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## Stardust VR Download For Windows



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### About This Game

**Stardust VR** is an action game inspired by the classic Space Invaders arcade.

You can play in **solo**, **co-op**, or **versus** modes with a friend in this competitive shoot-em-up.

The game is set on a beautiful floating island where you prepare to shoot and dodge furiously as you blast enemies into space dust!

Stardust VR features two main gameplay modes where you can either play solo or co-op with your friend against waves of enemies in a bid to climb the world leaderboard. Or you can play versus mode where both players spawn enemy waves against each other!

### Key Features

- Binaural 3d sound!
- Physics gameplay based mechanic gives the game unique AI behaviour.
- Defend against, and spawn your own, waves of creatures to defeat your opponent.
- Tactical elements where you decide when to gather resources in your bid to defeat the enemy!

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- Interactive visual based on the BG Soundtrack!

<https://www.youtube.com/watch?v=Yk9Xq8xN4Hc&feature=youtu.be&t=935>

**Support Vive, Oculus and WMR.**

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Title: Stardust VR  
Genre: Action, Adventure, Casual, Indie, Strategy  
Developer:  
LastnOni  
Publisher:  
Frozen Dreams  
Release Date: 11 Apr, 2019

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Win 7 sp1 x64 , Win 10 x64

**Processor:** Intel® Core™ i5-2500K or equivalent

**Memory:** 4 GB RAM

**Graphics:** GTX 970 or equivalent

**DirectX:** Version 11

**Storage:** 2 GB available space

English

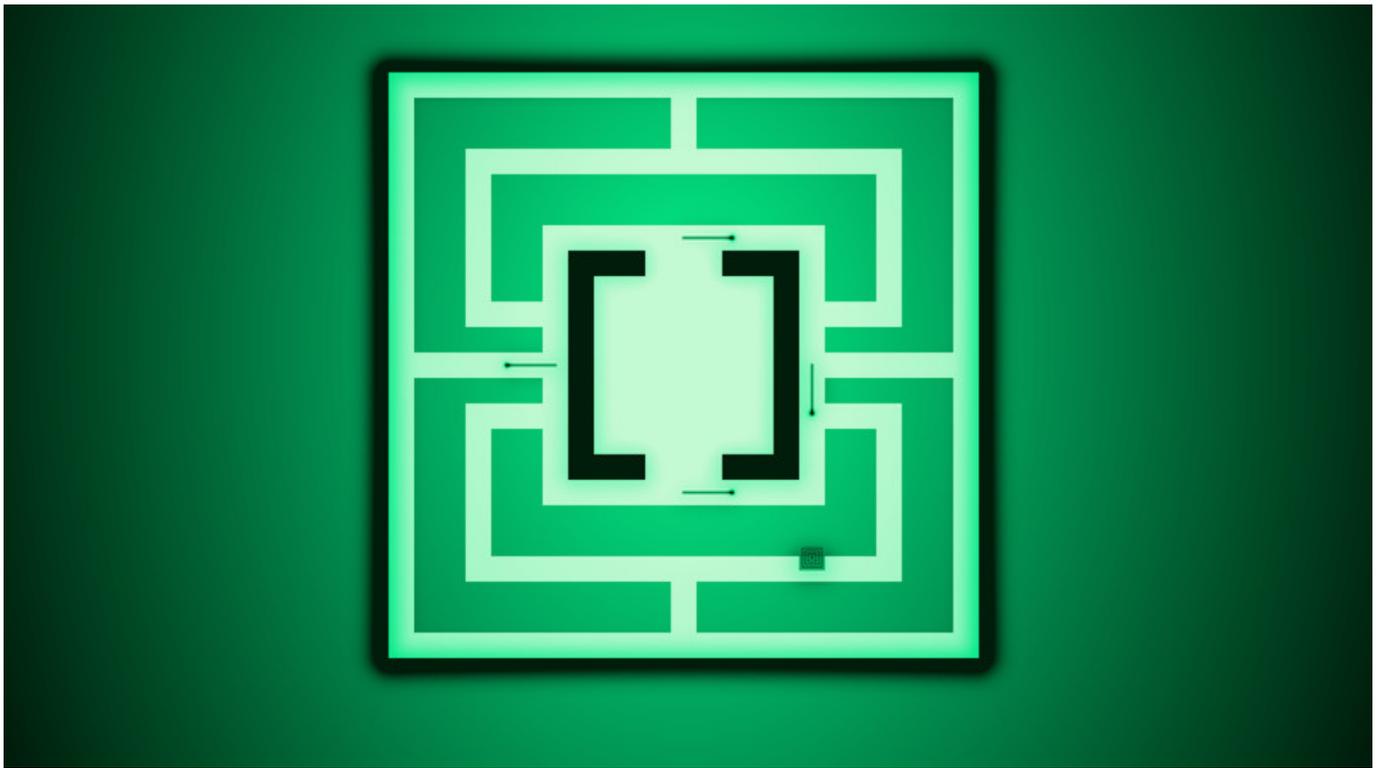
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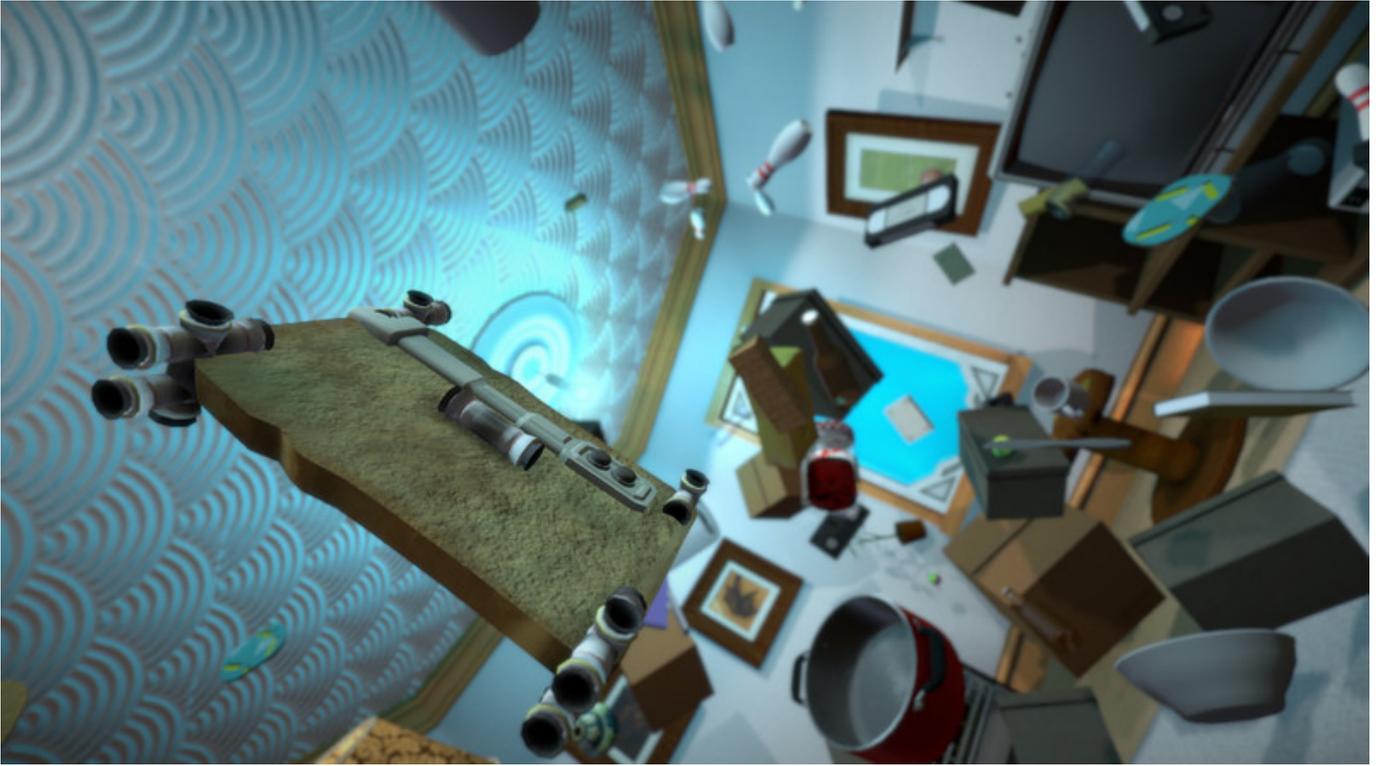
Use **Dexterity** To Survive  
Typing Encounters

STORMS

OUTSANG







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Need for Speed Pursuit got a little brother: Explosive Pursuit!

Little brothers always love explosions more than big brothers.

Game is simple and fun: Avoid getting crashed into (if you do, you can heal your car with repair kits, no worries), collect cash so you can buy a better car and try to make the policecar bang into eachother or preferably into a rock.

