
Star-Twine Download Rar File



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About This Game

Star-Twine is a real-time strategy game in which you control a point of light created by a dying star. Battles unfold on sprawling three-dimensional maps where you collect energy and build structures to attack your opponent. Chill out to the atmospheric visuals and soundtrack as you plan your next move.

Star-Twine is a game of positioning and timing. Energy Nodes are used to collect resources, Turrets fire at the enemy, Black Holes absorb nearby projectiles, Sentinels stake out territory and Missile Launchers deal massive damage to an area. Through building these simple structures, many different strategies emerge.

Features:

Single player campaign

Skirmish mode with procedurally generated levels

Online 1v1 multiplayer and LAN play

Title: Star-Twine
Genre: Indie, Strategy
Developer:
Sparse GameDev
Publisher:
Sparse GameDev
Release Date: 29 Apr, 2011

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Minimum:

OS: Windows XP or later

Processor: 1.5 Ghz CPU

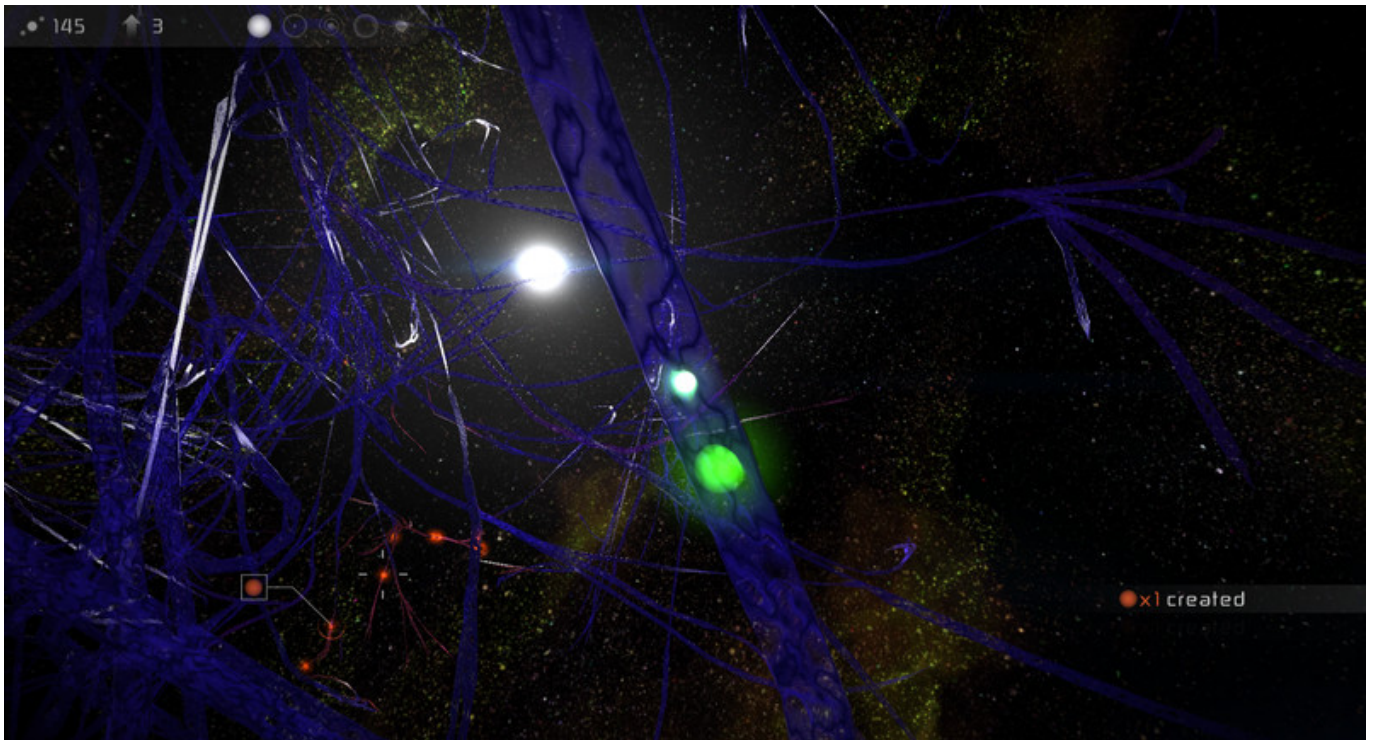
Memory: 512 MB RAM

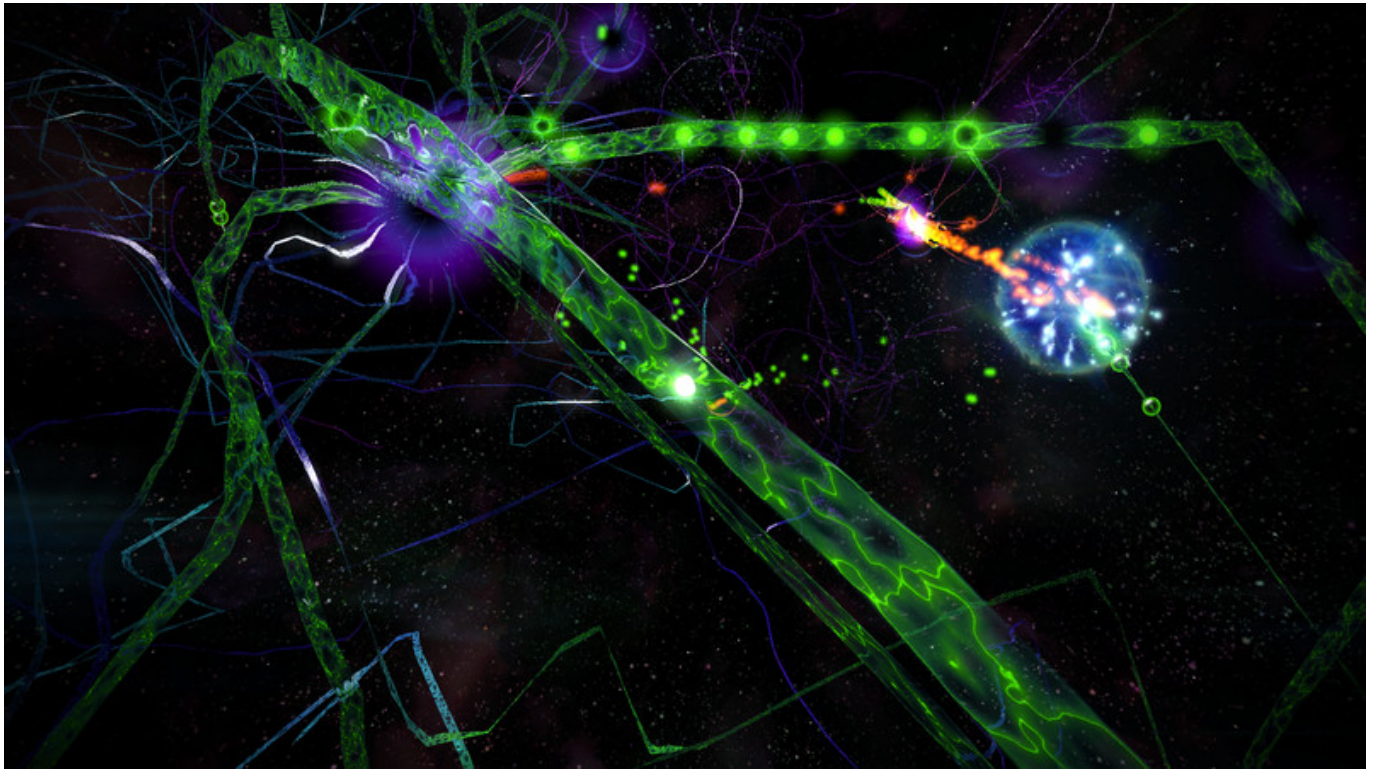
Graphics: DirectX 9.0c compatible card with Shader Model 3.0 Support and 256MB VRAM

