
StarsOne Hacked



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About This Game

StarsOne program was launched in 2118 with its goal of exploration the nearest stars. Convenient planet was found and process of terraforming was conducting through 7 years. The best volunteers made their way to the cultivated planet in 2125 to plant a colony and establish connection with Earth center.

The first spaceship with pilgrims arrived and they settled successfully. But soon the communication was lost – something strange happened. The character headed off to the planet for searching the survivors. Near the planet orbit he lost communication with Earth center, outfit went wrong and spaceship was starting falling down. The spaceship crew, including the character, had to evacuate. Due to breakdown escape pods were operated manually. In this regard crew members landed in different regions of the planet. The character should build a base, find out the cause of breakdown, search for his crew members and disappeared pilgrims, restore and protect the settlement and continue the space exploration.

Title: StarsOne
Genre: Action, Indie, Massively Multiplayer, Early Access
Developer:
IllusoryWorldEntertainment
Publisher:
IllusoryWorldEntertainment
Release Date: 8 Apr, 2016

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English,Russian,Polish,French,German,Dutch,Simplified Chinese







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How can i make my own server for me and my friends. Hey! So simple yet so complex. Easy to learn, fun to craft and venture. The mechanics and builing is great as well as a great start for this game!. a great crafting game that is evolving into allot more! Well worth double the money!. Had a lot of good times in this game.. The game looks great, but I cannot figure out how to get the ip for a multiplayer game so my friends can join.. Hey there cats and kittens.

I picked this up on sale a few days ago and must say i'm enamored with it.

It starts off gathering resources and builds upon that theme. It does a good job of engaging the player in a bit of puzzle solving as to where to build, what to build and when. In the beginning it's important just to have a place to hide from the various critters.

The game is still early in it's development. It seems to be a one or two man show at the moment. That being said, they have done a bang up job. It's a fun game that will have you wasting many a night building bases and machinery.

The biggest down side is as of the writing, it is only a single player game. Multi player would put a much needed shine on this gem.. Great creation game for now!! Cant wait for the devs to add more to the game. Im really looking forward to the planet travel aspect and the addition of trading/better multi servers. Best \$8 I have spent in a long time!. Not much going on here, pass if i were u.. Too Damned Grindy. A great deal of fun if you like production management and crafting. Its very similar to Space Engineers on the level of production management. Different in exact chain of crafting but similar in concept.

I consider it 'Space Engineers without the Space and with pre-mades instead of blocks'

It's a neat little sandbox game, there are a few bugs here and there but that's to be expected, but the bugs certainly do not deter you from playing this game, it's fun especially with a few friends, there are a good variety of things you can build and do.

Would I recommend it in its current condition??

Maybe, if the developer has a update coming soon, introducing new and patching current stuff then I would totally recommend it, even in its current state, it's still a fun little game to sink some hours into.. Great game with lots of potential. Can't wait to see future updates with new content! Lot's of replay value, and my daughter loves to play it with me:). Well i read a lot of reviews and i wasn't going to buy it however i got it any way lol.

But i love it there is a lot that can be done to the game and i think you could make a lot of mouny selling this game.

There is bits that could be improved. I haven't been able to find a plan of how they are going to improve/ put in to the game but i would recommend this game i do like lots to do.. Great game! Loved it more than ARK. I just loved crafting stuff to make a living, in a secluded area. Grew some plants, made tools... You start off at a basic - wooden house, basic crafting table... and move on to Stone/Metal and eventually modern technology. I've yet to play multiplayer, but I enjoy taking a break from RL, and living in a new world.

5/5. I put 24 hours on this game and I've almost built everything that you can build currently.

But has pretty good potential. the Devs seem to be active on the boards.

I made a guide <http://steamcommunity.com/app/457010/guides/>

Decent crafting system.. Early Early Alpha...while I don't disagree that the game has potential, you would be best served to wait until some basic, core functionality has been bug-fixed.

Developers, it's a game-breaking bug when playing with a friend if you can't craft at the same time. As it stands, if you are crafting in any device, be it an anvil or whatever, and your friend is doing the same, you will take their items from what they are doing. So if they are hammering out steel plates, their steel ingots will magically appear in your inventory and out of their anvil.. So boring! i found myself falling asleep when playing this game. Also, at night it is so damn dark you can even play and if you do leave your home you will get killed by some blacked out random humanoid i could not even make it to end game because of how boring it is, so take this with a grain of salt. Not bad. Definitely early release but blissfully free of bugs.

The early game is a bit thin. It expands quite a bit when you advance to electric and steel. The UI is a bit rough but serviceable.

