
SPACECOM Crack And Patch



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About This Game

SPACECOM – a strategic-to-the-bone, starfleet command game in which deception, smart movement, and choices to battle decide victory or defeat.

No coincidence, no luck. Spacecom pushes your ability to strategize with a focus on real-time tactics and planning. Use proven maneuvers learned from military legends or devise your own plans.

Test your wits in single player campaign, go head-to-head with up to 5 opponents in multiplayer or experiment with new strategies in AI skirmish mode. Most of all, you'll need a bright mind, cunning, and sound tactics.

When the war begins, leave the little things behind and dive into austere soundscapes as you immerse yourself in starfleet command. From now on, what matters is your grasp of tactics and strategy, not how fast you can click. Spacecom is about creativity in planning, not complexity of game mechanics.

Key Features

- Single player campaign that will test your wit in diverse tactical puzzles
- Tense multiplayer - dominate up to 5 players per map
- No coincidence, no luck. What matters is good planning and successful execution

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- Sound designed specifically to trigger strategic thinking
 - Minimalistic visual design inspired by military technology
 - Created to exalt smart thinking over fast clicking

Previews

"In a market currently dominated by MOBAs, SPACECOM is set to offer a more nich perspective on strategy. Focused on concise combat roles and managing supply routes, it's all about using limited resources, to outwit your friends." - [GameTrailers.com](#)

"What really strikes me is that all of this is presented in an incredibly minimalistic style.(...) There is none of the distraction of flashy visual effects or incredibly renderedenvironments, this is pure strategy.(...) For me, an advocate of game mechanics above all else, this is as close to pure space strategy as I've seen and I'm really looking forward to the finished product." - [gaminglives.com](#)

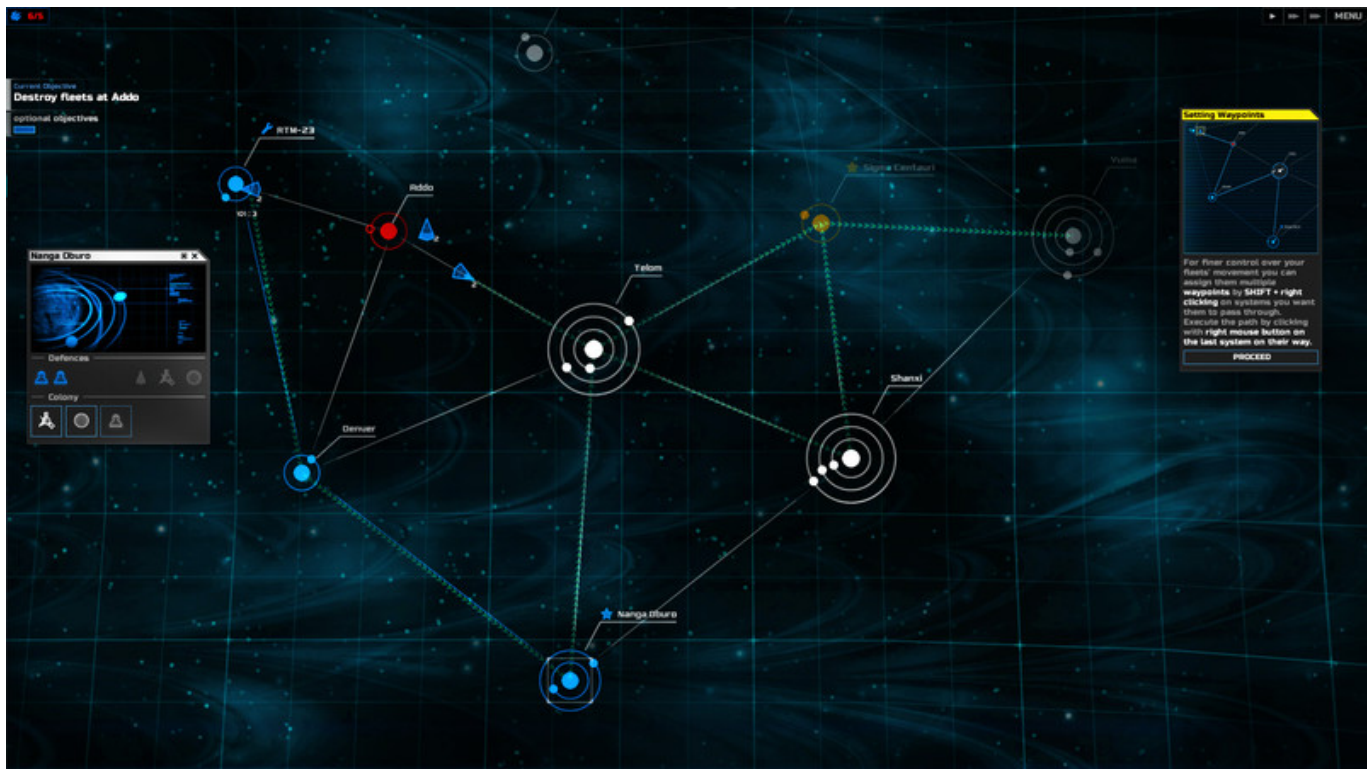
"Spacecom is an interesting idea, as a quick-play strategy game. In a genre that tends to frighten off newcomers, Spacecom is poised to be the title that welcomes them in with open arms, avoiding complexity while still offering that classic 4X feeling. " - [Criticallysane.com](#)

