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## StarDrive 2 - Shipyards Content Pack Cheat Code For Xbox 360



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### About This Content

#### StarDrive 2 - Shipyards Content Pack!

This content pack expands upon the base game by adding new ships, heroes, and features!

This pack includes:

- 13 new customizable ship hulls ranging from the smallest corvettes to two HUGE new Titan class hulls
- Each of these hulls has a **special passive ability** to differentiate it from other ships on the field. Some ships gain bonuses with certain weapons while others may have increased defensive capabilities
- A new fighter and heavy fighter expand your force projection powers when using these new hulls
- All of the new ships employ a **dynamic weapon turret** system. Depending on the size and number of weapons installed on your ships, you will see weapon turrets appear on your ships that track their targets independently!
- Two new heroes join the roster in this content pack: Wyatt, the Notorious Outlaw, and Vos, the Master Engineer! Their powerful abilities will surely help you win your next Brutal-difficulty run, won't they?

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Title: StarDrive 2 - Shipyards Content Pack

Genre: Indie, Strategy

Developer:

Zero Sum Games

Publisher:

Iceberg Interactive

Release Date: 22 Jun, 2016

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**Minimum:**

**OS:** Windows Vista / 7 / 8 / 8.1 64 bit (32 bit NOT supported !)

**Processor:** 2.5 Ghz Intel Core 2 Quad Q8300 or equivalent

**Memory:** 4 GB RAM

**Graphics:** 1 GB nVidia Geforce GT460 or equivalent, 500 MB ATI HD4850 or equivalent

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

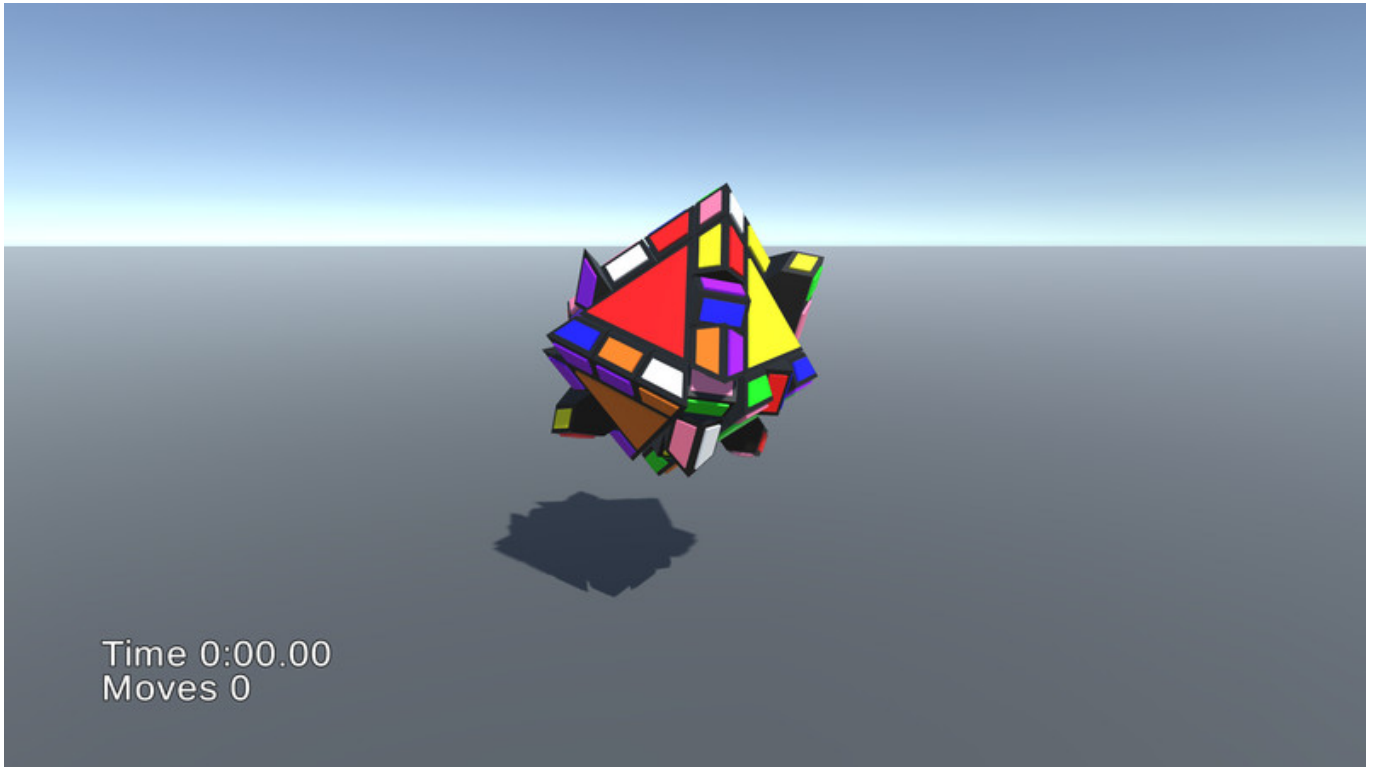
**Storage:** 100 MB available space

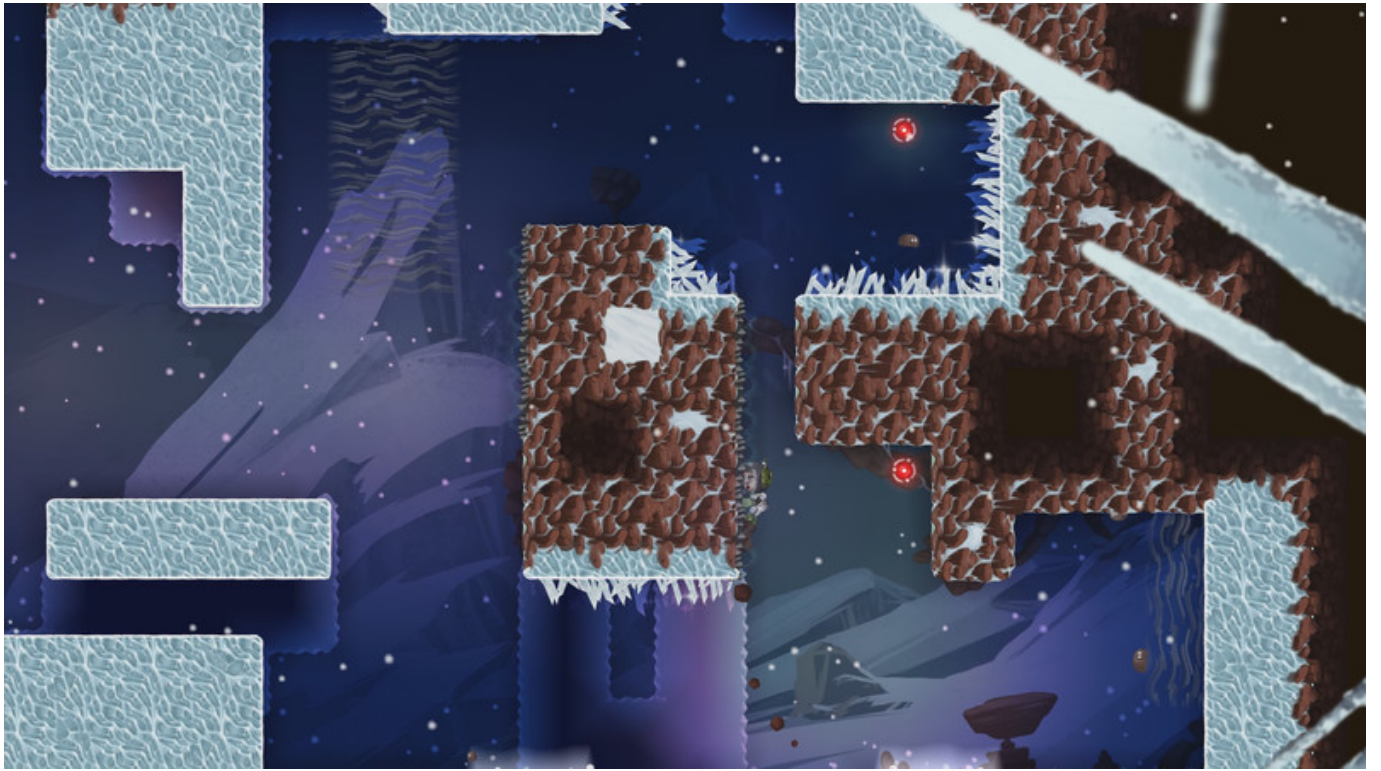
**Sound Card:** DirectX 9 Compatible Audio

