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Constellation Distantia Torrent Download [addons]



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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

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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**

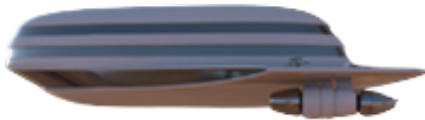
40 star systems presenting celestial objects of all sorts from rocky asteroids and volcanic moons to life containing rock planets and gas giants. Feel the lyrical ambience and vastness of space in a unique artistic cosmos with the highly praised soundtrack by Maximalism.

## **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!

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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

ZDAMAGE  
830 500

HITMAN85  
777 000

312 000  
KKATE

You may apply gadgets 11 more times

Bet: 3000; Table: 6c27-4810

2 888 000  
GAMEGEEKRU









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I just realised I've played 21 hours of this game (maybe more, I feel like Steam 'lost' the playing hours for several of my games over the years) and while looking to see what else existed from the same developer, I found this game has very few reviews and they are 'mixed'! Travesty!

I have been coming back to this game year after year - it's such a great 10 minute time-filler and finally progressing past that level that you have been stuck on for a couple of days is extremely satisfied (amplified by the adrenaline fuelled 60 second escape timer at the end of each level).

Recommendation: try the demo, buy a controller, buy the game, enjoy coming back to it for years to come.

Tips - On my latest games machine I have had issues with fullscreen on my 1920x1080 TV and have had to play windowed at a lower resolution. It does not detract from the gameplay.. Only Chinese (Traditional and Simplified) and Japanese support, as far as I can tell. No English, despite what the Steam page says. Too bad, I was very disappointed.

While I was playing around for the required 5 minutes to submit a review, I chose the Japanese option for language, as I can at least recognize some of the characters. The voiceover text seemed to be in Japanese, and as far as I can tell most of the interface remained in Japanese as well. However, it looks like the [unit description \(?\) page is only Chinese text. I could be mistaken.](#)

Edit:

[A comment suggests that the issue in the unit description page might be caused by a system locale V code page V encoding issue \(Wikipedia: Shift-JIS to GB encoding causes "Kana to be displayed as characters with the radical \u4ebb, while kanji are other characters. Most of them are extremely uncommon and not in practical use in modern Chinese."\).](#) The rest of the Japanese text seemed OK, and I don't have a copy to test a forced Japanese system locale, so I can't check further. However, the language support in this port is not as per advertised. No English, buggy Japanese for a modern game.. Very solid fps, with very solid narrative and lore . Short but quite fun and challenging. Highly recommend this game!. First few hours of the game is very similar to Chapter 1 but with the addition of the protagonist's mysterious imouto and with slight changes on how the characters were introduced. This chapter features Amano Angeline Hotaru as the main heroine and I have to say this is the highest dose of tsun I have ever been exposed to in a VN.

[Like other works from the same developer it excels with the quality of visuals. It is not fully animated but they worked on blinking eyes, moving mouths and characters turning around. It made use of the same audio assets as ch1. I was really looking forward to watching the game's OP but the featured video on the store page wasn't in the game. Memories for this chapter only featured CG and music: the only animated video for the ending wasn't available in the extras. Chapter 2's overall plot is weaker than eden\\* and ef but it made me remember how much I enjoyed slice of life back when I've read Supipara ch1.](#)

[The ending scene leaves more questions about the overarching storyline. It left me wanting to know more about the titular character "Alice the magical conductor" but it still won't be touched up with the sequel as the ending also suggests that chapter 3 will feature Yuuzuki Momiji.](#)

[I recommend this to all fans of Minori's previous works. I'm really hoping that the eventual completion of all the chapters will be far more impactful than any one ending; something akin to Ef: A Fairy Tale of the Two or DCIII.. This is a simple yet fun Zombie game. Great for killing a few hours or just getting a bit of frustration out. As the name suggests its set in an underground carpark and its the only stage. You have a shotgun and an assault rifle and just kill zombies till they kill you. It's nothing new but a nice Zombie grinder the achievements aren't out of reach and you can get alot of them quickly with just a few taking some effort. Ammo and health drops appear as well as some power ups so you can play as long as your skill/patience will allow. If you like to slaughter Zombie's for no good reason then this is the game for you.. While miles better than their first Sherlock Holmes game, this second outing is still not good. The plot's a bit of a jumble, and the items you have to find far too hidden. There's also no first person option, so most of the game is spent watching Holmes walk slowly around the large areas.](#)

[Frogwares gets better though! In fact every game after this is well worth playing, even the silly Hound of the Baskervilles.. Just wasn't my "cup of tea." :3. A poor attempt at an atmospheric walking simulator. It feels half finished and unpolished .](#)

[The Oculus Rift experience was very poor mostly due to the game failing to achieve 75fps even on low quality settings \(with a](#)

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[GTX780\).](#)

[Not worth it.](#)



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Some terminology from the cyber's, no actualy hacking. Decent fun.. I love this game.

