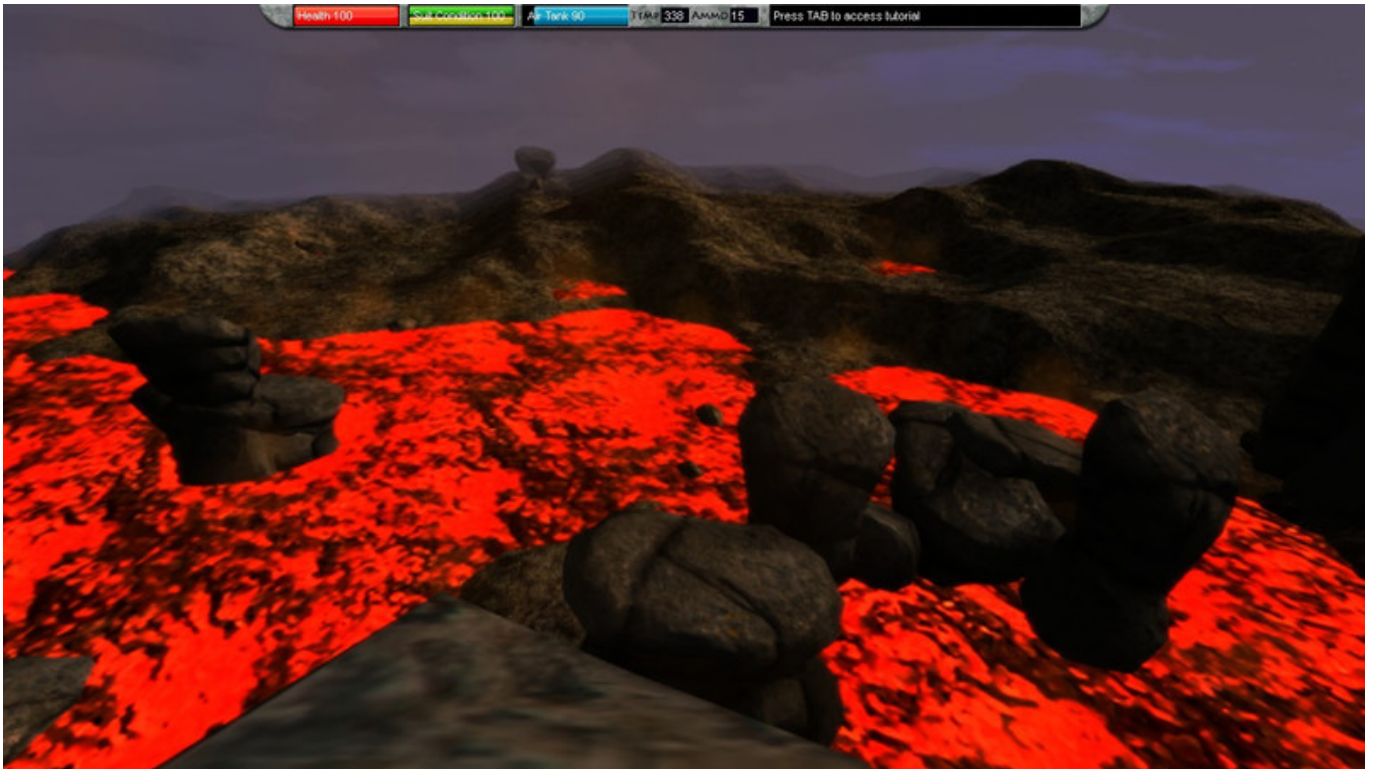

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About This Game

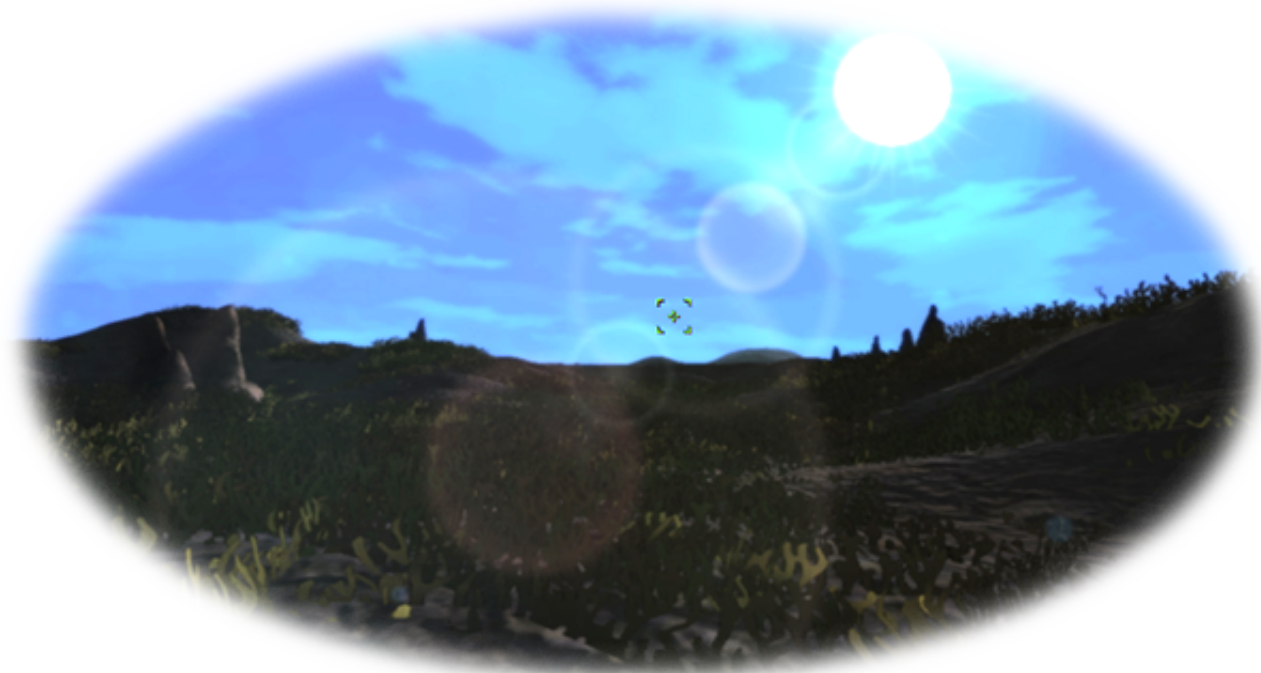
Star Explorers - Version 2.0

Earth has been destroyed, and humanity must find a way to survive. Star Explorers is the interstellar dungeon crawler. It attempts to capture the vastness, loneliness and desolation of space exploration. Land on planets, explore the surface as well as cave systems, ancient ruins and more on your quest to find a new home for the human race.

Regarding Windows 10

Windows 10 is not officially supported by the game engine used to make Star Explorers. However, in most cases it does actually work fine. If you are concerned about this, read more here:

<https://steamcommunity.com/app/502720/discussions/0/2183537632757531355/>



Reviews:

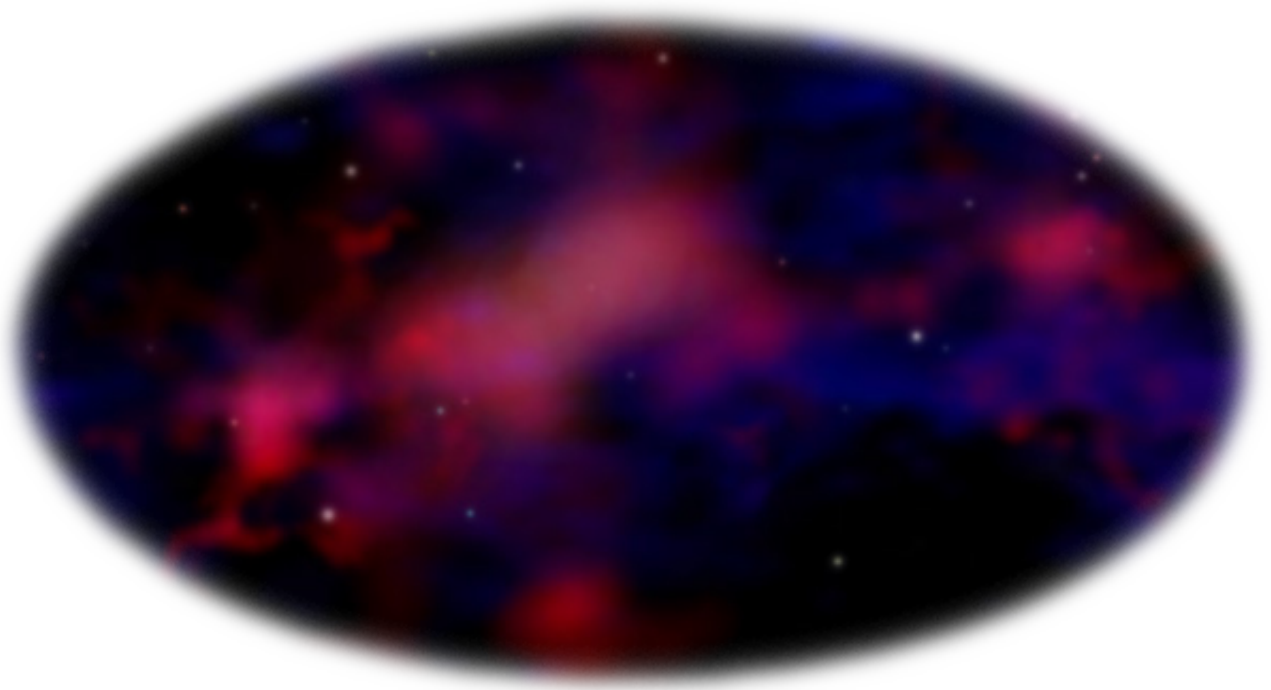
"...See, the galaxy Schmidt has created here isn't cruel. "Cruel" implies that it cares. And this galaxy is terribly, terribly uncaring..." - *MagFlare – Steam User*

"...This game, at its core, is about exploration, and it scratches my space exploration itch in a way that no game has since I played Starflight as a kid..." - *battlescar2014 – Steam User*

Current Features:

- Randomly generated galaxy which the player can fully explore
- Randomly generated planets, caves and other environments
- Randomly generated alien life, either hostile or friendly towards the player
- Combat system with aliens on planets and in caves
- Inventory and Trade System with mothership and some friendly aliens
- Quests from both mothership and friendly aliens, in addition to the main quest
- Upgrade system allowing player to explore wider range of planets over the course of the game
- Crafting system, including unique artifacts that must be constructed with ancient blueprints
- Day/Night cycles on each planet
- Resource management and survival in hostile conditions
- Database of Sectors, Stars and Planets in which player can take notes and customize the names of stars and planets

