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## Starship Clicker Full Crack [cheat]



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## About This Game

**Starship Clicker** is a clicker with a twist - it's a race against time!

Whoosh through the galaxy and shoot to earn **Dust** - spend **Dust** on upgrades to generate more **Dust**. Amass lots of **Dust** to advance through space, hopping from planet to planet. If you advance fast enough, who knows what'll happen?!

Thank you for visiting this page. This is my first finished game to be released on Steam. I'll do my best to address any issues - please let me know in the forums.

## Features

- Clicking
- Space
- A spaceship
- Neon lasers
- Planets
- Steam Achievements



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Title: Starship Clicker  
Genre: Casual, Indie  
Developer:  
Circumlocutory Games  
Publisher:  
Circumlocutory Games  
Release Date: 30 Nov, 2017

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English







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TPB:AFK is so much way better in any aspect.

This movie is boring.

0/10. IDK what i was expecting but this... is money chucked into the air with its backside alight.

Why/10

Worth about 50p for a minutes of "wtf is going on".

. Just don't..... Unreal 2: The Awakening (a subtitle that, thinking about it, doesn't actually have anything to do with the game) is the sequel to the original Unreal, which is odd because that game didn't do incredibly well and Unreal Tournament did, so you'd think they'd stick with that. Maybe they thought Unreal Tournament's success could jump-start another try at this single-player thing. Anyway, it probably wasn't worth the effort, because Unreal 2 is mostly forgettable and dumb.

The story is insipid, and cobbled together from pieces of Aliens and Aliens ripoffs, with some other 80s action IP for good measure. You play as some military ♥♥♥♥♥♥♥♥ who makes trite, sarcastic quips and doesn't play by the rules but gets results. You're surrounded by other military stereotypes, including a drunken ♥♥♥♥♥♥♥♥ with a tragic past, a naive new guy who proves himself, and a sexy matronly female commander with anger issues and a problem with authority, which I think is actually two stereotypes rolled into one. The premise is some ancient-master-race-with-a-secret-weapon stuff, and goes about as you'd expect it to. To its credit, the story has one moment I liked and another that suprised me some, but other than that it's completely disposable.

The gameplay is only slightly better. It's a fairly standard old-school FPS whose main distinguishing feature is a movement speed that's about 2/3 as fast as it should be. A bunch of weapons and enemies are carried over from Unreal with new appearances but identical gameplay functions; unfortunately, Unreal's solid atmosphere of alienation, displacement, and vulnerability isn't also carried over. It's also hard to avoid taking damage, but to make up for that you have tons of health and health items are everywhere. Enemies share this quality, so you have to carry lots of ammo, too. The difficulty curve's all over the place—the second to last area is ♥♥♥♥♥ing punishing (mostly because the enemies there can put out damage like nobody's business and revive if you don't kill them hard enough), while the final couple of levels are almost a walk in the park. Occasionally there's a level where you have to defend something or protect someone, but they're mostly just a chore.

Like Unreal, it feels more like a tech demo than anything.

On the whole, Unreal 2 is like the Alien versus Predator 2 to Unreal's Alien versus Predator: mostly the same, but with a dumbass plot replacing the effective atmosphere and tension of the first game. Unfortunately, it's not nearly as good as Alien versus Predator 2; not bad, exactly, but just so bland and prefunctory that it's nigh-impossible to feel anything about it besides vague contempt. I recommend it, but only so that you can get some perspective on how good good games are, and better appreciate what makes them good in the first place. Buy it, but absolutely know that you're not doing so for a good time.. War, War never changes.. This game had alot of promise, but unfortunately its been almost a half year since the last update. Gameplay was promising, but as it stands the most entertaining part is a tiny sandbox level where you play with spawning Zs in crowds of people. Admittedly that can be a fun little toy to play with, but definatly not worth the current price considering it seems to be abandoned. The idea is pretty cool; buccaneers versus vikings. You pick either side and head for the sky with your airship. In the air you'll have to co-operate with your teammates; someone needs to steer the ship and another person fires its cannons. With the small ships it is possible to do both of the tasks on your own; but it's pretty hard. Ofcourse you could also just grab a kamikazi-baloon and steer it into the enemies' airship.

