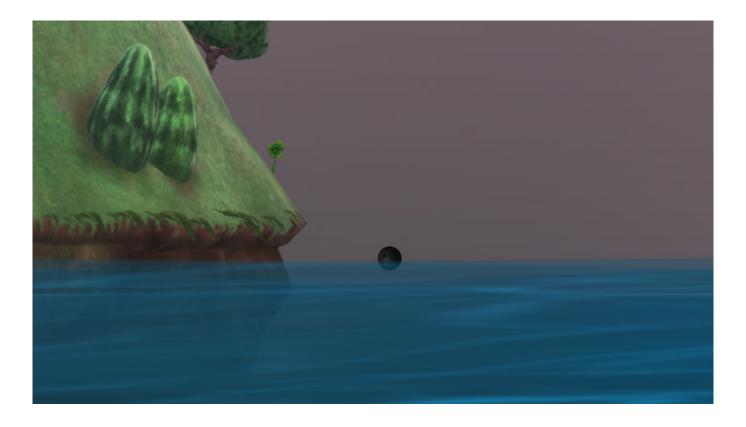Star Valor Activation Code [Keygen]

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About This Game

Star Valor is a Space Action RPG game where you are in control of your own spaceship, with a vast galaxy to explore, mine, quest, trade, fight and even craft your own weapons. You have many different ways to build your ship and stand out in this living space, where every action counts for making a good (or bad) impression towards each faction. Start small, improve, complete missions, gather allies (or hire mercenaries), grow big and powerful.

Current Features

- Open World exploration on a procedural galaxy

- Dynamic and easy to learn combat system

- Craft your own weapons

- 120+ different equipment to use in your ship

- 60+ spaceship models

- Chose new abilities as you level up

- Unlock Perks to try new play styles

- Story and procedural quest system

- 7 factions to interact with

Title: Star Valor
Genre: Action, Indie, RPG, Early Access
Developer:
Rafael Burgos
Publisher:
Rafael Burgos
Release Date: 13 Jul, 2018

 a09c17d780

Minimum:

OS: Windows 7

Processor: 2.0 Ghz

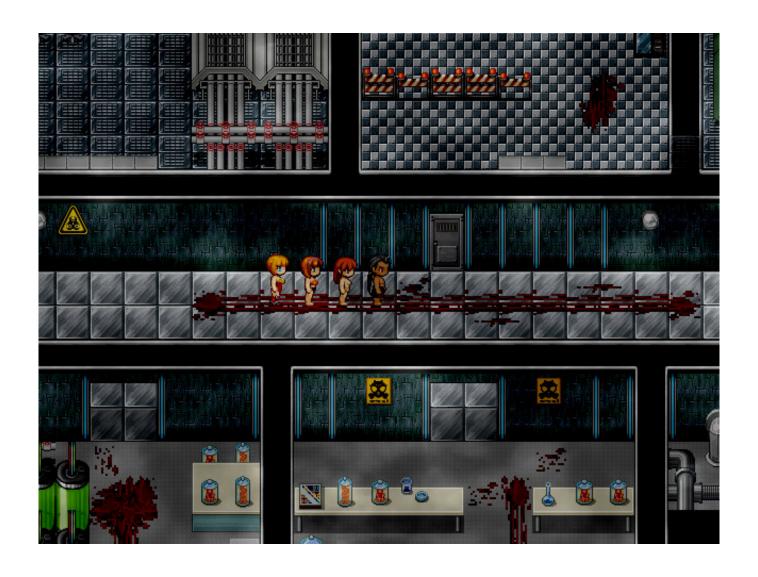**Memory:** 1 GB RAM
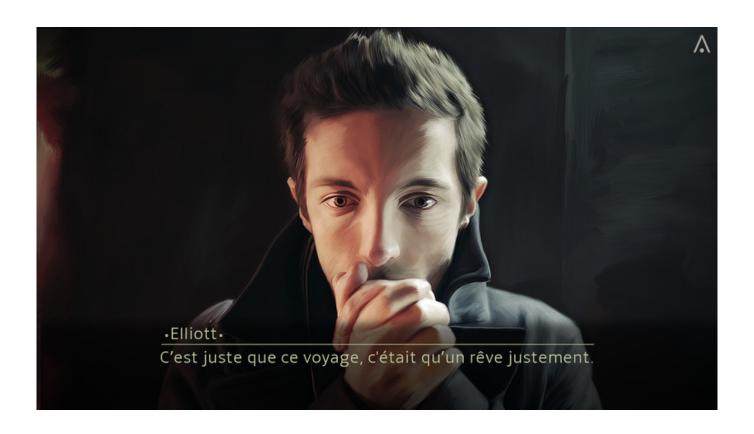
Graphics: Intel HD 4000