-
- 4K and custom resolutions are supported

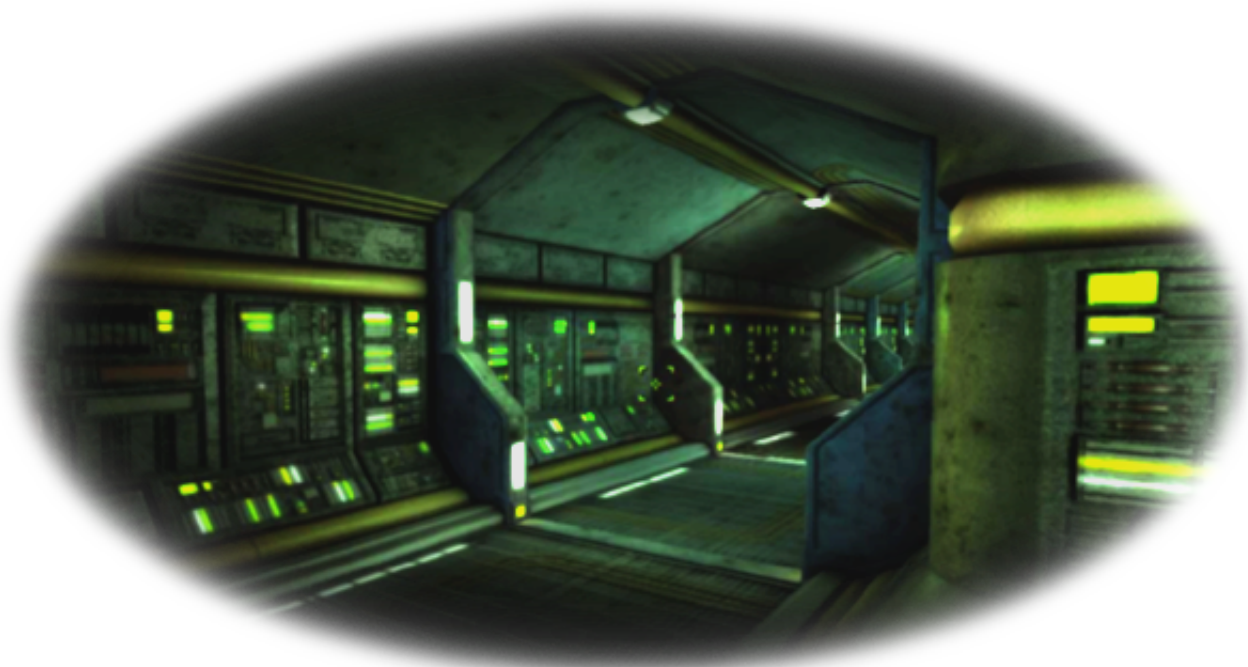


Planets

Planets are formed randomly, but their conditions are based on somewhat scientific factors. The size and temperature of the star they orbit, their distance from that star, the type of surface, atmosphere, and liquids present (or not) determine how a planet will look once landed on. Players will be able to land, depart and return to planets, exploring their surfaces as well as underground cave systems repeatedly, while keeping the same features intact on each visit.

Exploration

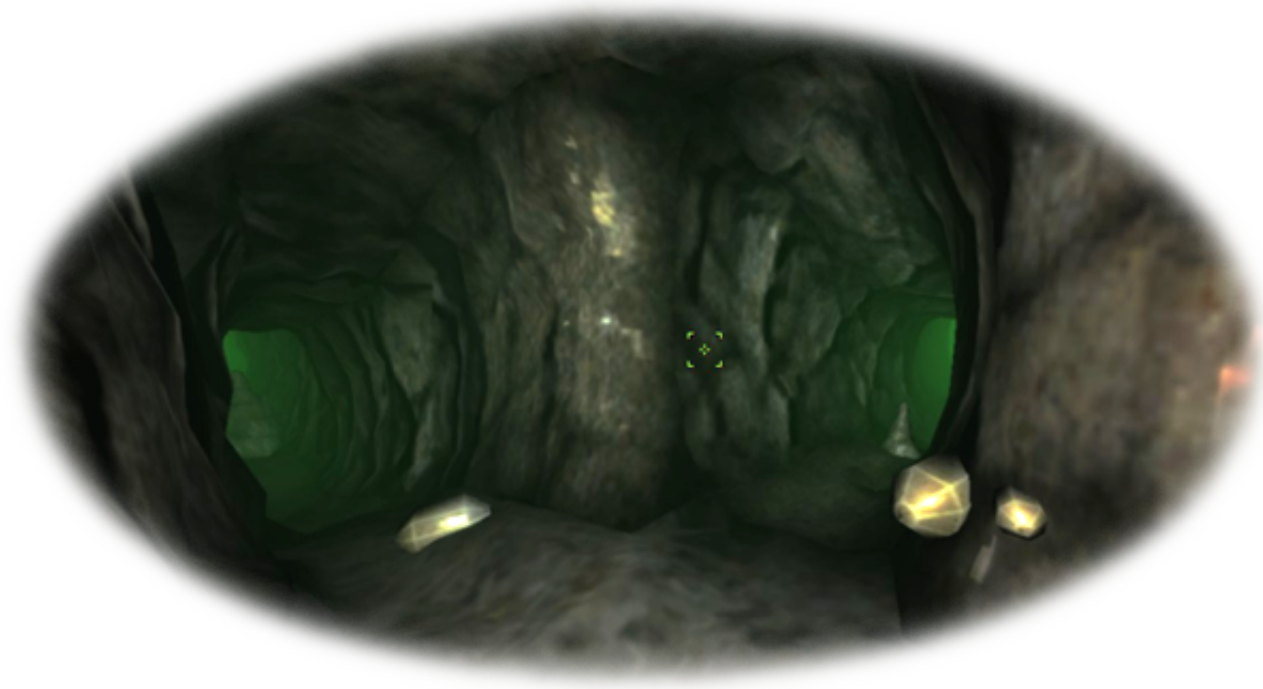
Fuel, ammunition and oxygen will all have to be carefully managed if the player wants to survive the long search for an earth-like planet. While many planets will be too hot or cold, or without an atmosphere, there are also worlds of liquid methane, ammonia, sulphuric acid and more, that have developed their own unique evolutionary cycles. Each kind of alien plant, tree or animal is pieced together randomly, making for a unique experience for each player.