**Additional Notes:** Minimum Resolution: 1366 x 768

English,French,German,Russian







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It was a difficult decision to give this game a thumbs down, when I would, on a non-binary rating system, give it a passing, yet slightly below average score. A scoring bug and a clunky UI were the deciding factors.

Pros:

- Graphically appealing, the best of the genre that I have tried.
- Supports 4K resolutions.

Cons:

- (Bug) The scoring system is FUBAR in higher difficulties. Nothing like clearing a high difficulty tileset and receiving a score of minus 24 million and some change.
- (Usability) It is impossible to judge the height of stacks without moving the camera, and the mouse responsiveness is bad. Repositioning the camera is much harder than it should be. I've played much more user-friendly 2D MajJong programs.. This game is absolutely incredible. There's a lot of depth hidden under the surface and it's a really big surprise on just how solid the game is. It's one of those games with simple mechanics and endless permutations on creating puzzles with them, throwing in new elements once in a while.

Basically, the gist is, it's an open world puzzle platformer which is heavily reminiscent of La-Mulana and Fez, with gameplay similar to.. Blocks That Matter, in a way? If you liked any of those titles, I say there's a pretty good chance you'll like this one too. And not to turn this into a review for other games, but if you *haven't played any of those titles, please do!*

*Anyway, if a game is this reminiscent of the best parts of some of my favorite titles I've ever played, I can't help but give this a favorable review.. no help from devs or on the forums! This game is bad and worst buy on steam i ever did!. There's quite a few reviews that describe this game the same way. I think the primary reason behind that is The Legend of Dark Witch 2 is 100% an homage, if not a 'love letter', to the Parodius and Megaman franchises.*

*It starts with the base mechanics... You have in level upgrades that you can select as you accumulate 'Tres'. This is the Gradius\Parodius mechanic. A bar along the bottom of the screen grows as you kill enemies, the farther along the bar you are, the more powerful (relatively) the upgrade is. You can activate the power-up at anytime with a button press (B on an XBox controller). 100% the Parodius power-up system.*

*Each level has an end boss with a specific weapon that you learn once you beat them. To get to them it's a side scrolling, run and gun platformer. You can play the levels, for the most part, in any order. This is 100% the Megaman modality.*

*The two styles mesh perfectly together. Playing through on Casual, the game was simple enough but it had sufficient challenge and I'm looking forward to tackling the harder levels.*

*I do see this as more of a Parodius X Megaman than Gradius based on the beautiful, charismatic and cartoony characters and environments. Several of the stages are just full of detail and really harken back to the 32-Bit console days. TLoDW2 feels like a Sega Saturn game.*

*Even better, the mechanics aren't limited to just choose your power-ups and choose your path. There is also a light RPG mechanics where the Tres you accumulate is carried over. You can then exchange Tres, and the hidden Syega crystals, for upgrades to your weapons and power-ups. I hoarded Tres probably a lot longer than I should, mostly just upgrading the increased Tres drops by enemies (always take your XP multipliers when offered) and increased base damage. I struggled a bit on the final boss until I really committed to increasing my overall health (which was a mistake to hold off on) and unlocking at least the recovery magic item.*

*I was enjoying the game up until that point, but I realized I loved this title when presented with the new game plus and mini-game options. For New Game+ you unlock the bonuses you want with another form of the Syega currency. Things like higher jump, simplified blocking and increased health. Even better, you not only earn Syega by completing the game but by playing the mini-games! Spending some time with the video poker mode, I was able to unlock more bonuses. And while it's just video poker, I loved having a way to unlock power ups in a relaxed, low key manner.*

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Clearly a ton of thought and heart went into this game.. I bought this slightly on sale for \$4.24. And for a game that price, I was actually pretty impressed.