The in-game combat system is pretty good. Cannons are slow and hard to aim, but their impact is devastating. It's also possible to board the enemies' ship, but you'll be at such a close range already that either ship will sink in seconds due to mutual cannonfire.

If you manage to board the enemies' ship without it getting sunk, prepare for a chase and catch game.

For a game released in december 2012, the details on the characters and ships are horrible. The maps themselves look okay, but are very limited in number.

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Overall it's a game that has potential, but it's not worth € 14.. Super fun game and looks amazing too. I haven't really seen many games like this. I'm keen to see what they add to the game. It's definitely worth the price tag.  
<https://www.youtube.com/watch?v=OKy2kB3Acso>. This is♥♥♥♥♥♥. Does not work for DK2.....



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it was a fun game to cool off on. But overall it was a bit short with a few puzzles.

. A fun, creative, and exciting game. Immerses the player in a cellular world where you struggle for dominance of the cellular pool.

I loved playing it and loved the feeling of crushing my enemies when I have a large number of cells to control.

There are 3 bugs that annoy me somewhat:

1. When you have a large number of cells, it sometimes happens that one of the cells just decides to wander off and no matter what you do, you cannot control it. It simply wanders off into enemy territory getting itself killed.

2. This also occurs when the game has progressed a bit. When there are loads of anti-bodies on the map, the commands have a massive lag when interacting with them. They sometimes respond in 6 - 8 seconds after you have already given a command. This makes micro a horror.

3. The antibodies sometimes go smoothly around corners in the map and other times they get stuck in the terrain rendering them pretty much useless.

I am mentioning these bugs to drive at a point. The game is small and is not a technical masterpiece. What I mean by that is that you don't need to be a master RTS gamer to play this game. There are simple mechanics and the game is made to have fun, not to be extremely competitive.

That being said, I really enjoy playing this game. I feel that it would be a pleasure to complete it and at the end I would definitely recommend it to others.. Awesome game, it's a psychological thrill ride. Great work for a one man project.

If you have heart trouble, you may want to pass on this one, though not marketed as a horror title it can scare the crap out of you. It uses your own isolation and the environment to generate paranoia, and It uses the size of the research environment to create a sense of smallness. These are elements that HP Lovecraft used in his writing to create cosmic horror, and this game is very much cosmic horror.

The tediousness of maintaining the telescopes and equipment is part of what it means to maintain a radio telescope array, the events are probably way more interesting than what real S.E.T.I. researchers encounter, but they're a thrill ride.. Get ready to save the world as Dr Daisy Pet Vet!!!! Its hardcore as you take on the extreme world of puppies, kittens, and even lions, wouldnt be hardcore without lions right? As Dr.Dasiy life and death must be weighed in your hands as you deal with sick animals who are sad, have broken bones and get sick. Make life changing decisions such as what type of floor to have, or what kind of desk the secretary should have to maximize her efficient output so you can better work with the animals. A fun story combined with changes in the scenery and types of animals keeps the game interesting. Sometimes it felt repetitive at the end of the game, but all of that is quickly cast aside as you realize lives are on the line!

Rating: 10/10 Value: \$6.99. FUN!!! Grab it while ya can!. Terrible game, that is all have to say for this terrible game.. This is a great game for passing the time or to relieve stress... I would recomend. Overall Rating - 5/10

Buy rating - Only if you don't care that the developers cheated players out of a 10k prize.

Length - Plenty of content.

The game itself is fun, the stages are varied, and I actually enjoyed playing it.

Pros

No technical issues

Decent sound track

Varied levels

Cons

RNG levels are poor in this type of game.

Similiar games that I had more fun with - Super Hexagon.

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Giving this a no recommendation based on the way the developers treated a 10k contest.. This game.

It doesn't deserve to be on Steam.

This is quite literally a BROWSER GAME.

Or even worse, A MOBILE GAME.

The commands are as simplistic as you can imagine.

Literally only 2 buttons and a ton of useless buttons.

By the way.

Did I mention, I got this game off of a Vote Boosting attempt made by the Developer to vote boost his other game on Greenlight?

Yeah, this is a NO for me.

But hey, thanks for the cards.

\*Which is honestly the only thing most people care about in these games.\*

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