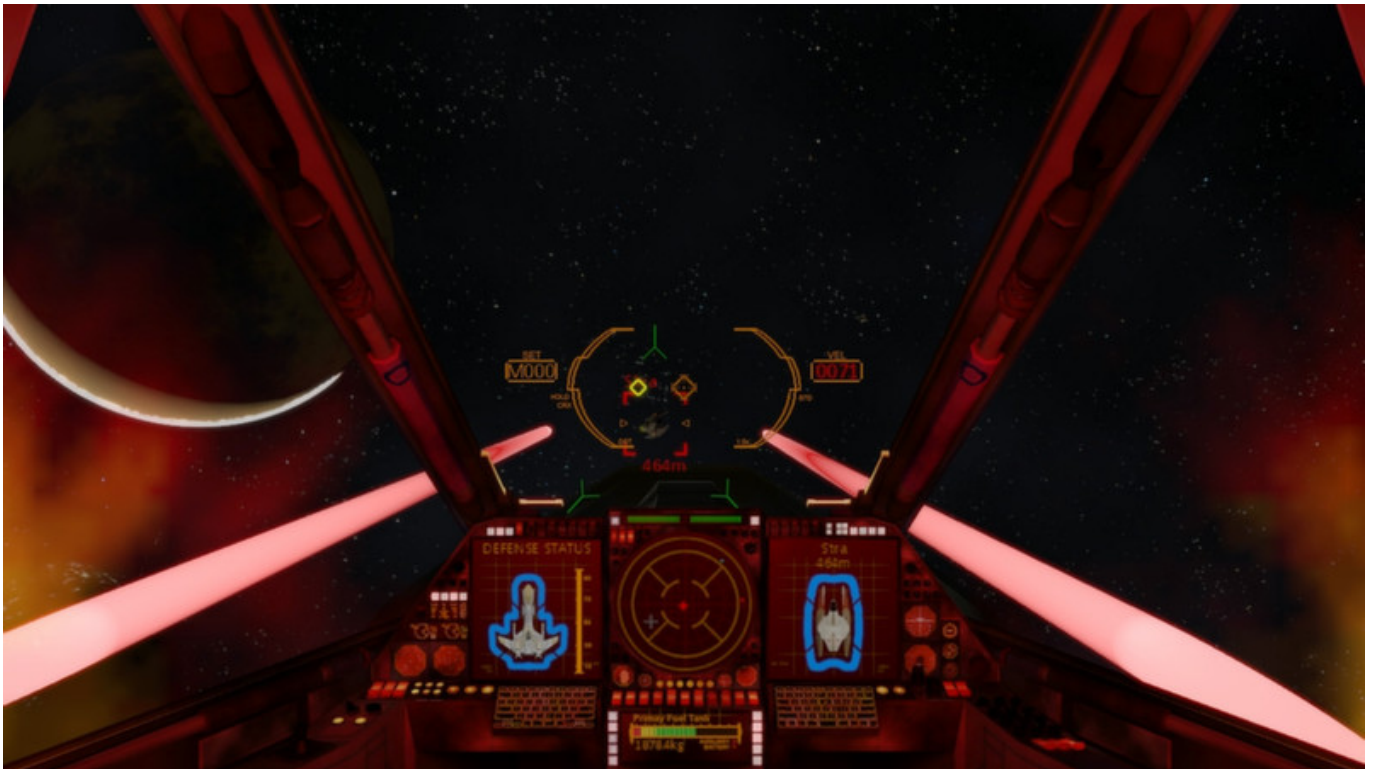

Eterium Download Lite



Download >>> <http://bit.ly/2SMzUBE>

About This Game

Eterium is a space flight sim in the spirit of 90's games like Wing Commander and X-Wing. Developed by a two-man team, Eterium aims to bring the classic style of space combat games into the modern era. You play as a pilot serving aboard United Earth Alliance carrier Canopus during a war against an vicious alien race known as the Revi. Experience story-driven gameplay, advanced artificial intelligence, procedural missions and intense 3D space combat as you battle your way through over 50 missions of action-packed gameplay.