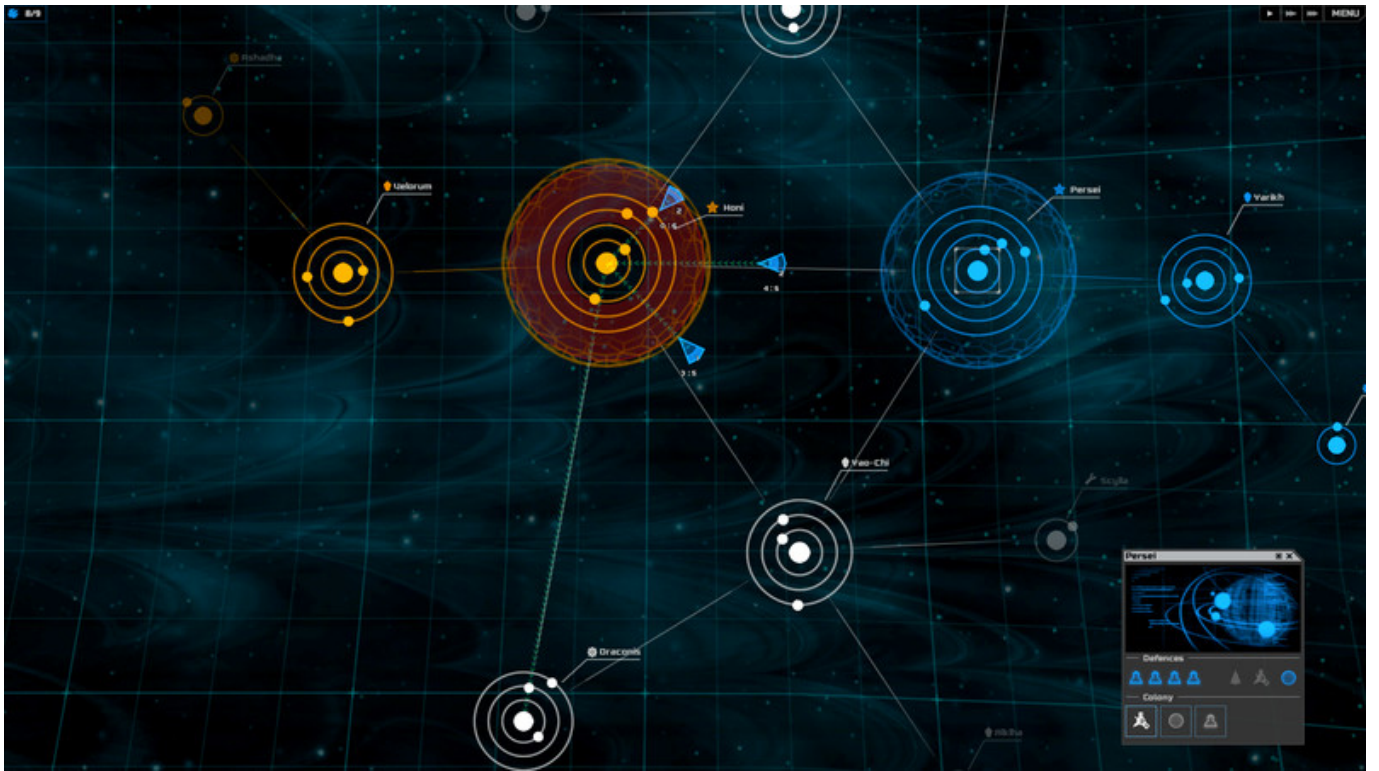
Title: SPACECOM
Genre: Indie, Strategy
Developer:
Flow Combine
Publisher:
11 bit studios
Release Date: 17 Sep, 2014

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English,French,German,Polish,Russian







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SPACECOM is a space RTS similar to that of "Planets Under Attack" in that you'll build fleets and move them around to capture solar systems. It's easy to pick up and play, I thought, but the different fleet and planet types serve to keep things strategic and interesting, Well worth the asking price of \$14.99.

