Endless Sky Patch

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About This Game

Endless Sky is a 2D space trading and combat game inspired by the classic Escape Velocity series. Work your way up from a relatively wimpy shuttle, cargo ship, or fighter, 5d3b920ae0

Title: Endless Sky

Genre: Action, Adventure, Free to Play, RPG, Simulation

Developer: Michael Zahniser Publisher:

Publisher: Michael Zahniser

Release Date: 30 Oct, 2015

Minimum:

Memory: 350 MB RAM

Graphics: OpenGL 3.0

Storage: 65 MB available space

English

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How is this game free? I have no idea. Could easily be worth \$20 or more. One of the greatest aspects of this game is its ease of organization and navigation. There are so many ships, weapons and stars that you could very easily get lost and frustrated trying to remember where everything is had the developers not taken that into consideration. You can see the prices of everything in every system and where every piece of equipment you've discovered is sold. You can access everything's stats to plan out trips... This game is really interesting, although unfinished there's already a lot of content. It lacks music but there's a good guide with lots of good suggestions of hours long soundtracks if that's your cup of tea. it's also very easily moddable in plain .txt format, so if you don't like something you can always mod it in/out. ----- EDIT: the game is great, but it has unfortunately long standing bugs that make some people crash randomly between 10 minutes of play up to 6 hours they are some ways to mitigate the damage but they've been constantly ignored by the main creator Michael Zahniser, who even went so far as to close issues under false claims. For this reason I'm changing my recommendation. This is the perfect example of how to not manage an open source project.. Great game in its simplicity. Great to pass the time.. Great game.. The only game in which you can modify the stats of your tiny freighter to one-shot an alien battlecruiser. 10/10 would cheat while laughing maniacally again. Here's an example if you don't believe me: Me: *Flying Star Barge around Men* Pirate: "Hey, that's some purty booty you got there tiny little man, and I wants it!" Me: "hmm. nah, i'm good thanks." Pirate: "I don't think you understood me." *fires a single sidewinder, halving my shield strength* Me: "Are you absolutely sure that you want to try and rob me? You are really stupid." Pirate: "Pfft, what's ur tiny little cargo container going to do? Fire a blaster turret at me? Go ahead half-pint, give me your best shot! I'll be laughing about this all day!" Me: "Well, alright, if you insist." *A hidden compartment opens up revealing a Pug Gridfire Turret* Pirate: "Hey, what the-" *dies in a fiery explosion* Me: *Gets bounty payment for Pirate's bloated corpse* "Trolololololol!". When you realize this game has more features than No Man's Sky.. The fact that this game is free amazes me. The quality of the content is great, I think it's great that a little game like this, that doesn't rely on fancy graphics, and yet is so compelling to play has been released for free.. This game, where to start. As of the Coalition's update (0.9.5 unstable beta) there's the depreciation of modules and ships to contend with. If you like the previous version, just go to the github and get a previous version. 1. Anyways: the map is big, still expanding, and has plenty as-is to offer. There's aliens, civil wars, and planets to conquer. You can be a humble merchant, trading and hauling for steady pay. There's also passenger courier work which require the safe-keeping of those aboard to arrive at their destination. Escort duties involves distracting and attacking pirates then escaping before your objective gets destroyed. Bounty-hunting requires combat reputation, so getting a bigger, stronger ship and going pirate hunting will build up your rep to be given those high paying contracts. Or even do some of each just to make end's-met. 2. When starting out, even if you want to get a feel for the game on your own: TAKE THE TUTORIAL!!! It pays, it gets you going in a definative path, and you can buy some local maps (which it's highly recommended to just buy maps early on). Once you open up the sky with areas you have explored, do some jobs for a while within them. There are two time markers early in that you can use as reference points to gauge off of. If you manage to pay off your loan before Rememberance Day, you did awesome. If you pay it off before the Civil War, great. If you can't pay it off until after then, you may need to rethink your career choice. 3. Don't worry about goofing off and exploring or anything until AFTER you pay off your first debt (like I said before, buy some maps so you don't go stumbling about early on). If you are having problem with the Pirates, stick to the middle and 'north-west' part of the map and do trading. If you are in the mood for salvaging or capturing ships, aim for the 'south-west' area around Aldhibain (five jumps 'south south-west of Rutilicus/homeplanet) since there is both a strong merchant & local milita and Pirate raids. Also, the planet within the Aldhibain has both an Outfitter & Shipyard along with the trader, so you can not only sell the parts you get, you can sell any captured ships, equipt any modules you aquire or buy new ones when you get the money for them. 4. Lastly, once you upgrade your ship (anything over \$million should do) go explore and visit each unexplored spot. Can't reach there? No worries, you will soon enough. If you prefer a more peaceful venture (aside from Pirates) visit the 'north north-east' area. Want to fight some tough enemies? Visist the 'east' area and say 'hello' to the new-comers (with several salvos of cannons). Once you unlock advanced flight, throw

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yourself to the far corners of the galaxy and discover all there is to this game. 5. .then finally, once you do everything this game has to offer: quit it. Yes, quit. for a few months, go play something else, do real-life things. 6. Then come back and find new contents has updated, then you can start a new save and play through the whole thing in record time. 7. See 5, 6 & 7 for further instructions.. Endless sky seemed like a simple game at first. The overall gameplay reminded me of many hours lost to starport GE and I almost stopped playing because of that. All I can say is keep playing, you will be hooked by the first hour. Being able to have your own fleet, or be the best space bus ever, or being a glorified long haul space trucker, or being a quest monkey, anything you do, the game let's you. You want to build your fleet but don't have the cash? Kill an enemies engines and board them! What other game does that and let's you keep the ship? Overall, endless sky is a slow ramp up to a strong addiction.. A wonderful 2d Space game. Construct a massive fleet, rule it all. There is nothing more satisfying than amassing a fleet of 300 heavy warships and watching them fill the whole screen.

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