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## Starship Zvezda Activation Code



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## About This Game

Zvezda is a 3D space combat simulation. It is inspired by games such as Wing Commander, Freespace, X-Wing...

You are a pilot of space fighter, a small but destructive space ship, fully armed with plasma guns and missiles. Your carrier, Zvezda is cut behind enemy lines and through ten missions, you and your team try to strike back at merciless enemy.

Missions consist of defending your carrier, flying reconnaissance missions and destroying enemy capital ships.

Typical mission starts with briefing, where you will learn about mission. Then you will take off from carrier and will then navigate (hyper jump) from waypoint to waypoint. At each way point, you are expected to clear enemy presence and defend our capital ships. Typically, you will fly with a group of wingmen.

Games is best to be played with a joystick, since game is quite demanding, at least at high difficulty. Joystick adds much fun into gameplay. It is strictly single player, with emphasis on flying and fighting and not on trading, building or strategy.

Game uses **AUTOCENTER** so it automatically tracks enemies - if you don't have a joystick, this is a must!

Game has just been upgraded:

- many bug fixes
- two fighters to choose from
- gameplay, fights
- added missiles
- improved campaign

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Default keys:

- M- missile
- Left ctrl - guns
- J - jump
- C - communications
- T - target enemy
- F - target friendly
- W,S - throttle ( or joystick throttle)
- Tab - turbo (or mouse wheel or joystick throttle)
- Arrow keys - rotate (or mouse or joystick)
- space - center on target

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Title: Starship Zvezda  
Genre: Action, Indie, Simulation  
Developer:  
Ivan Bolcina  
Publisher:  
Ivan Bolcina  
Release Date: 22 Apr, 2019