Gameplay Features:

- Fully customizable joystick
- Xbox 360 Controller and Mouse Support
- Outstanding stereo 3D support (nVidia 3d Vision only)
- Advanced Artificial Intelligence
- Dynamic Difficulty
- Advanced ship damage system

-
- Fully 3D rendered cockpits
 - Asteroid and mine fields

Title: Eterium
Genre: Action, Indie
Developer:
Rogue Earth LLC
Publisher:
Rogue Earth LLC
Release Date: 15 Apr, 2014

a09c17d780

Minimum:

OS: Windows Vista, 7, 8

Processor: Core 2 Duo or better

Memory: 2 GB RAM

Graphics: Shader 3.0 or better

DirectX: Version 9.0c

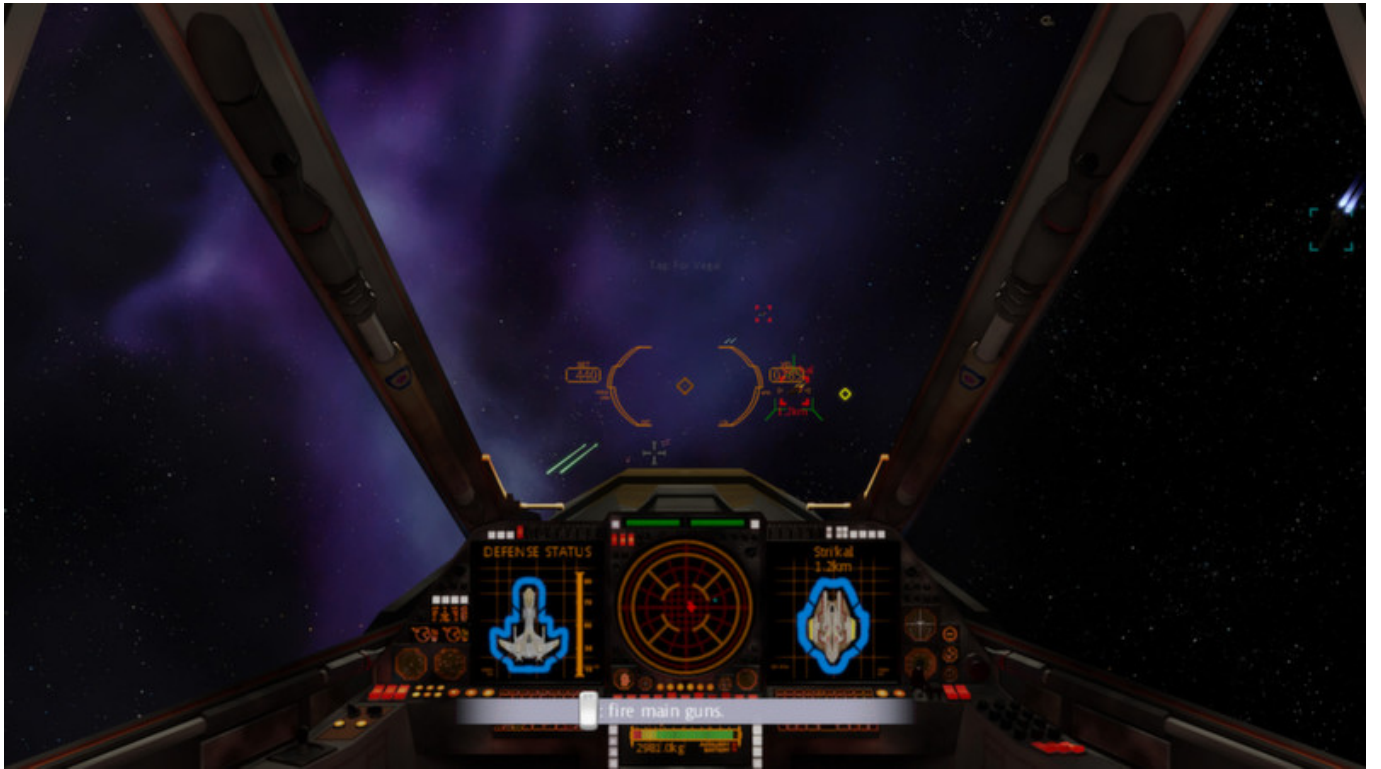
Storage: 500 MB available space

Additional Notes: Does not work with most integrated graphics cards

English







Well, so far so good. Four missions in, this game's made a pretty good impression on me. Haven't got much backstory yet, as to who the enemy is and why we're fighting them, and the bits of information you get from the other pilots in the lounge and hangar (at least, so far) haven't shed too much light on it. As far as the actual combat goes, the fighters strike me as a little more fragile than you might be used to from other games, which adds a fair bit of intensity to the fighting. The feature of your targeting system being able to tell which enemies are attacking you and which are attacking the ship you're escorting is very nice, and makes the dreaded escort missions a little less horrible.