The Star Explorers universe is not a friendly one though, it can be cruel and indifferent to the struggles of its inhabitants. If you're not careful, you might land on a planet that's just too hot, or too cold, or enveloped in a cloud of corrosive acid, and not live to tell about it. Upgrading your space suit will unlock these otherwise impossible worlds to further exploration.

Inventory, Upgrading and Crafting

Exploration will allow the player to discover many things, including tools and resources that will help in further exploration. Among these are raw materials, weapons, armor upgrades and blueprints that allow you to craft helpful items. Armor upgrades will increase your space suit's resistance to heat, cold and other environmental hazards. Some weapons allow you to access areas that may be closed off to less experienced adventurers.

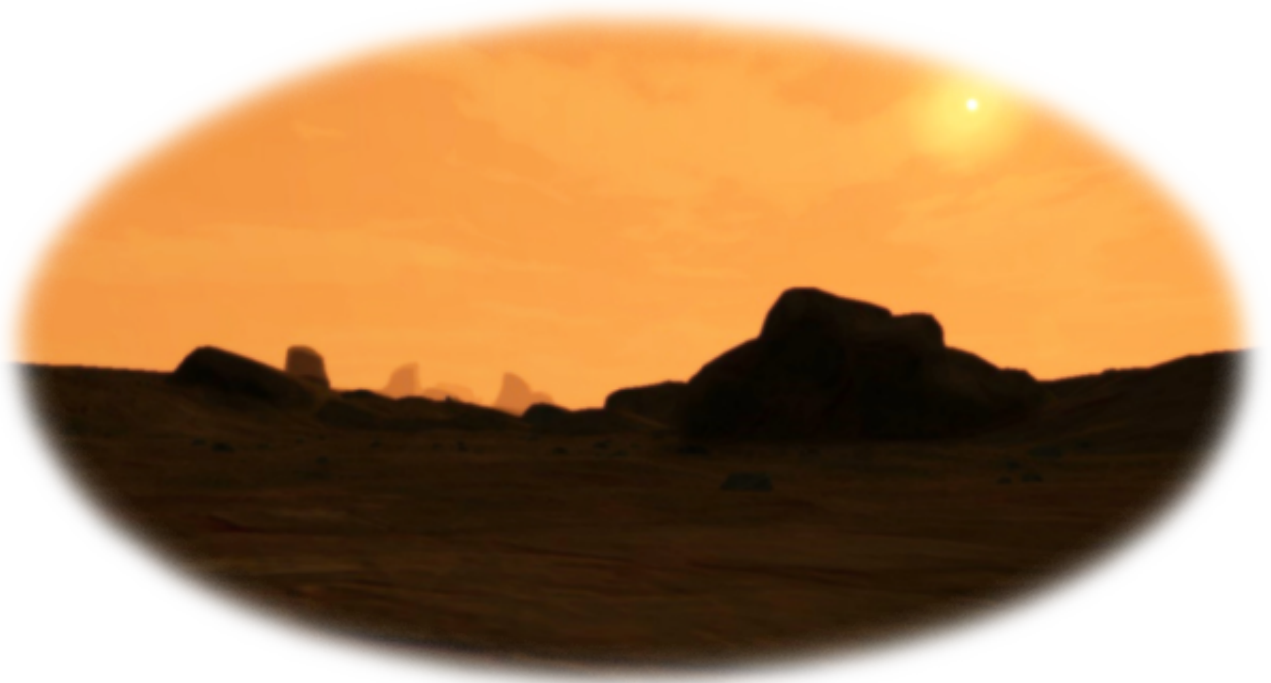


Caves and Ancient Ruins

Star Explorers may be the first interstellar dungeon crawler. Traversing the dark, hidden places and caves is necessary to find the resources required to complete the game. Discover the crumbling remains of an ancient culture and learn the secrets of its mysterious people. In Star Explorers, exploration and investigation are rewarded with special items and locations that many players may never find. If you are someone who likes to look around every corner, then this is the game for you.

Generative Design

Almost everything in Star Explorers is produced generatively. From the locations of stars and nebulae, to the surfaces of planets and their features, every location is different, and every play-through offers unique challenges. Even the music heard in game is generated in real time, and is based purely on the parameters of the player's environment. Each planet, cave and other location has a unique sound-track.