DirectX: Version 9.0

Storage: 1 GB available space

Sound Card: Yes

English,German,French,Russian

•Elliott•
C'est juste que ce voyage, c'était qu'un rêve justement.

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Edit:80% of this review is outdated,Game had been overwholed! It took a year since I bought this but hey,it's indie.And I believe its core design is good enough to have some fan like me.Though it's still early and would need some more tweak. I might see good time to rewrite this review as I play it & get updated farther.

It's very like hotline miami with space(except story and survival), nice concept and good gameplay.If you are a sci-fi fan and interested in trailer, that won't go wrong.

However you'll be confused at starting, there's not much clear guidance of where to go.
 (Here I make quick tips. Yellow circle will take you to evac ship.later you can interact wreckage or planet to land and explre.Don't forget saving inside ship with "I" and you need to hold right click to shoot your gun.)

ALSO I just saw some BUGS that can't be left unseen.(Error at loading save,shot gun with no damage,stucking enemy)

So I recommend this game but you'd hold your money atm, just some update and this game will be great.
If you going to try it on sale and expect refund, please don't do that, it's on very early stage at this point.

I'll notice on this review when it get fixed.. The gold edition is completely worth it on sale but no where near worth the \u00a383.99 price tag not in sale. the game at the sale price is really worth it. the game play is fun and in my opinion better than GTA as there is more depth to the free roam. The game is amazing to play with friends. i have at this moment 10 hours into the game and have only done one main story mission as i am having way too much fun exploring San Francisco with my friend. the game is surprisingly well optimised but a super computer is needed to run ultra. i like playing on high as i have a high\/mid range PC and i get a stable 90 fps on high settings. overall i think this game is worth it in sale price and the base version is good enough if you don't want to shell out an extra \u00a35 on the gold edition. i did this as i wanted the season pass and more outfits. very good game and i cant wait to put more hours into it. Dark Souls needs to learn from this game. All I need to say! :). Bunny Sakura Tatsu loops. Fun tower defense tower defense time waster, with cool graphics and cartoony 1950s aliens theme.

However, get punishingly difficult once you hit Fall, to the point where its just not fun anymore. Even plants vs. zombies was fairer!!

Buy if you want some decent fun for a few hours and then home work assignment thereafter.. This game gave me the power to defeat my greatest enemies 10\/10

Where the f**k is the next part? I have a bunch of papers to throw!. EDIT:The dev says he will do an update to fix things, I'm willing to give it another shot when that happens. My anger in my review mostly comes from me disliking games that claim to be hard only to feel cheap when death arrives. If the dev can make something where I feel the deaths are my fault then more power to them, this review will be deleted and a glowing positive review will go in its place.

The entire point of the games existence is to be hard.
We already have Super Meat Boy, AVGN Adventures and MANY MORE games sold on their difficulty AND MORE.
Also, those games control well and so deaths feel more justified.
I played for only ten minutes and literally a handful of problems came to me in the first minute.
It has no checkpoints, the enemies bullets move so fast that you just have to pray you wont lose more health, the jump arc is a joke, the character is so floaty its ridiculous and the amount of enemies everywhere nearly reaches those bad Super Mario Maker levels in terms of ridiculous. Its graphics look like something off of Newgrounds, rather than something that shares the Steam Store with the aforementioned Super Meat Boy and AVGN Adventures, but countless other games.
I want to clarify the dev might be a nice guy and all, but they CLEARLY werent ready to post something on the Steam Store at all.. I love the dlc, but you should check things before releasing it... for example, there is a yellow gem in the water that we can't get because of a world border in the way. Overall, it's a great new adventure!. The McLaren sound is VERY disappointing compared to those of Pagani and Aston-Zagato which are really good. The car drift also too much, whereas it's indicated a neutral setting. I also expected a higher top speed for a racing car : 343 Kmh max, it is little… And it's still worse for Koenigsegg CCGT which is a single built model and which "normally" exceeds 400 Kmh, whereas in the game it reaches 360 at his maximum. (And like McLaren, the sound of the engine is totally ridiculous !). Weapon handling is good, aiming works as on a real gun. The game is fun and casual. Your room should be at least 3x3m to have space for cover and movement. Do not expect any kind of story in this one, its really just about shooting around with some pistols.. This really does take me back to the game called "Jones" some time ago! Great upgrade!. Not only did I enjoy the characters of this volume but also the information we learned. With Elwurd it was more about the character and someone else while for Kup and Fol it was about gold bloods and psionics in particular. Elwurd is basically bae and the gold gremlins are a blast!