In short, between the various endings, both romantic and which character is ultimatle given power, it's very replayable. It has funny dialogue, good characters that are consistent and charming (for once, I found all of the romantic options to be good) and a really fun playing system that's very unique to this game. You end up hating the villian (letting you find out who that is for yourself) so much but in the way the writers intended. The art style is a perfect balance between being too cartoony and trying too hard to look real and failing. It's a fun, funny game with a mystery, a good progtagonist and very fun to replay between the different endings and the different way you can socialize.. Great game! I love it :)

very nice paintings and music. A very capable and fun to play mashup of Stardew Valley farmingV trading paired with a hidden object game.

You play some aged farmer type guy, a 60+ year old farmer...NOT a pulitzer journalist or private investigatorette. Oddly enough to adhere to HOG game sales lore they put a young lady onto the store banner. She's actually just selling your produce at the store..the name is Kaylee ;D

Anyhow that farmer bloke took a massive loan to pay the wifeys health care bills. To pay it back the player is supposed to win the 'Farmer of the year' contest and rake in a whooping 100k prize money.

The hidden object part: Procedurally generated hidden object scenes based around places on your farm. Each HO scene has optional quests (fast object detection, find stuff from left to right, no misclicks ec.) and some gems hidden in it.

Quests and combo chains gain extra money during the scene, the hidden gems unlock new facilites on your farm (greenhouses, windmill etc.)

The objects are often hard to find but the hint system is pretty generous in the game.

Oddly enough in this game the hidden objects found are actually sold to some quirky trader for money unless they are quest items. This is all really convenient and simple, no inventory maagement needed.

The farm gameplay: You start of with a derelict slab of land with run down farm buildings and equipment. By selling your produce you can purchase farming upgrades, animals and eventually blueprints for farm facilities. Every now and again the game sprinkles in some minigames like sudoku, a tetris like storage puzzle, sokoban, pipe and so forth. Pretty much standard HOG fare but still entertaining. You can buy out of all the minigames for a lil coin fee in case you dont like sudoku or whatever puzzle it throws at you.

Farm upgrades are either straight up new facilities or just cosmetic stuff to pimp your place visually. All the stuff on your farm can be tinkered with visually so the player has some control over the look and feel of the farm. Really cute.

You have to water your fields, feed the anmials and harvest your ripe produce, this way the game keeps you on your toes constantly in between the hidden object scenes. Everything is running on global timers so you could also just sit there and watch the going-ons.

Last but not least you have to adjust the prices of your stock that is sold in your store. You can even do that within the hidden object scenes.

Theres a fair bit of flavor dialogue with other farmers , traders, the prize comittee etc. going on, so the game doesn't feel generic.

Final verdict: Excellent fresh take on the HO genre, really enjoy playing it.

The biggest issue I have with the game is that it runs at a pretty low resolution (i think 1024x768). My guess is that they did that to allow any sort of casual potato pc to run it.

Unlike most other HOG's this doesn't have the creepypasta and atmospheric ghost stuff you'd usually see. The whole game is pretty down to earth.

Great game, recommended for fans of either of the genre(s). Well worth the admission.

\*edit: it basicly has everything that is shown in the trailer..its real ingame footage..not some of your doctored COD crap..wysiwyg. How do I cancel this membership?????. This route came bundled with TS2013 so I got it by defult, I would not have picked it out of choice .... I did have a go at driving it once but I noddod off after about 20 minutes and didnt bother with it again.

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I cannot condemn a route just because i find it boring, its personal choice not a failing of the DLC, Clearly lots of people like routes like this.

If you like driving long freight trains slowly through endless desert then this DLC may be for you.. Well done game, mp is a lot of fun as well. I do not own any DLCs as of now. But I would love to own some of them to expand the map. 9.5/10. its okay alone, but relly fun with freinds

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