If you grew up playing old school space sims like I did, you're probably going to like this.. <http://youtu.be/a1BNYIHPoaw>

[If you know where to look you can find a fair amount of recently released \(in the last 5 years\) space combat games about, but not many of them are actually any good. I'm pleased to say Eterium is not one of those and is a fun game which holds your interest long enough to get through the campaign, which would probably take up at least 8 hours of your time if you go through all the pilot dialogue's in between missions.](#)

[I was disappointed that I could not name my pilot, given that all dialogue is text based, they attempt to flesh out our character with a back story and is far from a silent protagonist. I was also surprised to see that you could not gain rank, after being demoted early on in the game I expected a way to actually recover and improve upon my rank during the campaign. I also found it hard to make my way up the kill board, may be my piloting skills were just not up to scratch and found myself consistently sitting at the bottom of the rankings.](#)

[Eterium supports Joystick, Xbox 360 Pad, and keyboard and mouse controls. I played with the 360 pad and found that all controls needed to play where accessible solely through the pad's buttons. The default layout worked well with the exception of the afterburner key, which to pop some enemies required you to after burn and fire at the same time and felt cumbersome - I'd recommend you reassign you afterburner key, which thankfully you can do. Controlling your ship with the pad is easy and some space vets will be pleased to know you can roll your ship.](#)

[If you have played Wing Commander 1, then it's a similar experience to how the game plays out. Before and in between missions you can go around the ship \(between the bar and flight deck\) where you can talk to some of the other pilots and crew which play out the story. You are given a fairly generic briefing each time you fly out, in a similar style to the Wing Commander: Prophecy briefing screen and are able to choose the load out for your ship before heading out.](#)

[There is Newtonian style physics at play. Fly forward at full speed, change direction and it will take several seconds for your ship to fly on the new intended course. This makes flying asteroid and mine fields a little challenging at times, which break up the: Fly to Nav. point, kill anything that moves, move to next; though they are not particularly exciting to fly though. You must be careful with mine fields as if you get hit the explosion force will change your trajectory and could push you in to another mine. Thankfully, they are easier to navigate than those found in Wing Commander!](#)

[Combat can be annoying early on when you are in the weaker starter ships and requires some practice to get the hand of lining up your guns to take out the enemy. Enemies are always faster than you, especially the light fighters \(S'tra\) which zip by before you can score enough hits to pop them. Thankfully they can be countered, wait till they attack then break off, on the break turn to face them and hit the afterburners, then blast them with your guns, as they generally fly straight for several seconds before re-engaging. If you don't after burn they leave your guns range very quickly, leaving the only other choice of head-to-head conflict. Missile's are more of the primary weapon here, a bit like in aviation combat of today, which can either 1 hit kill lighter craft or soften up harder targets to be finished off with your main guns.](#)

[Take hull damage and your ships systems will start to fail, ranging from guns to engines. Your display screens will also shatter making it difficult or impossible to read them. Your ship has a repair system, which will slowly repair systems to a point. It does not appear to repair all damage, based on the overall damage amount, i.e. if you shield generator is damage by 26% it will only be repaired down to 20%. Take too much damage and key systems will barely function as they cannot be repaired enough to keep them functional.](#)

[The graphics are pretty basic, you could argue Starlancer\Freelancer have better graphics than this game and ship designs are hardly inspiring. Explosions appear generic and unexciting, mostly lots of smoke and no fireworks, and large ships disappear in](#)

a small explosion which disappoints when seen.

Character art is done well, though only the one stance/pose is provided for each character making them come across emotionless when paired up with their dialogue. It's anime but more western style than Japanese and feels a bit odd when they fit in backgrounds which have been pre-rendered in 3D.

Sound effects are plenty from your engines burning to the overzealous eject warning alarm. There is a dynamic music track, just like in Wing Commander, which changes based on events during flight. This varies based on enemies present, a friendly taking damage or returning from a successful mission. I also have to say, that in all the time I played the game didn't crash once and there are no game breaking bugs either!