Controls are GREAT, good visuals, nice scores... Nothing wrong to say over this game!. LOVING THIS ! 11/10!. This game is okayish, but overall not good enough to buy or worth the time playing it. It is a side-scrolling shooter where you can upgrade many aspects of your ship with the cash you get between levels. Theoretically. In reality, progression is -far- too slow and the game becomes a huge grind... which is exactly the opposite of what a side-scrolling shooter should be, right? There isn't enough newness to keep the game fresh for very long at all.. It is: soundtrack from great gaming composer + 5 hats that you can't get otherwise+ decorative trinkets (just for fun) + digital stuff. It is worth its price If you getting it on sale.. As for me, the devs are too enthusiastic about Christmas related things, shooting candies is fun, but that seems a bit over the top. And zombies in Santa's hats look a bit ridiculous, I even feel sorry when killing them, there's a feeling that they are looking for us to celebrate Christmas together and we're killing them :). Bought this thinking it was Elite: Dangerous. Don't repeat my stupid mistake and stay as far away from this blatant cash-grab as humanly possible.. Why is this \$15 when the first dlc is cheaper with twice the content? One game mode is just blackjack with a twist so hope you enjoy RNG. Took me 6 tries to beat it the first time because it's just luck. The other is a prequel to the main game which is interesting from a story point of view but is lacking gameplay. It's also only about 30 mins long so it doesn't really have the time to do anything truly interesting. Very sad as the first banned footage dlc was so great.

Edit: A word. It's very good! For real training this one helps a lot! I recommend.. Haha its fun ! :D. I've been addicted to this game for the past week. It is a minimal strategy game with a beautiful art style and relaxing music. It gives me the same "just one more turn" urge that Civ 5 gave me. At the end of each island, you always end up with a amazing little world that is incredibly pretty based off the rules the buildings set for each other.

Pros:

- Pretty artstyle and music
- Simple yet addicting gameplay
- Satisfying reward system

Cons:

- Only so many types of buildings

I would highly recommend this game at full price. It is a great game to just chill and enjoy without worrying all that much about anything.

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The Vaulters are my main faction so i admit I'm a bit biased, but the additions to pirates makes this expansion worth it easy. The Vaulters are formidable foes and incredibly playable, It's also really exciting to see an old faction make a return.. Fly your spaceship through various obstacles categorized in 4 worlds.  
Extremely crisp controls, optimal for keyboards.  
Music is okayish, could use some more energy often too slow and soothing.  
The perspective often leaves you with an unsafe feeling because you cannot clearly see where blocks end.

This game forces you to perfect your hand eye coordination and at the same time trains your periferal vision too see whats coming up while focusing your ship to not touch walls or holes (or vice versa).

Offering easy, normal, hard and extreme difficulty, there is something for everyone out there. I managed to beat some extreme levels but could only proceed if I'd play and learn those levels many many times.

<https://www.youtube.com/watch?v=N6t7r4mN0ws>. [Wiki Spotter: Space Mission is a game a puzzle. a genre search of differences.](#)

[Magnificent posing and the tightening gameplay. Pleasant soundtrack. In a game there are a lot of simple and interesting levels. Excellent game for all family. A lot of pleasure and achievements from passing Unambiguously I recommend in a collection.. Shocked this game isn't more popular. Fantastic experience so far. Story is reasonably engaging. production value equals a typical console title. and the gunplay and core mechanics are fantastic. I've only played solo so far and it's already a blast. Can't wait to try it with friends.. I had this on my wishlist for some time and picked it up on sale as the premise seemed interesting. This game is one of the roughest I've ever played and needs years of polish to be where it need to. The UI is an absolute nightmare to the point where I suspect this started as a mobile game but is so bad that I honestly can't tell. The music is blaringly loud and the sound effects feature voice clips that aren't even funny bad. Some sound effects ignore settings and blare out at full volume. There is some interesting nuggest of a game here, but the presentation is so awful I'm not sure it's worth trying to find it. Stay away folks, this isn't worth your time.. Looks pretty, and it sounds like a good idea on paper, but the actual execution was lackluster.](#)

[It has a stat system, where you can spend credits to increase your primary stats. Problem is, the bonuses from the stats are miniscule, like 0.35% attack damage per point of Navigation, and in the beginning at least, you're seeing maybe 4-6 points of navigation on gear at best, and most gear has either one primary stat or no primary stat modifiers \(meaning you might end up with a couple pieces of gear with navigation\). It's just not game-impacting.](#)

[It has an equipment system. There is one weapon slot, so you can equip only one weapon at a time. Most of the weapons are garbage, and the few types that are good are boring. This is probably my biggest beef with the game. The weapon system is boring. I'm used to interesting weapon systems, like in Raiden or Jets n Guns. There isn't even a secondary weapon system.](#)

[Then there's about a dozen other equipment slots. Each slot doesn't do anything particularly special, you really only care about the supplemental stats. Common gear doesn't have supplemental stats at all, so it's basically all vendor trash regardless of level. Blue and above gear has supplemental stats, but the stats are small and don't impact gameplay much.](#)