TL;DR: 8/10. Would buy again.

Pros:

*Pretty simple to learn*

*Good overall story and well done storytelling without being too intrusive*

*Fun and well designed*

*Challenging (depending on difficulty level)*

*Cheap (did I say I got it for \$4.24?)*

Cons:

*The graphics make it hard to differentiate units sometimes*

*Placing new units (riflemen) near old units (bowmen) means the bowmen will never earn enough kills to be able to upgrade. I mean, it's probably possible, but unlikely. I guess I could have balanced that better myself, but just something worth noting*

*Two fairly short campaigns, but also includes arcade mode and multiplayer (which I haven't used)*

*. I found a bug at the last quest where you have to put the meatpeople into cages, i put the first one into the cage and then the second one and it took me back to the princess saying that i put all three meatpeople into the case while i didn't do that. Firstly i putted the 3rd one into the case and then the first one. Maybe i had to put the second and then the first one in this order idk.*

*~All in all it's a great DLC, i do recommend it!. very creepy and unsettling but not too creepy and unsettling. perfect balance and its an interesting puzzle. its an interesting puzzle. perfect balance.*

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Haunted is a funny point&click game with easy puzzles and funny references to the Lucasarts era. It is relatively short, but it has a bonus chapter which is unique among p&c games.

In chapter 5 there is a bug which does not allow you to continue the game, so save often in chapter 5!. An indispensable DLC, worth even full price. The Teslazi is my favourite weapon in the whole game and some of the new perks bring to the table a much welcome increase in survivability. Epic weapons are super strong and fun.. I follow the development of the game since the beginning and I'm glad to see Oniken on Steam. Great platform game, tough as hell to beat and gives the player tons of fun. Highly recommended! =D. Disharmony is an excellent expansion pack to a fantastic game that adds a lot of things that were missing from the base game, the one problem I have with Disharmony is the Harmony themselves, they aren't properly balanced with the other races and tend to be drastically weaker than everyone else.. love the game, please add more dlc I willing to buy more. This game started out very well but about an hour in you will realize that its the same thing over and over. Theres no progression, there are no levels, there is a very thin story that holds 0 interest, there is one tile set and the characters you have at the start are going to be the same to the end.

The game has 0 variety while lasting way to long. I got through the second chapter in about 2 hours or so and there are 4 more which would make the game roughly 6-7 hours long. Theres just no way I could finish this game knowing its going to be the same thing for 5 more hours.. Like most people I utterly lost it at the news that Porsche was coming to AC, its my favourite brand, my favourite racing game, am I biased well of course. Porsche had a 10 year exclusive agreement with EA which was broken for this three part dlc fest. The winningest manufacturer finally accurately recreated with the current state of the art technology available today.

Porsche 911 Carrera S: You will get a lot of people that wander why this still exists, its not going to destroy records, the Cayman beats it at a lot of tracks, its the pure experience, its that feeling of making you feel 10 again and loading up that first racing game that got you hooked backed by that beautiful soundtrack it provides, the 911s are renowned for their driving experience and that addicting transition from understeer to oversteer never gets old. Also dont worry, its rival the Corvette lets you recreate one of the most legendary rivalries of racing history.

Porsche 718 Cayman S: Take all of the flaws of the Carrera S and throw them out the window, that is what the Cayman S is, not everyone will like it, the boxer engine doesnt scream anymore, the balance is there, the speed is there, you will question how on earth you are achieving such speeds and laptimes. This car can punch way above its weight, it can give a SLS and a R8 a serious run for their money.

Porsche 918: This is it, the pinnacle, the spearhead of Porsche and you know what that means, Assetto corsa has the holy trinity. It takes a lot to break physics and if anyone will do it then its Porsche, this car pulls like nothing else, the power loss at the wheels is way less then its rivals and its more hybrid power by it understeers due to its weight. You can win with any one of the holy trinity but makes for some wild races, these are cars that will be remembered for decades, this is a rivalry you seriously dont want to miss, which ever side you pick you will have a wonderful time.