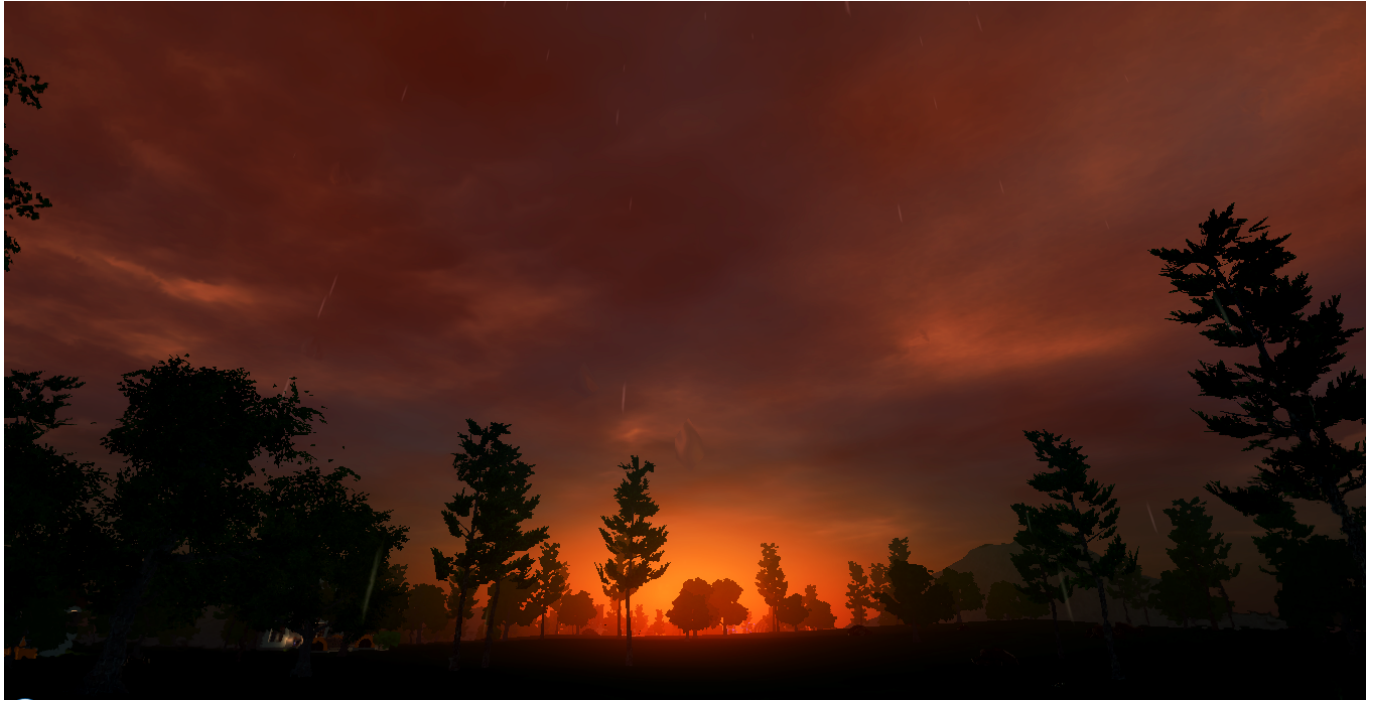
Some things that I had to look up: Hammer removes blocks, wrench removes equipment, powdered ores are made in an electric crusher. Dirty water damages your health (I thought it was a bug).

There's a skeleton here for something impressive. It doesn't really hook me at this point but I haven't gotten to far in, didn't mess with combat and I haven't tried out the multiplayer.. Be careful, you might get **PROBED** by aliens.

A new version is available! (Alpha 12.04.2016):

Fixed bug causing crash the game on Radeon cards, added support for new languages (thanks eVinx, Jasper, Bit43, [PLX] Elenity, Xumma, Tobe Continued [FR]), small improvements.. **A new version is available! (Beta 27.10.2018):**

Dynamic weather has been improved, now in rain the sky is overcast. In this update, the crafting system has been greatly improved. Improved character animation system. Now the game has an auto farm, a jetpack and a flashlight. Also added is the ability to customize control axes.





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available! (Alpha 28.04.2017):

Now you can travel between planets, for this in orbit there are starry gates. Added an ice planet. Fixed a problem with the dungeon. Fixed known minor bugs. In the next updates will be added new islands, planets, mechanisms.. **Updates:**

The update will be soon. The developer completely reworks multiplayer. This is a very labor-intensive and time-consuming. Be patient.. **Hotfix (Alpha 19.07.2016):**

Fixed a problem with the disappearance of items from the machinery. Fixed icons new items.. **A new version is available! (Alpha 18.07.2016):**

Considerable optimization of game, you can now build very large buildings without compromising performance. Added surviving colonists, traders, etc. Fixed bugs with chat. Added oil derrick. In the next updates: the other islands, animals, new craft and more. Updates will be published regularly again. Thank you for your patience and understanding!

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