
StarShip Constructor Download Xp



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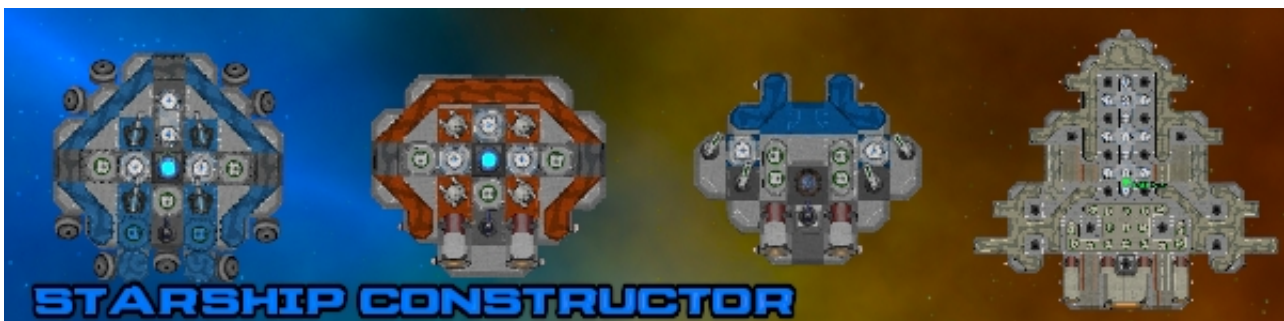
About This Game

Galaxy is on fire, only you can save it!

Design your own spaceship, defeat rebels and pirates cross galaxy!

Gorgeous explosions and barrage will get you into the world of StarShip Constructor.

Completely destructive spaceships, you can experience the excitement of the shot your target ship into pieces.



Over 20 Modules you can install on your ship

- The **Fusion Generator** that generate power for spaceship;
- The **Energy Tanks** that store energy for ship modules and weapons;

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- The **Armor** that protect your spaceship in combat;
 - The **CargoHold** that carry your cargo;
 - The **Weapon Slot** witch you can install weapons on;
 - The **Shield System** that protect the ship's structure with energy;
 - The **Thrusters** that push the spaceship forward...

Customize your ship

- **Machine Gun** that shot 600 rounds per minute
- **Nuclear Warhead** that can destroy your targets.
- **Cooling System** that cool down your weapons,and increase firing rate.
- **Gravity Generator** that can generate a gravity field,and push everything near by into it. Even your bullets!...

There are over 30 Weapons and equipment you can buy to equip your own ship.

Features

- **Design your own spaceship;**
- **Over 20 ship modules;**
- **Over 30 weapons and equipment;**
- **The unique special weapon system,you can release special weapons at the right time to change the combat situation;**
- **Completely destructive spaceships;**
- **Gorgeous explosions and particle effects;**
- **Mining;**
- **Collision damage and collision effects;**
- **Cargo transport and other random quests;**

Title: StarShip Constructor
Genre: Indie, Early Access
Developer:
SSCTEAM
Publisher:
SSCTEAM
Release Date: 19 Jul, 2017

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Minimum:

OS: Windows XP

Processor: 2 GHz Dual Core

Memory: 2048 MB RAM

Graphics: 1GB

DirectX: Version 9.0

Storage: 512 MB available space

English,Simplified Chinese

PLAYER [P]
 CARGO [I]
 MODULE
 ACTION [K]
 STARMAP [M]
 REPAIR [R]
 HELP [F1]
 MENU [ESC]