[There is a skill system, where you unlock active skills and variations of them. These run off energy, which regenerates over time. This is fairly unique for SHMUPS. I found that the skills ended up doing more work than the main weapon system. The offensive ones have short cooldowns \(few seconds\), so it definitely encourages you to use them. I found that I really didn't need the main weapon most of the time. Problem is, they do so much damage that supplemental stats are irrelevant. It doesn't matter how much your weapon damage is, because you one-shot most things with the offensive skills, which are all AOE to some degree.](#)

[There's a focus system. Each of the three ship types gains focus in a different way. But what does focus actually do? I have no idea. I didn't notice anything during gameplay, like an increase in damage or loot. Maybe it was explained in one of the many boring cutscenes \(text bubbles over still frames\), but there should have been something in-game indicating its effects.](#)

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Is there a story? Maybe? There's still frames with text bubbles, but it never felt engaging.

Gameplay is slow and the levels got samey real quick. There's no terrain like you might see in other side-scrolles (EX: R-Type, Gradius, Jets n Guns... really what other side-scroller doesn't have this?), just enemies, and there's only so many enemy patterns. It never felt frantic. There was never a rush to kill anything. You don't actually have to kill anything to win. There's no score system. You don't get anything for doing well. It feels like effort isn't rewarded.

Overall, it's just meh. The SHMUP part isn't bad, but it's not good either. The looting part is boring. The RPG part is boring.. Ok now this is epic. At the time of this review, I'm only 4 hours in, but I think it is a decent game. For me, I work in the industry, and I know it is pretty complex, which explains why there isn't good simulators for it as opposed to aviation, rail, or even retail industry. What I found great about this game is even in its simplicity and cartoony style; it does capture the following:

- The oil business is about optimizing processing.

- Optimization is not a simple accomplishment, as the measurement of each processing segment doesn't match with adjacent pieces.

- It not only includes exploration, development, processing, storage, and transport logistics, but marketing, mainenance, and safety.

- When played fully, you need to get license to operate in different countries, you have to develop those regions differently, and the regions are not cookie cutter to other regions.

- Contract management and ullage is well done.

- I haven't been successful enough to develop the corporate offices yet, but from what I've seen of the build options, I think that was well considered, especially as a separate and segregated piece of regional development and processing, because that's how it is the major oil companies.

There's some cons (graphic artifacts, some unnecessary menu clicking, maybe a bit too cartoony for the subject) about it as a game, and it does look like it could use a little more polish. And if the developer is considering an updated version in the future (thinking new paid release), then competition would be nice, even if it is just shown in the marketing aspects (something that explains why prices go up and down). But the cons are superficial in my view, because the game plays well and every other attempt I've seen for simulating the oil industry is far worse and completely unplayable.

If you want to understand something about the business of oil, then this is the best game I think you can find.

If you are just looking for another strategy/city builder game to play, then this might not be your best choice.. My story of Feral Fury began with my roommate who came to me one day and said 'So I found a thing you might enjoy'. Famous first words. So, he winds up showing me this neat little twin-stick shooter with a panda in power armor. My first thought was 'that's adorable'. My second thought shortly after was a resounding: 'THIS IS AWESOME!' He tells me that I'm free to play it when he's at work, as we Steam Share. He has .7 hours on it at the time of my writing this. I have almost twenty.

If you like games like The Binding of Issac, Nuclear Throne, Enter the Gungeon and others, Feral Fury is a MUST BUY for you. I'll go ahead and echo what everyone else seems to say, but it's true. The controls are tight and responsive, allowing for the fine movements you'll need. The combat is both visceral and fast-paced, making split decisions the difference between life and death. The system is as forgiving as it is unforgiving, punishing second-thoughts and the slow-witted, but rewarding those who understand how the game functions. The soundtrack is perhaps a bit too cheery for what the game is, but it just underlines the deceptive nature of the game.

With permanent upgrades to be unlocked after every run, you'll begin to see improvement with each death, and each time you meet a new enemy, you'll learn how they fight and how they die (enemies mostly give a final attack as they die). Each step, each misstep is a learning experience you'll grow from.

Start on easy. I don't often say that, but Easy builds the base mechanics of the game, and allows you to build the more advanced mechanics later on. If you start too hard, you'll just overwhelm yourself. The bosses are fun and amusing, as well as being challenging and rewarding.

Just keep one thing in mind when playing though... you can only gain so much experience from playing this game. It takes something else to really complete it. Reactions, bravery, training... all of that can be taught. It takes something else, something

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[different to get far. A primordial fire, a feral fury is needed to truly master this game.](#)

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