Patch 1.1.4 (updated: Feb 27):
Hey everyone!
Lots of suggestions implemented this time, like equipment key bind, more drones, no pause when you manually open quest log, more high end equips and the Flak Cannon (very requested by X-27 on discord).
I hope you all enjoy!

- Added 20 new equipment pieces, mostly high level or Elite/Boss drops, includes better drone options.

- Added 2 new weapons: Improved Repair Beam and X-27 Flak Cannon (elite+ drop).

- Crafting: Point Defense modifier can now be used with Cannon.

- Crafting: Cannon base rate of fire is now 1 second per shot, instead of 1.1 seconds.

- Crafting: 'Explosive' modifier now increases 4 AOE each and can be used up to 8 times, but it also reduces 8% damage per use.

- Crafting: Added 'Timed Fuse' modifier to use with 'explosive'. It makes the projectile explode where the cursor is or when reaching max range.

- Cannon explosions now inflict full damage if inside 20% blast radius, with a minimum of 10% damage on max range.

- Added option to bind weapons and equipment to any key you want.

- Drones are now affected by rarity and can be mounted multiple times using different types/rarities.

- Quest screen now only pauses the game if it was opened automatically, not by the player.

- Sector info now shows if there is an active boss there.

- Added special low level exploring quest that gives a warp drive as reward.

- Removed bonus Armor from level. This kind of bonuses will later be gained through experience perks in-game.

Follow up fixes (Feb 27):

- Fixed game not starting for certain languages.

- Added ramming (melee) weapon for Corsair (Red Skull).

- Added option to bind a key for alternate controls (shift), to use with energy controls.

- Added Flak Cannon and improved X-27 Flak Cannon.

- Fixed shield drop when warping.

- Fixed Asteroid fields respawning after reloading the sector.

- Fixed boss icon being visible even on unexplored sectors.

- Fixed items showing message "Only one allowed of this type" when not intended.

- Fixed Fido image portrait.

- Fixed bug when generating quests on Rebel Stations.

. **Patch 1.1.5e**:
Greetings Commanders!

This patch is still from 1.1.5, but since it is a bit bigger, I decided to make a special announcement. A lot of requests were implemented for this version, I hope you all enjoy! :)

- Added Perks: Fun with Maps, O.C.D., A True Miner, Gold Rush, The Perfect Predator, Dogfighter.

- Added CoT station models.

- Elite (silver star) spawn chance is now higher in high level sectors and only occur after level 10 (except for sentinels).

- Increased Hawk cargo space by 5.

- Starting sector will no longer have bosses.

- Faction trade modifier no longer affects trade goods.

- Added option to turn on/off floating numbers (damage, healing, etc).

- Now you get a warning and extra XP after fully exploring a sector.

- Crafting is no longer reset after building a weapon.

- Balancing: Improved, Heavy and Ultra Laser Beams had their stats changed.

- When you try to store weapons or equipment in cargo with no space, it will be stored in the bank instead of the local station.

- Mercenaries now gain bonus on speed to try to keep up with the player. A new movement system is being tested also.

- Now items in the station also count for quests.

- Knowledge 'Fighter Pilot' changed to 'Space Pilot'.

. **Small Patch - 16/july/2018**:
Continuing to follow players feedback, here is another small patch. Enjoy =)

- Raised level cap to 50

- Increased XP needed in higher levels and slightly decreased in lower levels.

- Reduced combat XP gained based on enemy level

- Reduced XP gained by crafting

- Enabled towing (with tractor beam) of drifting ships to be collected in friendly stations.