Overall Eterium is a fun game and the worth picking up. The 8+ hours from the main campaign full justifies its price tag and is a well put together game. If the idea or reading lot's of dialogue does not appeal to you, skip it and jump straight in to the briefings, or just practice your skills in the simulator. Highly recommended if you enjoy similar games, otherwise try the demo first.. Overall, Eterium was a pretty fun game to play. It definitely nails a lot of its design goals to bring back the feel of Space Combat games from the 90's and while some aspects of the game are off-putting to some (The horribly stock/generated looking Anime art) I don't think it really detracts from the overall experience; unless you personally have a stick up your

The combat is fast paced and exciting, and with the multitude of control options now available, people really have no excuse not to give the game a try. It can feel a little "stiff" at times, and it does seem like no matter what craft you fly, you might as well not have shields at all compared to the enemies, but it makes it all the more sweeter when you score that final kill to complete a mission in a banged up ship that is 1 hit away from exploding.

The story overall is certainly not unique in that it has been told countless times before, in many different forms, but I still think the story is passable and has some very interesting moments - this despite the bland and generic conversations between characters. My only real let down was that near the end the story wraps up too quickly, almost unexpectedly. They really could have gotten another 5 or 10 missions out of the final story-arc and it would have been great to see that fleshed out more.

For what the game costs, and what its stated goals are, I think the product delivers on every level. Wait for a sale if you must, but do not neglect this game if you are longing for that 90's space combat experience.. Now this is a nice suprise indeed. The space battles remind me very much of very good space combat (arcade style) simulators, like from Starwars Xwing, Tiefighter, Starlancer etc. The space missions just look superb. The sfx sounds (lasers, engines etc) are worth it. It is so much fun just to able to launched into space from a space battle ship carrier and fly towards unknown foes and battle it out in futuristic space ships. The models actually look acceptable nice. The game makers actually did a lot of good effort in making a nice cockpit view. It gives the player the nice suggestion of being actually in a cockpit in the thick of spacebattles. I just love that. Well done.

Only cons or critical remarks I can make is the game really laks large bombastic music and voice dialogues. Especially in the between scenes or cut scenes. So there is somekind awkward silence in those cutscenes. Music and dialogues is always difficult to make and it has to fit into the movies.

I must add that the gamemakers tried to make somekind of story that fits the spacecombat to give it some extra content. That's a good idea I must say. Only they used pictures and text to tell the story. Perhaps if they used a moving character (puppet) like in Xwing and add some voice overs the game would have (to me at least) a more professional look. I only talk about the cutscenes and not the spacecombat. The space combat looks very good and superb. But voice overs require some good voice acting and will add to the extra costs of producing this game. Also this game lacks multiplayer features. So you wont be able to fly with your online mates in the same game.

I have to add that I do realise that this game has a different budget then the big gaming companies like e.g. Lucas Arts Studios, Activision, EA etc. Despite the critical remarks I do like even love this game. It runs smooth and has joystick support. I could play this game very well with my Logitech 3D. I expect to fly more and more in this game and have some nice hours of spacecombat with this.

Very very good and well done most definitely worth the money. I do hope the gamemakers will get the chance to produce more

games like these in the future. So if you like space combat and a good story then this is definitely a must have.. Scratches that old school wing commander itch quite nicely. Could use a little more depth, but I applaud the efforts of the 2-man team.. An excellent starfighter game--reminds me a lot of the old Wing Commander games.

You play as a starfighter pilot aboard a carrier, the U.E.A. Canopus. Fairly straight forward war story with pretty well structured missions and a bit of surprises here and there. The dynamic difficulty thing and game design even means you won't always have the same play through. For example, you might not have to dog fight in an asteroid field or you might encounter patrol boats rather than a destroyer. Good touches! Design is more of a win than the plot.

The game offers both fun and challenge: more so from the mission design than what you'll find from the A.I. at "Normal". I especially love that the games combat model balances guns and missiles. Your weapon payloads are fairly realistic, it's not too few to be combat effective and no where near enough to paint deep space in exhaust trails. You carry a loadout not to foreign from real world aircraft of today. It doesn't try to be overly realistic beyond that, those used to arcade games won't be left in the cold.

Weapons are simple and straight forward. Mainly divided by lock type (nearest target, locked target, and forget about it: we don't need no stinking locks). You'll find yourself reyling on missiles a fair bit but with no way out of a scrape without fighting it out with guns. Various gun types differ in range, damage, and rate of fire. Selection of space craft is average.