Porsche Cayman GT4 Clubsport: Specs wise this shouldnt be as fast as a normal FIA GT4 car but the cayman puts up on hell of a fight, there is a reason why this racecar was sold out for over a year when it came out, every team wanted one, because they knew Porsche werent messing around, when it comes to racing very few can hold a candle to Porsche. The GT4 continues that ability, taking a lot of the parts from a 911 GT3 this car can cut tracks apart and do unmentionable things to its rivals, some cars favour certain types of tracks, this favours everything, this is the epitome of balance. The downside is everything else may feel bad as a result.

Porsche 911 RSR 1974: You cant have porsche without the widow maker, this car requires your full attention at all times, you need to be focused if you want to tame this beast. It will oversteer everywhere, you heading into a chicane OVERSTEER, you going around a S formation OVERSTEER, you driving in a straight line OVERSTEER probably. This also has the best sounds in the game bar none, nothing comes close this has a utterly beautiful soundtrack, I can only hope this gets some rivals soon as it a masterful car which is an incredible amount of fun.

Porsche 935/78 Moby D\*\*K: Ok so you read above paragraph, that was a car with 300 bhp, now take the same car, the same characteristics and slightly nudge the bhp to 800 and add the mother of all turbo lag. This is utterly frightening, you need to be on the top of your game for this, the devs dont trust you so its capped at around 600bhp by default and you can open the turbo fully to 800bhp if you are feeling up to it. Everything is amplified here, this is the edge of technology from the 70s, had this got



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better tyres it would have destroyed Formula 1. You will fail with this car many times, its not easy but its an achievement when you can get a good lap in. If you are 10 you can take pride in knowing it has a naughty word in its name, its that hardcore.

Porsche 917V30: Ok so you read the above paragraph, yes this is happening again. Porsche in their infinite wisdom thought they needed more power because 800 or so clearly isnt enough. So this makes around 1500bhp with the turbos on full tap. Let that sink in for a bit, its crazy, like seriously dont know how to explain it. This is an experience like no other firstly because no other games have dared adding the 917V30 and because you need to make sure you have health insurance before driving it ingame. It wheel spins in all gears, you can be going 200mph and its still spinning, no one knows how fast it can go because there arent any straight lines on the planet to contain it. This also have a unique feature that you can to care about, this drinks fuel at a ridiculous pace like you are dropping KGs of fuel off the car each lap so you need to take in mind that across a race the characteristics of it will change quite a lot keeping you on edge, there is no mastering this car, there is respecting it and hoping that today its not angry and doesnt want to smite you and your close family down. If you have the pleasure of heading to Zuffenhausen in Stuttgart for a day or so and see this in reality you will realise its actually a gokart with big wheels so its probably a good thing that nothing think like this will be creating again for our safety.

Doesnt matter if you like Porsche or not, if you are remotely interested in motorsport or cars in general this is already a solid buy, for the price nothing can touch it and there is something for everyone all wrapped nicely into this neat package now stop reading this and get it already.

tl;dr: Cars for all generations, all types of characteristics, all award winners, the quality is there in all ways its a solid buy.. Over all it's not the worst game I've ever played and I do recommend it. There are some spelling and grammer errors, but I can let those slide because I honestly find them extreamly funny (Light the campfire and\u2665\u2665\u2665\u2665\u2665 and I personally would prefer they focus on improving game play over improving the grammer and spelling.

The controls are a bit difficut and jerky and the lighting is definantly an issue, going out at night is pretty much impossible. Also, I gave a tool\weapon to a character to use and then they dissappeared and I had to completly restart to the beginning because I couldn't progress with out that tool and I'm not the best at saving on more than one save file, even though I know I should.

It would probably help if more hints were given, you're given tasks with little to no directive. You kind of have to go in blind and then wing the game a lot of the time, a mini map or some kind of hints would be a huge help.

Yes it has it's issues, but it is a 5 dollar game, and in the end it's worth what you pay.

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