
System Crash Portable

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About This Game

System Crash is a story-driven cyberpunk collectible card game inspired by *Blade Runner* and *Neuromancer*. When corporations own everything and the line between

Title: System Crash
Genre: Indie, Strategy
Developer:
Rogue Moon Studios
Publisher:
Rogue Moon Studios
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English

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System Crash is a fun cyberpunk CCG where all the opponents are controlled by the computer. Most of the fights are a bit too easy, but the plus side is there are no frustrating areas to get stuck on. The game is fairly low budget, but that didn't impact my enjoyment of it. You can (and should) build your own decks for almost the fights and there are lots of viable archetypes (some stronger than others). A few cards are brokenly good: there's a 1-drop that draws 2 cards and there's a board reset for an effective cost of 2. If you're not a fan of deck building, you can copy online deck lists, though you'd be missing out on part of the fun. The story is decent but not exceptional some parts a little predictable but there are also a few surprises. The gameplay + the story was enough to keep me interested and wanting more. I'd recommend this game (+ both the DLCs) for people who like CCGs. Completing the game (including DLCs and playing a lot of the tournament mode) took me around 30 hours.. Story: Now this game is a story driven based cyberpunk card game inspired by Blade Runner which I know and states another game called Neuromancer. Which I will look at. Now corporations own everything in this world and the line between humans and machine is blurred. Your pushed to the only option left is to fight to survive. Instantly cyberpunk and card game together has me going ooo yeah I gotta play this one. Now this is a indie game so it is nice to good games like this from indie developers. It is showing great talent. The Graphics: Firstly your graphic options are controlled while starting up the game. From fastest to Fantastic. Resolution was played at 1080 and it looked great even with that. Nothing ingame to tweek with. But no need really. The art work on the backgrounds and even on the cards are good. Game play: You have several modules which open up after completing each. The game runs smooth for this style of game. Multiple choice responses in the conversations regarding contracts. While in fights you use the mouse control to select the cards you want to use. Even the tutorial you get in the game is easy to understand to. I can not really fault this at all. Controls: Controls are showing in the start up window under Input tab. They are configurable from there only. They are straightforward to use. The Music: Go's with the cyberpunk feel of the game which am liking. The Reply Value: For me yes I would defo return to this game to try doing it differently with different cards. Along with the dlc that is also there called Underworld adding a new story campaign to play along with a new card set to with slight changes. Bug/Glitches: None from what I could see. Overall: Story is great cyberpunk is one of my interests so this game had me hooked at that. Graphics yummy the artwork is great. I do like it when it visually hooks me to. Gameplay I can't fault it works to a T for the style of game. Controls easy and simple to deal with and configure. Music just gos with the game. Replay value is there changing card decks to challenge yourself, hell yeah. No bugs or issues with the game. For this game I give it 10 paws out of 10. Defo worth the buy if you like cyberpunk card games.. There's a good game in here, but unfortunately in my experience the game is prone to regular locks up and crashes. Mayhap if the developer release a stable build I'll re-evaluate this review, but right now I'd say buyer beware.. Many asterisks involved with this one. If you LOVE cyberpunk and enjoy card based games, check it out. The story is. pretty bad. Rather derivative and predictable. The gameplay and style is a blast. I genuinely enjoyed collecting the cards and strategically building decks. One thing I can say, though, is I have a problem with the art work. If you are a fan of the genre, a lot of the art work will start to seem. "familiar". For whatever reason, the several artists who worked on this focused entirely too much on homage. Every time a new character rolls in. oh look, it's Rick Deckard (Blade Runner), it's Angelina Jolie in "Hackers", ED-209 from Robocop 2, you get the idea. I don't think altering the silly callout characters would save the story, but it would certainly have helped me take it more seriously. The mix of artstyles is a bit jarring, too. Some things look FANTASTIC, while others look like baby's first deviant art upload. I still recommend it for all of it's flaws, because it's fun and the music is fantastic.. Do have a certain CCG Netrunner itch that you'd like to scratch? This game is for you!. Fun so far, gameplay-wise. Unfortunately, a common bug forces you to close the game and lose whatever mission you're on. I can deal with this in moderation, but once every fifteen minutes is pushing my patience. They hit the nail on the head naming this game System Crash.. Do you enjoy card games? Are you a fan of the cyberpunk/shadowrun genre? Buy this. My only complaint is that there is not more from the developer.. This game is solid. Hope they drop more DLC. Price is more than affordable. definitely worth it. Good writing.

New DLC - Flyable Drone! : Dear Players , In last times, we got many feedbacka about remote-controlled drone. Then we made a flyable drone.. Update v1.3.1 - Optimization Improves : Dear Players, We got many feedbacks about optimization. In this way, we started working on optimization. With Patch v1.3.1 Optimization is better. You should get more FPS with this update. We're working on our game hard. At soon, you'll see more news and optimization updates.. Update v.1.3.8 - Optimization Update 2 : Dear Players, We made an optimization update but we didn't reach our target. So we still kepted working on it. At

the final, optimization development is almost finished. When we make the 3D Models of our game, we didn't think about optimization. In this way, we can't do much more for optimization. At the same time, we're working on Elon Musk Simulator 2. You can be sure optimization will be much better on Elon Musk Simulator 2. Also we removed fog effect because we got some feedbacks about it.. Elon Musk Simulator 2 IS COMING OUT! : Please don't forget to add your wishlist.. Update v1.3 - Drone! : Dear Players, Today we updated our game. We got many feedbacks as survival is too hard because of oxygen. Then we decided to make a Remote Controlled Drone. What does it do? You can use the new drone to loot materials easily. With this, it will be easy to loot items.. New Update v1.1: Steam Inventory & Steam Achievements : Dear Players, We've good news! With Patch v1.1: + We added Steam Market (Steam Inventory) system to our game. +How does it work: With your play time, avarge per 1-2 hours you'll get a item drop. The items can be flags or somethings else. If you want you can use our all items in-game. For example, you can drop America flag and use it for your own colony. So all your steam inventory is combine with the game. The items are Tradeable and Marketable. Also you can buy all items for cheap prizes from (our official store). + We added Steam Achievements (30+) Normally steam achievements. We've added totally 30 achievements for now but before realese game we'll add 70 more. + We added Save-Load Game Basicly you can save your game and play it back when you want. + We added Creative Game Mode There's two types of game modes: 1 - Survival: Normal game, survival and find diamond, gold and irons to make your colony. 2 - Creative: Infinity health, eat, gold, iron and diamond. Just build whatever you want.. Away From Earth: Mars onlyvoxelgames.com is live! : Dear Players, As you know, we're a indie game development. With your helps, we're getting bigger and we're looking forward to be a company. As a first step, we launched our official website. onlyvoxelgames.com With your helps, We'll be bigger!. Update v1.3.4 - New Items and Case & Key! : Dear Players, About a time, we were working on case system. At the final, we made it. Currently you can open cases. How to open a case? First you need to have a key and a case. Cases & Keys will not drop while you're in game. You have to buy them from here . When you have a key and a case, click "Inventory" button on main menu. Then click "Open" button to open the case.. Update V1.2 - Multiplayer is Live! : Dear Players, Elon Musk Simulator is almost released. In this way we were working on Multi-Player system about more than one month. Finally we've made the tests and we've fixed much bugs in Multiplayer. Now, multiplayer is finished and we've updated the game. Lobby System: Create Your lobby and invite your friends from steam friend list.

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