- Ship mass change in items (mostly armor) is now also affected by rarity.

- Replaced "$" symbol with "є" for currency

- Added "launcher" in missile weapon names, to distinguish from missile ammo

- Reduced crystal costs for crafting energy weapons

- Added crafting cost in credits.

- Increased spotlight distance. Now it also lights the ship and close objects.

- Increased zoom out distance in higher levels (for big ships).

- Reduced max strafe speed for class 1 ships (they were moving way too fast sometimes)

- Energy is turned back on when installing impulse drive or shields

- Changed "Drone Laser" to "Small Laser" to avoid confusion

. **Patch 1.1.3**:
Hey everyone! Some cool little changes this time, including very requested ones. Be advised that all station markets were reset and so was the player trader codex records.

- Galaxy Map now shows when you have items stored on each sector.

- Sectors were optimized to only generate certain data when they are visited/explored, drastically reducing file size and saving time. Old save games will not have it's entire data altered, however when new sectors are generated they will benefit from this change.

- Stations minimum market level raised to 4 from 3 and now they will sell items down to 35 levels lower, instead of 30.

- Station markets will no longer update item prices immediately after a purchase or sale, it will be made once every 30 minutes.

- Traders and White Collars (background perks) now see market prices as different colors according to base price: Green when good deals, yellow when neutral and red when bad prices.

- Increased starting galaxy size.

- When exiting a jump gate, now your ship will be further away from the portal to avoid going back in, the distance varies according to ship size.

- Changed experience perk "Technology" to give bonus Tech Level instead of a normal point.

- Fixed (again) tractor beam. Slow mode now really acts as a counter to target's impulse drive.

- Damage numbers from fast firing weapons will be added together just like continuous beams.

- Spotlight status is now persistent.

- Hired mercenaries will no longer become your enemy if you damage them, but they also won't give any reward if you kill them.

. **Small Patch - 18/july/2018**:

- Game is now paused when the quest log opens

- Crystal drop from asteroids now have a random chance (average chance is the same), making the "asteroid scanning" skill more useful.

- Reduced XP gain from destroying stations

- Increased turning speed cap for destroyers and cruisers

- KNOWLEDGE: Fighter Pilot and Fleet Commander can be gained now, but has no effect yet.

- FIXED: Storyline quest being added twice

- FIXED: Some english spell errors

. **Patch 1.1.2**:

- Added limited arch weapon turrets and applied to many ships, specially those with slots too far apart. The angle limit is represented in red (360º turrets have a red circle).

- Added Syndicate Dreadnought: Sanctuary. For now it is not available to players and has a predefined weapon set.

- Enabled mouse wheel to scroll up/down item panels.

- Added starting credits to Perks (mostly for background perks).

- Now you need to inflict at least 50% damage for enemy kills to be considered for Perks like Aggressive and Marauder (mercs damage counts as yours).

- Increased the number of nearby sectors in starting quadrant. Also it is more likely that each faction will control at least 1 sector in the area.

- Increased chance of bigger freighters (Frigates+) spawning in low level sectors.

- Fixed Sloppy Perk to only trigger when doing at least 50 damage to the station.

- Movement and mass calculations:

- ----- Most ships had their mass increased to better simulate reality and the new calculations. This will reduce how much small ships can push you.

- ----- Acceleration and side strafe cap were highly increased and now the ship info shows the correct value (in units per second) for both.

- ----- Changed calculations on turning speed. Now you actually need to stack more gyroscopes but you can achieve higher turning rates than before.

- ----- Top Speed reduced for bigger ships. Corvettes and Frigates are intended to be the fastest.

- ----- Removed level bonus for acceleration, top speed, turn and strafe. It is more based on your equipment now.

- Changed Maneuverability and Acceleration perks to show actual speed value changes (in units per second).

- Increased the amount of weapons used by AI in bigger ships, specially in higher levels (they were using less weapons than available space, even around level 50).

- Fixed nameless weapons dropping.

- Fixed a BUG that allowed double drop/Xp from the same enemy, when using multiple weapons.

. **Early Access Announced**:
Star Valor is coming in June as Early Access and all the details are covered in the game page.
Feel free to ask any other questions here.

- Rafael "Laious" Burgos

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