a chance that the game doesn't render asteroids (and other things too) properly, causing them to be thrown out at insane speeds and possibly collide with you (which will either send you flying or kill you). One last thing is that auto aim is detrimental in the well since it doesn't take gravity into consideration when aiming, and since drones and missiles depend on it (you can't manually control them) they are useless there.

There is also the slow zones, this ones are really simple. There is a universal maximum speed all things have and it's quite slow. So it's already boring to traverse, but on top of that if you don't have lasers (the only gun that ignores the speed limit) you wont be able to kill anything since the only thing ships need to do in order to escape is run away from you because you and your bullets\drones\missiles will never be able to catch up to them (due to the speed limit).

Edit: One last thing i forgot to add is that the afterburner block is exclusive to the starting faction even though there are 7 (playable) factions and quite a few of them could really use a block like that.. holy \u0192uck, this is tr@sh

- crappy custom options menu ui hackjob, could be done by a non professional hobby programmer in 1-2 days in unity
- seems like its just a modded scummVM version of the game
- new soundtrack? you gotta be kidding me, they just added some percussion and hihats to the existing soundtrack
- graphic overhaul? not really, just some pixel smoothing shader layed over it that takes literally the click of a button in ScummVM
- the cursor and menus are buggy as hell, everything is flickering and the game crashed 2 times on me while some dialog tried to load making me lose all progress
if you expect anything at all like the day of the tentacle or monkey island remasters, stay away from this, i wouldnt even play this over the original if it was free

had my copy refunded

dont buy this sh!t. Perhaps I'm missing some core game mechanic here, but I don't quite see the epic appeal of BLARP! Or, at least, I'm at a loss to explain why so many other reviewers thought it was the cat's pyjamas.

As far as I can tell, there are only two controls (i.e. the right trigger attracts blarps to the wand, left trigger generates a shield), two game mechanics (elastic attraction and shield-based deflection), and one goal (get a blarp to strike the numbered ball).

Sure, the spacey mood music is nice and mellow and the rainbow-coloured visuals sufficiently trippy, but is this really the sort of experience I'd want to: 1, spend lots of time in; or 2, show off to friends, family, and curious passers-by to

demonstrate the potential of VR? That would be a firm "no" on both counts.

. I recommend this for folks who just want to cruise through the story.. I should have made a review of this long ago but I was too busy making games with it lol.

Anyways it works perfect right away and very easy to use !

You very much need this if your going to make a shooter game ! Place the them wherever you want and they are ready to use ingame. They are prefabbed so you don't even need to code to use these ! Also comes with a level with all of them in action so that you can see how to use them in your game !

Thanks for this addon !

I highly recommend this. nice game from my first computer when i play in 2002. Never experienced such badly programmed VN. There are loading circles like every 5 seconds while playing..What the Hell needs to be loaded in a VN that much??? The loading circles can take up to 20-30 seconds and make the gameplay unbearable.. a lightning tree

smashed me

10/10

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