Shaders and Options

Star Explorers has a number of visual options you may choose from. Among them is the “Old-School Pixel Shader” which offers a unique, low-resolution experience. The graphics are not really at pace with newer games, but real-time shadows, bloom and a smoothing shader are also available for those who enjoy a slightly more contemporary feel. You also have control of your field of view, mouse sensitivity and game/music volume, along with options that may help the game run more smoothly on older hardware. See the manual for full documentation.

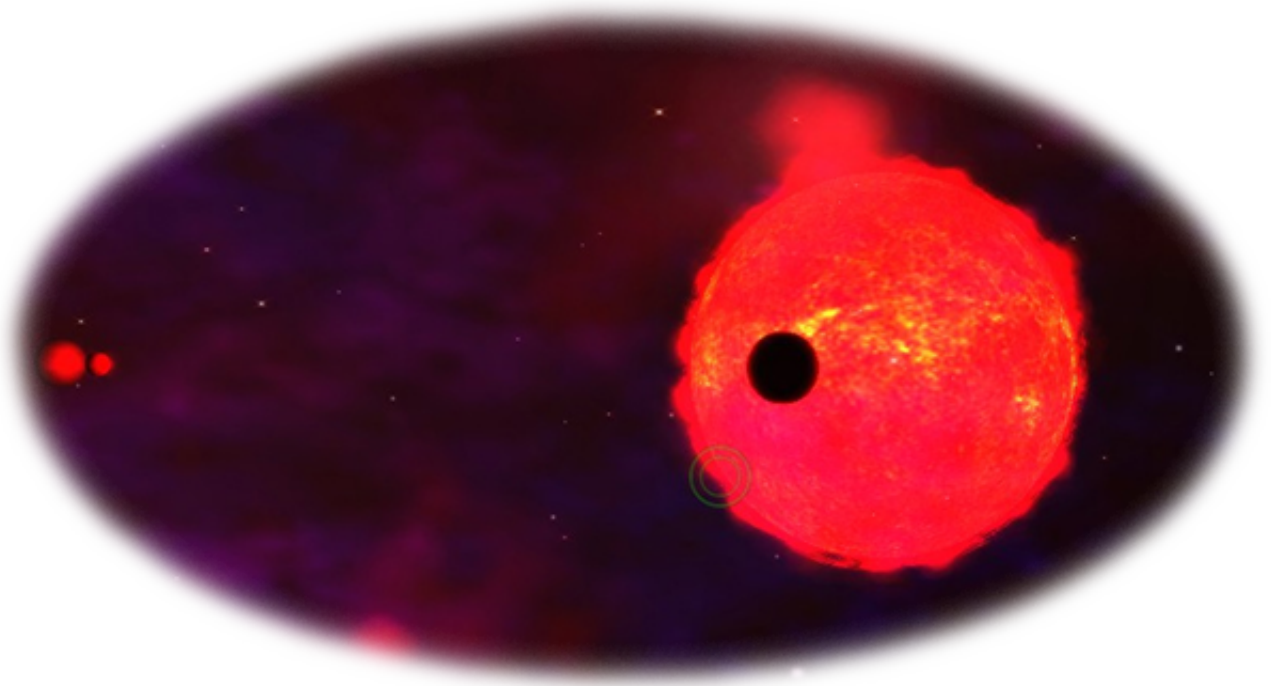
The Future of Star Explorers

After a year of Early Access, Star Explorers has arrived at a point where I feel it matches my original design document. Fulfilling my promise to have it completed in a year was important to me, but that does not mean I am finished working on it. I have many other ideas I may choose to add to the game's content. Chief among these are the following:

- Space battles with alien ships

-
- Boarding and exploring alien spaceships
 - More variety of celestial objects, like moons, asteroids and more
 - Alien cities on certain planets
 - I even have a mechanism for Time Travel (this is really outside of the original idea, but I am intrigued by the possibility of doing this anyway)

At some point in the future, I may begin work on these new features. The timing and consistency of these potential future updates will depend largely on how well the game is received by its audience. The more I hear from players, the more likely I will stay motivated to continue on this project.



Title: Star Explorers
Genre: Action, Adventure, Indie, RPG, Simulation
Developer:
Schmidt Workshops
Publisher:
Schmidt Workshops
Release Date: 8 May, 2018

a09c17d780

Minimum:

OS: Windows XP / Vista / Win 7 / Win 8 / Server 2008 / Server 2012, 32 Bit or 64 Bit; DirectX 9.0c or above.