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**Minimum:**

**OS:** Windows 10

**Processor:** i5

**Memory:** 8000 MB RAM

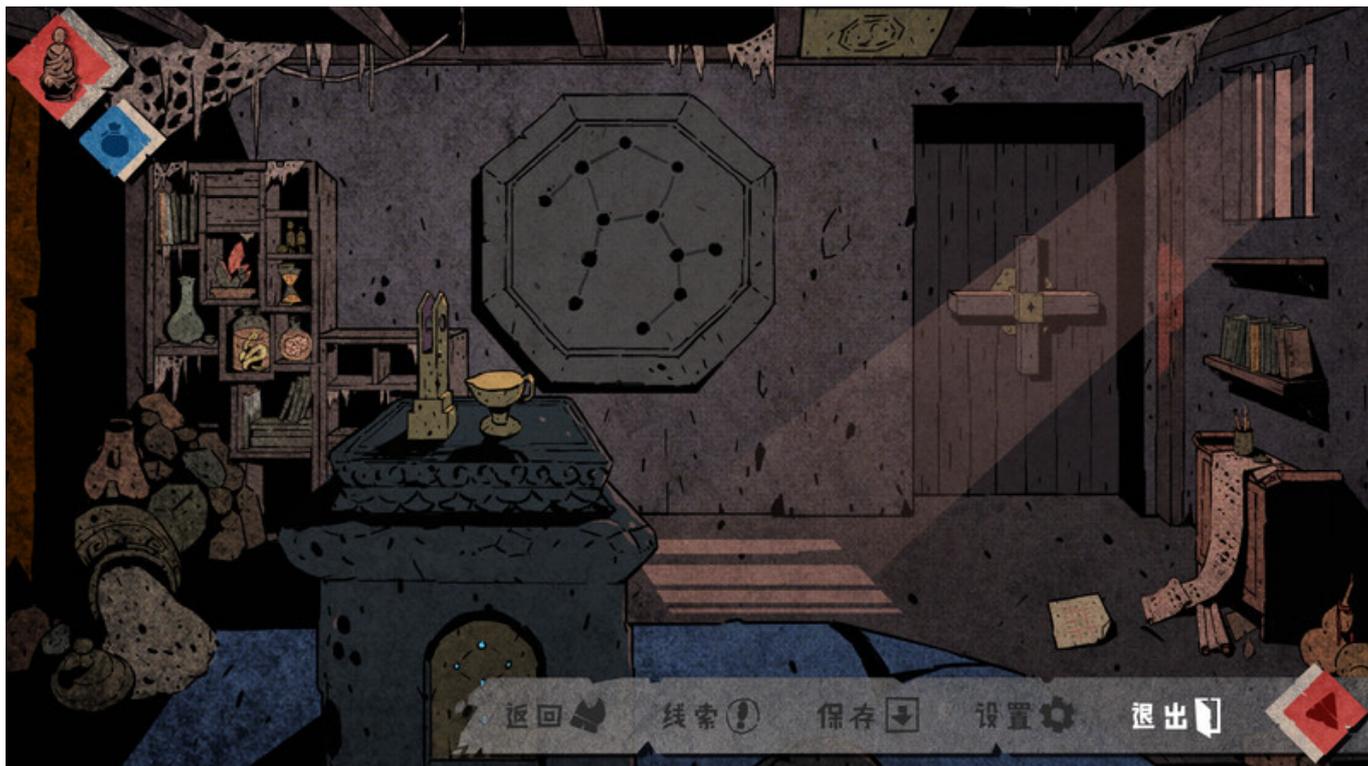
**Graphics:** Nvidia 750Ti

**Storage:** 2 GB available space

**Additional Notes:** Best played with joystick

English





Language of Power

**[General]**

**Prerequisites** Words of Power, Linguistics 5 ranks

**Benefit**  
Increase the save DC of all evocation spells you cast with a somatic component by +1. You must speak the spell in orc to gain this bonus.

**Normal**  
Those who truly study the orc language, who treat it as a living thing, can unlock the secrets it holds.

Iron Fist

**[Racial, Combat]**

**Prerequisites** Orc or half-orc, Ironhide

**Benefit**  
You gain a primary slam attack that deals 1d6 damage.

**Normal**  
Orcs are known for their strength and prowess. It's even said some of them are more dangerous unarmed than a knight in full battle regalia.

**Special**

Charge



0 Modifier

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### **v0.0.70 On the Horizon:**

Hello Testers,

As you may have noticed or not , the last updates where just about the version number v0.0.69.  
But now it is time to move forward and for us the version 0.0.70 marks a big Step.

So what is new?

Actually not much, it is just a milestone for us because with this update which will come out soon we created the basics for bigger updates,  
such as a better main menu, multiplayer, animations, hud and more.

Also this update will remove the pumpkins from the map, to get ready for a special winter / christmas update comming at the beginning of december.

Thanks for reading,  
And as always thanks for playing Space Survivors Shooter

With kind regards

### **PR Manager SequenZz. Minor Update:**

We fixed some problems with mouse mouse pointer and now the game should run smoothly. If you encounter any difficulties, please contact us!. [sequenzz@ocube.net](mailto:sequenzz@ocube.net):

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[sequenzz@ocube.net](mailto:sequenzz@ocube.net)Shift

[sequenzz@ocube.net](mailto:sequenzz@ocube.net)Q597671541

<https://store.steampowered.com/curator/33077289>. **Development Roadmap Online!:**

Hey all! Just wanted to let you know we've completely updated our website, including a Development Roadmap.

Come check it out! [http://rogueislands.com/?page\\_id=2](http://rogueislands.com/?page_id=2)

### **. Update v0.0.79 (Winter is commig):**

Hello Testers,

Its been i while since we did the last update announcement, but here it is.

Since we have now the begin of december we thought it was time to bring the snow back in to our game even if we had no snow in reallive until now.

So this means we added the same winter update as last year with some snow and snowmans, but for now no zombie snowmans.  
We hope we get them in a little bit later.

So what else did we change, well as you may have notice we changed the start map to a in my perspective better looking map and also did some small changes to the menu. We also fixed some multiplayer bugs which are mentioned in the change list at the end. But thats not all we also did some improvements to our textures our trees and added some new assets.

We hope you all like the new update.

Changes:

- The Money from barricades is not show correctly to clients (fixed)
- If the host buys a way open it does not synchronise with the clients. (fixed)
- Player can still move when escape menu is show (fixed)
- Added a new start map
- Replaced old map with the Zity (WIP) map
- Added a helicopter and an airplane assets
- Replaced big house in the zity map with a better one.

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- Bullet collision (in verification, in for testing)

So a small change list i know but we will have more things to come, i say much about them know but we will release a new trailer and screenshots and as well upload our first dev vlog video on our youtube channel were will also talk about upcoming features.([https://www.youtube.com/channel/UChX1P\\_mHNWCcaa9oHvHiRAg](https://www.youtube.com/channel/UChX1P_mHNWCcaa9oHvHiRAg))

As always thanks for playing Space Survivors Shooter.

With kind regards

Developer Team. **Dev Journal: Cities of the Dead:**

Here is the next update on the Necromancer Class Design, thanks everybody for the feedback. Here is some of our progress that hopefully answers some of your questions and may be it incorporates some feedback here and there. There are many aspects to this class, but we'll start at the root which are the mechanics for Undead towns and transformed undead races.

For the full dev journal, see the [news post](#)[ageofwonders.com] on our site.

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