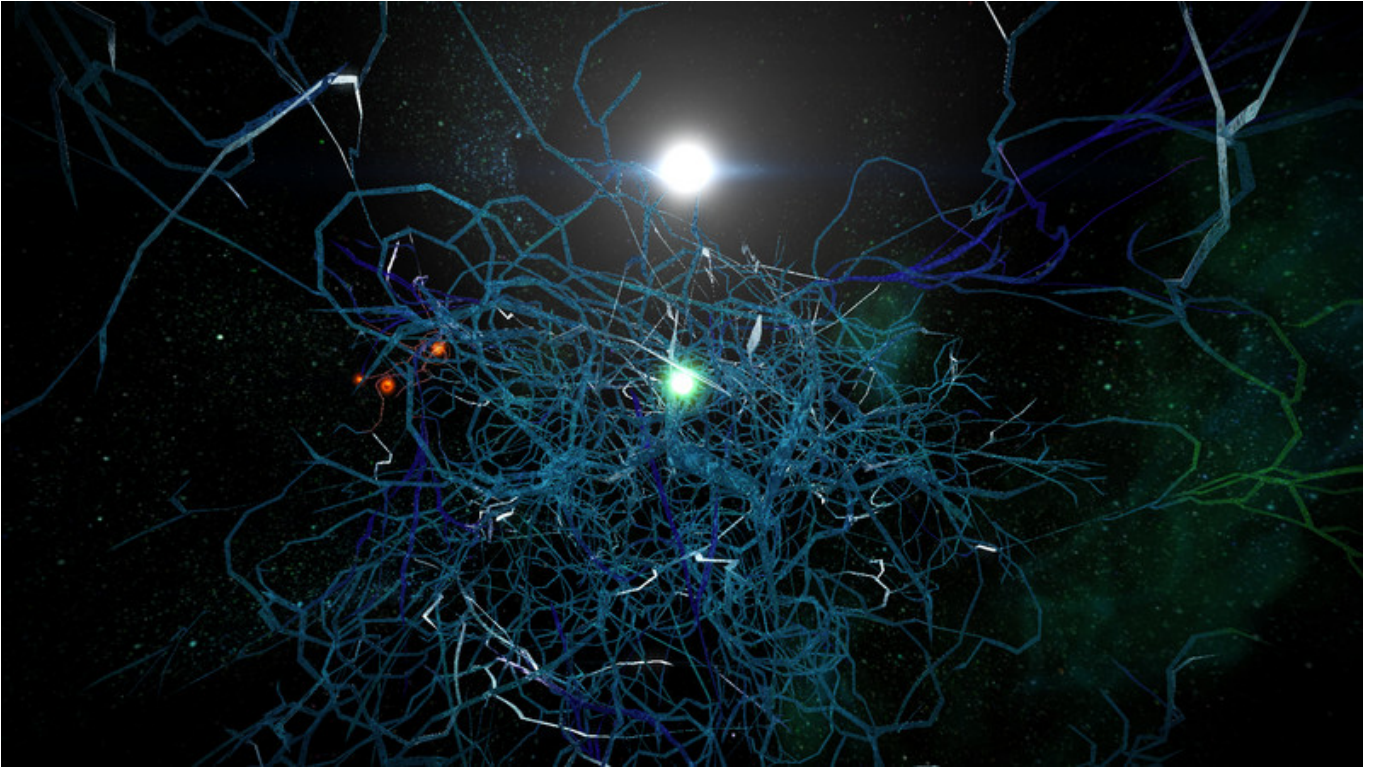
DirectX: Version 9.0c

Storage: 100 MB available space

English







Simply put, if you like strategy games, this game is awesome! A perfect example of the elegance of simplicity.

You have a mere 5 things you can do, with a surprising amount of strategic depth in how you utilize those 5 things: Energy, which is your life's blood in more ways than one; not only is it your economy, but lose all of these and you lose the game. Turrets, which are your basic form of attack, good to spam lots of them. Black holes, which are your sole means of defence, as they deflect incoming shots, but enough focus fire can overcome them. Sentinels, which 'claim' territory on the map, which is good because the enemy cannot build things in your territory. Also work in a pinch to draw enemy fire, and will instantly destroy any enemy units caught in their influence. And lastly Missiles, which are costly, slow to charge, but if they go off, can wipe out enemy forces in a wide area.

The key is positioning; your forces and theirs will fire upon the closest target to them. So depending on where you build things, you can protect other things, and the same with them. You can fly anywhere on the map, which is a giant ball of strands, and each vies for optimal positioning to take out the other, by whatever means they deem necessary.

Truly, this is a unique and innovative title; the only con I have is sometimes it can be awkward to precisely position yourself exactly where you want to be, as when you stop flying you will automatically gravitate towards the nearest strand. Also, there doesn't seem to be a way to destroy a unit once you've already built it, which can sometimes be problematic with black holes, as they can affect YOUR turrets shots as well; depending on what they are firing at they might choose to fire through the black hole, which of course doesn't work very well....

Also the multiplayer is dead, so it is a good thing to have some friends to play with, unless you just want to skirmish with the AI.

All in all I would highly recommend this title!. I have never played anything quite like Star-Twine. This is one of the most unique and interesting games I have ever played. Lots of replay value if you just like skirmishing, as there are literally an (almost) infinite number of stages to choose from

This game is gorgeous. Each of the stages are a wonderfully random (and quite enormous) mass of 'threads' floating in the middle of space, which you are free to explore. It's a strangely beautiful and otherworldly experience. The game also features a really nice ambient electronic soundtrack from the developer himself. Check it out:

<https://vericbillingsley.bandcamp.com/album/star-twine-soundtrack>

[And once you get the hang of the mechanics, it's a lot of fun too. I can't give this any less than a glowing review because of the slack-jawed delight I experienced the first few times I played it.](#)

[That said, don't expect to see a lot of multiplayer action. The mode is fun though, if you can rustle up a friend to play with.. really nice and cool game its pretty fun but kinda hard xd. Interesting take on tower defense. The camera and your orientation can be tricky at times, but the game is pretty fun overall.](#)

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