Processor: AMD Athlon or Intel Pentium

Memory: 3 GB RAM

Graphics: 64 MB video card - 1280 x 720 screen resolution recommended

DirectX: Version 9.0c

Storage: 1 GB available space

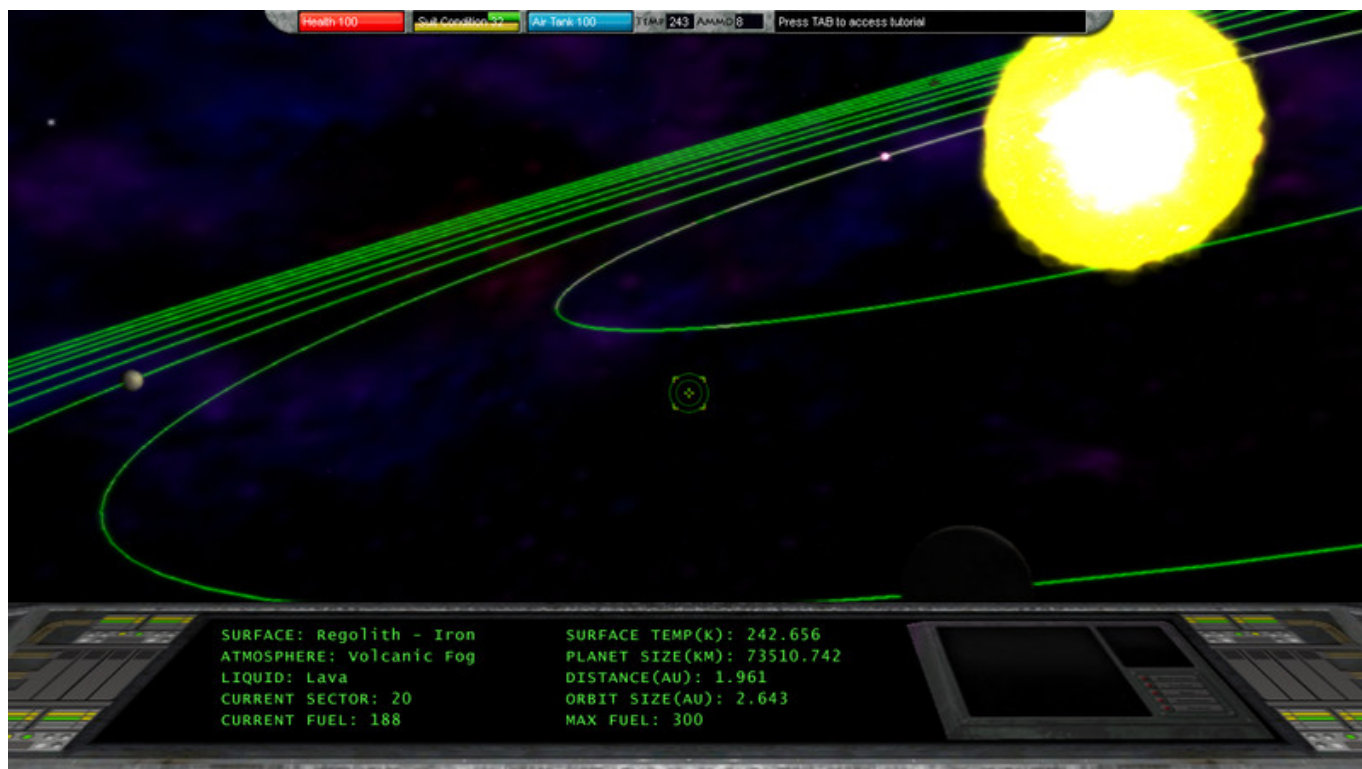
Sound Card: Yes, if you want to hear anything.

Additional Notes: Other older hardware may work, but has not been tested.

English







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I am one of the few people who quite enjoy No Man's Sky. Because NMS is lacking in gameplay and variety, I thought I try Star Explorers, as it seemed to be a similar concept (exploring procedurally generated planets, collecting resources etc.) and often Indie developers have very nice and novel ideas that make their games interesting.

But whoa, this game is nothing that should be let loose on paying customers yet. In the first 3 minutes I got *three* crashes, just by setting my screen resolution to something near to my native resolution (because the exact resolution of 1920x1200 was not available).

I can see that the developer seems to be loving his work, but honestly, the graphics are really simple like in the 90's and I did not feel that I want to spend much time with this game unless it gives me interesting things to do.

Warped to the first station, then off to my first (and last) planet, found that inside my ship there is not much I can interact with, left my ship and walked around. The planet had a hot environment, with some liquid that looked like lava around small islands, I heard several different sound cues for my health dropping (So hot. This planet is really hot. Oh, argh. Or similar, probably all recorded by the developer himself, which is fine for an Indie title,) then I ran through what seems to be lava to another island where I saw something like another spaceship, entered that spaceship, found it to be empty, sat at that ship's console, and then I decided that I rather want to play some more polished games. And I actually play a lot of simple games on my notebook, including 8bit games...

Will refund and might try again in another half year.. I only really explored a couple planets. I did like what I saw, but I cannot recommend this game for the following reasons:

- The radar is pretty bad in caves, you don't get a layout of it at all and you can easily get stuck inside one to death if it's a particularly large one with levels and twists. I don't know if there's an upgrade for it further in the game, but there are other issues too.
- The inventory system is really primary. You can't even click and drag stuff. It's pretty slow to move anything in bulk.
- The game doesn't recognize my screen resolution, maybe it's because I have more than one monitor and the others aren't the same resolution as my main screen, so the best I can do is play full screen at low res, or in a tiny window I can barely see.
- Somehow, the mouse has negative/inverted acceleration. If you move slow, your view goes woosh, if you move fast, it barely moves at all. I assume this is for controller compatibility? I wouldn't know, I don't use controllers.