3000m 1000m
 1000m
 33 ROPPER

ROUBLE TROUBLE
 CRYSTAL

ACTION POINTS ASSIGN AP: 0

HYPERDESTROYER
 2000m

0

CREDIT	1100
CP	4990 / 5000

STRUCTURE

ENERGY	200
SPEED	0
CARGO	0/40

WEAPONS

3725m

WEAPONS 1 2 3 4

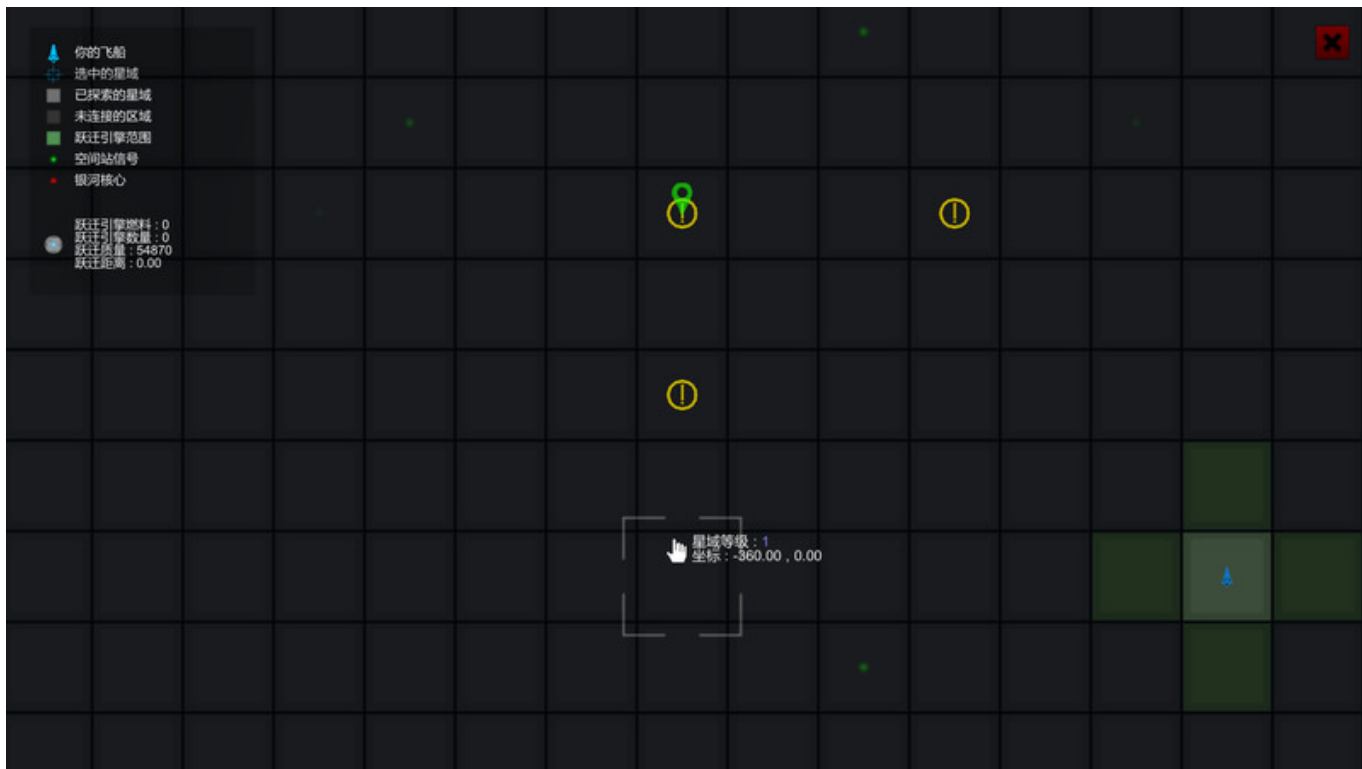
MAP GATE

SPECIAL EQUIPMENTS

Target Finished: Assign Action Points
 TargetReward:500Credits

ENP





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i like it its like playing war as a kid but instead of the plastic soldiers its pixel ships
great little game for the money. The game is a little "too" early access. Text in the game is clearly not translated properly. There needs to be way more tutorials before entering the game. Game feels like it's an MMO with other ships seeming to all be after your starter ship.

There is no real balance between those ships and your starter ship.

Compared to Cosmoteer (an itch.io title so far) this looks like something I could have written.

Maybe later when the game goes out of Early Access, it might be better. Now however, nope.. 10/10 ♥♥♥♥♥♥♥♥t of the year. A decent game at a relatively inexpensive price.

It still has many bugs, some of them game crashing, but overall the game appears quite stable and is very playable.

I look forward to seeing where the developer takes the game.. Awesome little game, a lot like SPAZ in play style crossed with a few other similars. Can't wait to see where the dev takes it from here.

Has a a lot potential!

Reminds me of starfarer/starsector

. This is very well worth it, especially for the price. Game is challenging and has rewarding upgrades.

Unique sounds give you a worldly ambience for a good play. does that even make sense? recommended, lol.. Fun game! Takes a bit to get the feel for it and not get destroyed in seconds by pirates! Becomes repetitive after a little while but the developer is coming out with updates and is always listening to the community. Only game I've played so far that is early access that isn't bad. This is good!. I REALLY like this game, it used to be really laggy (Which is most of the negative reviews) but now it runs on my computer pretty well (Intel i7 5500) no gtx, and I love how the fights work, the artstyle, not going to lie though, the grinding in this game is a bit much, but other than that I rate it 8.5/10. I love the game and it's simplicity but uhhh I need a creative mode.. like the button is there but I can't use it, is there something I'm missing?. Awesome little game, a lot like SPAZ in play style crossed with a few other similars. Can't wait to see where the dev takes it from here.

UPDATE 0.9.8.0 MODULE MERGE:



Added the module merge function.

The same type of modules will be automatically connected together.

After this update, The shape of the ships will change, Suggest that you reconstruct a spacecraft after update.

Update the game engine to a new version.

UPDATE OVERVIEW:. UPDATE 0.9.8.0 CLOUD STORAGE SUPPORT, AND UPDATE PLAN:



For several reasons , the game has not been updated for a while.
Thank you all for continuing to play this game your support is my biggest motivation.
This time I mainly updated the cloud storage and some camera filters.

UPDATE OVERVIEW: **UPDATE 0.9.1.0:**

Update Overview: **Update 0.9.6.0 ---- FIRING MODE:**



I have been designing and developing a quest system recently.
It should be available before Christmas.
And it took me a lot of time.

So. This update is not very big.

UPDATE OVERVIEW: **Release Today!**:

Release Today. **Beta 0.8.2 Update. Save and Load Ships.:**

You can **Save and Load** your ship now.

If you already conquest this galaxy,

You could try save your ship in **Factory** Panel.

And start modify your ship anyway you want.

Saving your ship doesn't cost anything.

But when you load the ship, You need to pay for the difference between the ships.

Save or Load Your Ships:



Than I might add Steam "Workshop" to this game.

So the players could upload their design or download others design.

Also did some other regular bug fix.

Thanks for your support and encouragement!

It means a lot!. **0.9.5.0 Small Update:**



Update Overview: **UPDATE 0.9.7.0 QUESTS, NEW MODULES AND OTHERS:**



Completed the basic function of the quest system.
Added some random quests.
Main quests will come later.

UPDATE OVERVIEW:

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