If you want a serious starfighter game this is about as good as you're gonna find on Steam. Last time I had anywhere near this much fun in such a game: I was a kid piloting X-Wings on a SEGA 32X in Star Wars Arcade, and that was a hell of a long time ago.. This is a true Wing Commander that just happens to be neither developed nor published by EA, thankfully. It is most similar in gameplay and plot to the first four main series games. There are some brutal and nigh-impossible escort missions, but for the most part, it is plain space dogfighting fun.. Im really torn with how to reveiew Eterium

The gameplay is very very similiar to how I remember Wing Commander 1 and 2 playing, which is why I bought it.

However those games had conversations and stories that made the space between missions interesting and gave a solid context to the war being portrayed.

Eterium more or less nails the space fighter sim, but drops the ball completely when it comes to tieing the missions together and providing context.. Thus it feels like playing one meaningless but fun simulator mission after another.. + easy to learn space-sim + hybrid-orchestral epic soundtrack
+ achievements

- lackluster story

- repetitive music becomes a little bit annoying

- the flat characters and boring story makes the game a lonely experience

SCORE: 6.8/10

This game is hard to review, I would give it a meh/10 if I could as its very strong in some areas and completely misses the mark in others.

Its a space combat game, so no rpg elements here which for me is a great thing. The fact that this works well with a xbox controller is also a strong plus.

Interesting combat, with lots of different missions and objectives. and the Damage model is awesome how you can get cracked displays and your guns become damaged.

Gameplay is like a solid 8/10 and well worth your time.

The negatives are the visuals, everything has this low resolution texture feel, with explosions looking particularly poor which is contrasted with the amazing cockpit designs.

Also for some reason that I cant quite work out the story is told with these really wooden manga/visual novel style anime stills which look very out of place and really dont gel with the rest of the visual theme.

I picked this up in the summer sale for £33.59 and at that price its worth your time if you like things like Starlancer or Wing Commander.

Its a little rough around the edges but the actual gameplay is solid. The dev's also kindly added a demo so because its a little rough I would try before you buy.

7/10. Eterium is a space combat sim in the vein of the old Wing Commander and Freespace games. The influence of Wing Commander is apparent from the get go with things such as speaking to crew members between missions, carrier landings, mission types etc.

For fans of Wing Commander, WC Saga, Diaspora, Freespace, X-Wing/Tie Fighter or space sims in general there is a lot to enjoy here. Functionally the game works very similar to those older classics in both controls and mission design.

Gameplay wise it is a solid sim with enough depth to keep it interesting without being overly complex or simple. You will fly a variety of craft each that feels and handles differently and be able to play around with various weapon loadouts. The dev's have included blackouts and redouts here when you perform heavy maneuvers and I like this addition. Also your pilot's head sways when you turn which I think is a lovely touch.

Another excellent feature is that when you are escorting vessels the hud not only displays the vessel you are to protect but also highlights enemies that are attacking that target with a different colour on the radar. This makes escort missions MUCH easier to handle and takes away a lot of the frustration. Combine that with the easy Wingman controls allows you to respond to changing battlefield conditions very rapidly and allows you to focus fire on particular threats.

Your craft is a lot more "squishy" than in many games. This takes some adjusting to much makes the dogfights much more intense and rewarding.

This was the easiest game to setup my T.HotAs X for, the setup screen in the launcher is very helpful and you can see what inputs do what allowing you to quickly setup a control scheme that works for you.

Graphically the game is decent with a slight cartoonish feel yet this lends itself to the vibe of the game. Considering this was a part time project by a 3 man development team I think the graphics are perfectly acceptable and the handling of the craft feels responsive and unique to each vessel you fly.

The AI is good, acting intelligently and scale up as does the difficulty. Your own wingmen work well and depending on the skill can be a major asset in battle, unlike some games where they are more of a hindrance than a help.

Out of the cockpit your home base and comrades are rendered in 2D, with the characters displaying clear eastern influences.

When at base you can navigate to different areas and speak to different crewmen similar to Wing Commander.

There is no dialogue in the game, everything is written in text. While this is fine for out of combat socialising, in combat it makes it harder to determine messages during the heat of combat.

Storywise the game is ok but it throws a lot of characters at you very quickly making things more confusing than they need to be, especially since some of them you appear to have a history with. Given the fact that the characters are practically thrown in your face it makes it harder to get to like them. I believe the game would have been better served providing a smaller, more flesh out cast but that is perhaps down to personal opinion.

I also do not like that you are given virtually zero backstory before being thrown into the main story. Combine this with the fact your character seems to have history within the way, where he serves and with certain other characters makes things more confusing than they need to be. An intro story, perhaps in the manual or somewhere giving some insight into the story, who you are fighting and why would be appreciated.