As it stands, I had to ask for a refund, sadly. I can't play with these issues. Which is a shame, I'd like to see games like these to succeed.. the screen only shows the top left corner of the screen now making it unplayable. i really love space exploration games where you can explore planets infinitely but my dad wasted 3 dollors on it and i can't do a dang thing on because of bugs thanks alot Schmidt Workshops please fix this thank you);. I love space games generally, but this one is very counter intuitive and is plain not fun.... Not bad for 5\$ but it has a long way to go. I would definitely like to see more in the future, more weapons, planets, and maybe even a 2 player Co-op mode.. This game has some really cool concepts. It's really fun to explore the vast expanse of space, uncovering awesome treasures and breathtaking landscapes. Everytime I play, I discover something new! I can't wait to see the finished product. This game is definitely worth a shot!

This game gives you really tons of gameplay features for only 5\$ and is still worked on to get even better.

Exploring a vast universe with random suns and planets that you can land on to complete your main mission, retrieve fuel for your mothership and engaging in varying adventures in FPS against aliens, cave hazards and hostile environments. You can freely walk in your ship, for the moment there is not much to do inside it other than accessing the landing bay for your shuttle or managing your inventory, but wandering around and simply looking outside gives the game a real atmosphere. Then, yes, in the current beta - and soon in the regular version I guess - there are now space battles against alien flying saucers that you can board to loot even more needed items.

The game is NOT a walk in the park, the survival aspect is essential and funny at the same time. I have only played for 1-2 hours now and only scratched the surface for what is really amazing for such a low-budget indie game. Other games of this genre and much more expensive are really lame and without purpose in comparison. Well done !

Ok, now, a gamer always wants more, doesn't he? For example, instead of the loading screens (that only last a few seconds on my decent rig with an average nVidia GTX 960 4gb), instead of this I would like to see some landing sequence towards the planet, or actually enter my shuttle and land with some difficulty involved. But I'm sure Michael the developer has some surprises in his chest for us in the future!

My thumbs up for this jewel of a space game. It is on a very solid base, no bugs I'm aware after 2 hours of gameplay, and I continue to have load, load of fun... Highly recommended !. Can you please update the graphics. I think this game can be the best if it was updated. Still a lot of work , so i cannot recommend to the casual player.

- It feels a bit like Lightspeed / Hyperspeed from Microprose , i like the atmosphere :). I recommend watching the tutorial video first. Then read the manual. If that seems like a lot of work, it's worth it, trust me.

This is a very different game than other's like it I own. The galaxy map is far different, splitting sections of space into areas inside little cube sectors. The combat is simple. But, that said, let's talk about the overall playing of the game.

I began and read the tutorial. Flew to the Mother ship to begin. Checked out the inventory. Quests work not by "picking" them up. Instead, you bring the item required back to the station and "turn it in" for a quest. I picked up a new laser pistol with better stats than mine. Then, set off to find a planet system to check out. Settling on a standard star, as the Mother ship recommended, I found 5 planets. 2 had temperatures I could handle using the default space suit. So down I landed on one.

And there in, is the beauty of the game. Instead of having a myriad of stats to worry about, this game rewards exploration. Planets are small on the surface, letting you fully explore each you land on. This was a refreshing change of pace. With the default laser pistol and a small mapping tool in hand, I wandered the oddly lush surface. Weird plants twisted and olive green, set against a pretty blue sky. Purple lakes of dangerous chemicals threatened to eat my suit. And there, I found a cave to enter. And in that cave, were giant bugs that made noises like angry pigs.

After exploring the whole planet, I went back up to the ship feeling something I haven't in many years of sci fi gaming. A sense of wonder. The eagerness to explore the next planet. What would it look like? What would the caves hold?

Is it worth your money? I think so. If you learn how to play it first, and heed the Mother ships advice on the sorts of places to start, it's a bit less punishing. But for the price of a couple burgers, you can explore a neat space game. And surely, that's worth it.

. this game is a good game it,s not finishd. the aleins a spooky they spook me out. the plot it,s good. the art is the best part it,s so good. the rilly spooky part is wun your soot brakes ten the planit is to colled or hot but if it,s rite ten your so is good but if you lowe of are in your are tanekc you get slower and slower in till you diy. the planits are prity and you can find a prity planit. the caves are spooky cus you can get lost or get lost and runout of are. theats why i give it a sums up. and give it a shot ok you cant look at sum game and assume it,s bad ok!.

. Graphics look like something from the 90's.

Theres no turtorial so it was difcult to figure out how to navigate to the 1st destination.

Options menu allowed me to get into full screen in the begining but crashed after aprox an hour, after which full screen wouldnt work. Uninstalled the game and reloaded but problem persisted.

On my screen in windowed mode it makes it too difficult to see the distant stars, so that finished this game for me.

This game needs to be priced at .99c, not 4.99.

I had to watch a youtube vid to see what I was doing wrong but the video displayed someone having even a harder time with the

game.

The story seems decent but still very limited.

Cant recommend this game, but if you have \$5 burning a hole in your pocket then feel free to try it but dont say I didnt warn you.. Great Game for a Pre Alpha. It has a few bugs but the Idea and gameplay were Great. Despite that I think RN It's a full game. Too Think Theres more to Come supprises me.

--Wigster of the Nine Health Bars. I recommend watching the tutorial video first. Then read the manual. If that seems like a lot of work, it's worth it, trust me.

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2.8 Updated Again:

I forgot to resize the new panels after adjusting the screen size.

I found a small issue with the star chart. You could manipulate it and select sectors even if you were looking at the mission panel. This was addressed.