<https://www.youtube.com/watch?v=-gl-p4me0A4>

<https://www.youtube.com/watch?v=ttjd1Ez9LEg>. Great minimalistic strategy. Spacecom is a strategic-to-the-bone starfleet-command game with a heavy focus on multiplayer. Using 3 types of fleets (siege, invade, battle) and 4 types of planetary systems (hubs, shipyards, repair yards and supply systems) command your armies to dominate in the galaxy. Capture enemy hubs using proven maneuvers learned from military legends (blitzkrieg, burnt-ground, cut supply lines, outflanking) or devise your own plans. Raise smart thinking over fast clicking in galaxies with up to 6 players in Multiplayer mode.

The music and sounds floating around in the background are nice – they give off a feeling of floating in space, listening to radio traffic. The music is standard for a space game, with ethereal haunting notes that seem to echo around your speakers or headphones.

SPACECOM keeps things relatively simple. No tech trees, no ship modification, no complex planet management. Instead, you have three fleet types – Battle, Invasion and Siege. How you use the fleets you build to control systems is important, since your opponent is working against you every second of the game. You'll also be able to build things like a Kinetic Shield to slow the enemy from controlling a system (and it makes a huge difference during space battles, since enemy fleets may focus their fire on the shield instead of your fleet), Battle Stations to fight back, and Ground troops to slow enemy invaders from conquering the planets. The fleets are were it counts, though.

All in all, SPACECOM is a game that will have strategic/tactical gamers coming back. Why? Because it's deceptively easy and fun. You have a rating, as well, to tell you how well or bad you're doing, but don't let that get you down. You can win games just by being persistent.

So, to sum up – SPACECOM – It's a strategy/tactical game about planning and executing that uses minimal graphics, simplistic units and easy to learn. If you like games with depth that don't involve hours of research and detailed space battles, then you'll like SPACECOM. If you like fast, real-time strategy with tense moments, you'll like SPACECOM. If you want to fly a ship around space, track every little detail about every battle, micromanage planets down to the individual citizens ... well, SPACECOM may not be your thing.

Good luck and have fun everyone!. This game is not worth the money. It is insanely hard to get all optional achievements and the game as such is rather bland.. This game is fun. I really hate that it doesn't have the scene that it needs. Telling my friends to try it out and hopefully they tell their friends....Think that's how it works. haha. Great concept guys. If there was a F*&k yes button on the "Do you recommend this game?" I'd be mashin on it guys.

You know what, the game wasn't bad, I even considered buying it. But after the rude and offensive treatment we got as beta testers. I will never buy anything from this development studio. No matter how good it may be.. This is pure and simplified space strategy.

Really easy to get into, with also simple but nice graphics.

Good for casual strategists or for hardcore strategists looking to try something that can be played in a short time without a ton of options and warnings at every turn.. i played the beta for like 6 minutes, reminded me a lot of Anomaly.

Then the beta key i was given on an official giveaway was Revoked. apparently the devs gave full keys by accident, then revoked them.. I would like to see more skirmish and campaign scenarios, and how about some HUGE/EPIC maps?. I did the beta, this really seemed like it should be a free game... It is not worth 14.99, FTL (a much better space strategy game) is only 9.99.. The name "Spacecom" is reflected in the cool sound effects of highly static radio messages. Which you might expect if you were sending messages across many light years I suppose due to free space path loss... but I digress.

Game music is good (and that's saying a lot). Game play hooks me quite easily. Well done!

If it was just the space battle that would be plenty - but then there is levelling your own character, because, OF COURSE!

If you've never played a space RTS, this is a good introduction to the genre. If you have, this is a minimalist implementation, and still fun to play.

All the usual elements are here. Speak softly and carry a big fleet. It's a race of who can get the biggest fleets fastest and send them to the right places, and a micromanaging jam. Maybe a bit too clicky - there are no waypoints unfortunately, so you have to manually direct every ship that is manufactured. Certainly not a deal-breaker though.

I bought this on sale \$1.49 - and I feel no regrets. If anything this game is inspiring and I appreciate the work that went into it.. No.

Just no.

This game's value is no more than 5-6\$;)

Very simple graphics, very simple gameplay. I do understand that is the spirit of this game, but you can find a better indie products within this price.. Very bare bones but fun.. It's fun, and the game plays well. Single player is like the tutorial and is supposed to prepare you for skirmish missions and multiplayer. 12 missions. Unfortunately there's no one active in the lobbies so the only option is skirmish. It's easy to learn controls are natural and easy to master. It's pretty basic, not many extras. Just a good game that plays well.

If you're interested and like strategy games, and it's on sale, then buy it.

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