The story and dialogue is ok without standing out. Cookie cutter but enough to keep you engaged and in your cockpit.

Music is ok, does the job.

Overall I find Eterium to be a solid sim especially given it's three man dev crew who made it as a side project. That being said, Eterium holds up well in it's own right. It is not a big budget game but handles well, is fun to fly and is available at a modest budget.

I would recommend this to anybody who enjoys space flight sims.

Score: 7.5/10. If you enjoy silent anime portraits that never change and repetitive missions of killing the same basic enemies over and over again, this is the game for you.

If you doubt me, then here's a quick look video I made showcasing this game. Warning: It might be as painful to watch as it was for me to play.

http://youtu.be/vs8hxst_6pAU

[For those of you that believe, I'm sorry, but I just can't recommend this game. And certainly not for the price of \\$20. There is little to no variance between missions. You fly from one point to another, which has either enemies to shoot down in a typical bland space shooter fashion, asteroid fields that pose no threat to you and are a waste of time, or nothing at all. That's right, the game makes you fly to empty points time and time again.](#)

[My brain just melted from the monotony. The worst part is that when you mess up, you basically have to do the entire mission over again. You also have to skip through the the dialogue leading up to it again, too. There are no checkpoints between navs, which is painful because I don't enjoy fighting all of the same enemies again that fly faster than me and are hard as nails to hit sometimes.](#)

[Needless to say, I'm very disappointed. I love anime and I love space games. This should've been a hit with me, but its lack of content and depth made it fall flat. The whole thing just felt lazy and thrown together.](#)

[Do yourselves a favor and stay away from this. There are a ton of better games you can get for 15 and 20 dollars.. Yes! Wing commander meets anime style cutscenes. So frickin fun. You guys could make 10 more of these and i will buy them all!. Very good--> Controls, music, sounds, space combat, good story, gameplay. Great---> cockpit and exterior ship graphics, along with the outerspace atmosphere with planets in the background have great graphics also. Great--->, wingman interface controls with weapons along with coms. I don't know why everyone is saying this game has bad controls. It is great with a game pad or a joystick, but if the key board and mouse is your thing go for it. Very cool old school 80's and 90's feeling space shooter. The only issue I have with this game is Its very repetitive and the explosion graphics and gun fire along with the character graphics could of been better, but this game is fun. If you like space sims or grew up with Wing Commander, I reconmend this.. Forget the boring story and pretend it's Wing Commander. Ignore the terrible 2D drawings of your fellow pilots and don't bother trying](#)

to keep track of their 10,000 names. Then load up with FF missiles and go be the Red Baron in space for a few minutes. Gameplay is everything in this one, not the "story".

Also, yes there is a lot of flying to empty waypoints, but that's what autopilot is for. It may have been an annoying and boring part of the Wing Commander games, but it was something we all remember and by god it's in there. Use that time to have a sip of your beverage of choice.. Great game that will surprise you on a lot of the little details. You just have to get yourself past the anime characters. For \u00a33.99 its alright. Its basically Wing Commander/Starlancer but missing some key things for me:

Missions are repetative. Patrol here, blow up some fighters, patrol here, see if there's more fighters to blow up.

- Story is...the usual. Alien space fleet needs blowing up, defend the human space, pew pew pew.
- Only 4 hours in and I think I've seen everything it can show me (looking at the ship database).
- So far only been able to fly 2 ships. Dont have any control over the ship type either (just missile loadout).

Basically if you reeeally have that itch - this will scratch it. But you walk away wanting more from it. Would rather the devs put more into this and charge \u00a310/15.

Oh and a bit buggy - compeleted a main objective, but had to eject on the way back. Managed to hammer the eject key - after the 'blown up' animation....but still got a "well we picked you up, but you failed the main objective". Huh.

[Dark Sun Pictures' Dark Sun - The Space Shooter full crack \[Keygen\]](#)

[Storm of Jigsaw Puzzles zip Download](#)

[Download Amber's Magic Shop .zip](#)

[Rewind full crack \[portable edition\]](#)

[Ultimate Doom download apunkagames](#)

[Star Swapper Download\] \[cheat\]](#)

[Remnants Of Isolation Download\] \[serial number\]](#)

[Klang download compressed file](#)

[sZone - Rabbit Mask Free Download \[key\]](#)

[ShockRods download xbox one](#)