I also added a nifty static animation over the new mission panel dialogue images.

Enjoy!. Game Updated to Version 1.4:

The default version of Star Explorers has been updated to 1.4.

This includes all the new features you can read about in more detail in the previous few announcements. As a summary, here are some of the most important new features:

New Features. Beta Version 4.4 Uploaded:

The beta version has been updated to 4.4. Nothing too major, but enough changes to warrent a new number.

Fixes/Improvements. Update 4.6D:

I found a couple problems with the previous update, which is why this one is being uploaded now. I would otherwise have worked on it a bit more...

Fixed. Solving the Crystal Problem:

I am working on resolving what I consider the last two big bugs in Star Explorers. If you are interested in helping, I have a way to help track down the root cause of one of them.

Sometimes, when you visit a planet and find the Acknexium crystals you are looking for, the game will not allow you to drop the beacon alerting the mothership. I have been able to reproduce this bug, but only if/when I do not visit the mothership before finding the crystals. This aspect is not actually a bug, since you will not receive the quest to find crystals until you visit the mothership.

However, I believe I have seen it happen even when I have visited the mothership, and other players have reported this as well.

Access Your Game Files. **The Star Explorers User Interface and Mapping System:**

I am coming up to the point at which I will be improving the user interface and mapping systems. I want Version 2.0 to have a new look and feel to go along with all the improvements in gameplay. It should seem like a brand new game, and I want to inspire those people who bought it and didn't like it to have another go at it.

Questions:

- What do you like about the existing user interface and mapping system?
- What do you hate about it.
- What is it missing?
- What should be removed?
- Are there any games that I should look at for inspiration?
- Are there any games whose design you would recommend steering clear of in terms of UI or mapping?
- Any other suggestions or thoughts that are not covered by these questions?

For me, I would say that the goal is to streamline and solidify the things that already exist. I want it to be easy for new players to understand, without alienating the old players.

Of course all this is my job. I will be putting lots of time into rethinking everything. I will also be going through existing comments in the bug reports, reviews and other discussions, but I wanted to give everyone an opportunity to put in their ideas.

. Database Corrupted Issue:

So, I have encountered this issue recently. After leaving a planet, the game alerts that the database may have been compromised and that I should save and restart the game.

I added this warning back when the "Star Missing from Database" was a big problem. It serves as a sort of early warning system when something may have gone wrong.

After encountering it, I saved the game, restarted and continued where I left off. So far, everything seems to be fine.

I do still want to get to the bottom of that issue, so if you encounter it let me know. I would love to look at your save files in that case, so maybe I can identify the root cause. However, after hours of playing, I cannot reproduce it and I cannot see any other problems popping up, so I think it actually works to prevent the problems.

Before, when the database could only handle six stars, I think this issue would have resulted in real corruption. However, now it looks like it does not.

Other bugs.. **Beta Update 1.9D:**

This update only adds one feature. It took me a while to get it right, and I was a bit distracted with other things this week. However, I want to update the game at least once a week, so better to add one thing than nothing, right?

The new feature is simple, but I think it will add some important atmosphere to the game. It's something I've wanted to do for a long time, but it never seemed like a priority. Anyway, it is simply that the position of the sun will be saved whenever you leave or return to a planet, or enter and exit a cave.

It's not exactly realistic, time kind of stops when you enter the cave, then restarts when you emerge onto the planet's surface. However, the thing I like about it, and the reason it is an improvement, is that it used to reset time to morning every time you reload the planet.

In effect, this prevented players from experiencing the full day/night cycle, since staying on planet surfaces was not usually done for long periods. Now, if you visit a couple caves, or return to a planet a few times, you are much more likely to experience the night-time dynamics on that planet.

Updating UI

This is not the only work I have done though. I am still working on updating the user interface. Most of this work, however, is being done with pencil and paper right now. I am just looking at the structure of all the menus and trying to design a good, intuitive interface. More on that later.

For now, enjoy the nights!. **Stuff is Happening:**

I don't want to give away too many details yet. I have had a busy few weeks, and have not been able to put much time into Star Explorers. However, the last few days have been productive ones, and a new beta version is imminent.

The update will include, and I am being intentionally vague...

1. Things to do in outer space, other than travelling to and from planets.
2. These things will involve shooting laser cannons.
3. They will also involve being able to collect things directly to your ship's storage.
4. Your ship will be able to take damage as well.
5. And you will be able to repair it.
6. There are more things I intend to do, but this is everything I have worked on so far. I prefer not to say anything about those other things until I have something actually working.

I will probably release a few beta versions while I make these new features, until I have a solid, working update. Then I can run a new promotion, to see if the new features bring some new players, or inspire older players to pick up the game again.

As one of the recent reviews mentioned, a lot of people who bought the game only played for a short time. I do understand this, the game is not the most user friendly. I am hoping a little more action in space might help to capture people's interests. Anyway, I still have a wishlist of features that I wanted from the beginning, so I hope to be able to add most of these before I move on to a different project.

. Update 4.6G - Field of View:

Beta updated to 4.6G...

New Feature

[Strike Solitaire \[addons\]](#)
[Rocksmith 2014 Edition Remastered Green Day - Jesus of Suburbia full version free](#)
[Clad in Iron: Philippines 1898 Ativador download \[License\]](#)
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[Visual Novel Maker - Gandharah digital download](#)
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