
Starcats Download Xbox One



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About This Game

Four cats have broken out of prison on a distant alien planet. They must steal a ship and escape before their suits run out of power. If only they could decide who should be captain. Work with and against your cohorts to become the captain, commandeer a new ship, and escape.

Key Features

- Cooperation is a strategy, not a requirement. Make temporary allies, break promises, and watch out for backstabbers.
- 2-4 player local multiplayer
- Procedurally generated maps
- Cats! (in both corporeal and spectral forms)

Strategy

You'll have to work together if you want to survive! Four generators need to be activated to power the ship, and you can't do it alone. At the same time, players who survive get points so if you want to win you'll have to get creative.

Beautiful Landscapes

Explore randomly generated landscapes every time you crash. Navigate distinct and vibrant biomes on your hunt for generators and gold.

Tools of Disruption

Collect gold to buy items between rounds, ranging from vine traps that lock players in place to giant hammers that launch nearby players away. If you're lucky you might even be able to scavenge items from around the map.

Life After Death

Even after you've been killed you can still put up a fight. Control the spectre of your cat after death, sapping energy from other players and scaring them to death!

Title: Starcats
Genre: Action, Casual, Indie
Developer:
Symptomatic Productions
Publisher:
Symptomatic Productions
Release Date: 16 May, 2018

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Minimum:

OS: Windows 7 64-bit

Processor: Intel Core i3 2.4 Ghz

Memory: 4 GB RAM

Graphics: Intel HD 4000

DirectX: Version 10

Storage: 1 GB available space

English







INPUTS MAP SETTINGS

USE ONLY CABLED DEVICES FOR THE BEST EXPERIENCE



MIDI DEVICES: NOT DETECTED
USB DEVICES: NOT DETECTED

CLICK MIDDLE MOUSE BUTTON IN THE EDITING KEY TO CHANGE ITS SOUND MODE
AZURE = PRIMARY, PURPLE = SECONDARY

HI-HAT: **1/1**
 ◀ HI-HAT 1 ▶ **S** **D** **UP** [] []

PEDAL #1: **1/1**
 ◀ #1 PEDAL 1 ▶ **SHIFTL** **Z** [] []

SNARE: **1/1**
 ◀ SNARE 1 ▶ **V** **B** **DOWN** [] []

BASS KICK: **1/2**
 ◀ KICK 1 ▶ **X** **N** **LEFT** [] []

TOM: **1/5**
 ◀ TOM 1 ▶ **F** **G** [] []

OCTOBAN: **EMPTY** [] [] [] []

COWBELL: **1/1**
 ◀ COWBELL 1 ▶ **-** [] [] [] []

SPLASH: **1/1**
 ◀ SPLASH 1 ▶ **Q** **W** [] [] [] []

CRASH: **1/4**
 ◀ CRASH 1 ▶ **E** **R** [] [] [] []

RIDE: **1/1**
 ◀ RIDE 1 ▶ **A** **,** **.** [] [] [] []

CHINA: **1/1**
 ◀ CHINA 1 ▶ **I** **O** [] [] [] []

MAX STAX: **EMPTY** [] [] [] []

BELL: **EMPTY** [] [] [] []

CUSTOM: **EMPTY** [] [] [] []

MUTE CYMBALS: **SPACE** [] [] [] []

STICKS: **TAB** [] [] [] []

SECONDARY SOUND MODE HOLD PEDAL: **CTRL** [] [] [] []

CYMBAL FADE-IN 1: **1** [] []

CYMBAL FADE-IN 2: **2** [] []

CYMBAL FADE-IN 3: **3** [] []

LOW GAIN SNARE 1: **5** [] []

LOW GAIN SNARE 2: **6** [] []

LOW GAIN SNARE 3: **7** [] []

LOW GAIN SNARE 4: **8** [] []

LOW GAIN SNARE 5: **9** [] []

LOW GAIN SNARE 6: **0** [] []

I didn't expect anything and I was still disappointed.. A beautiful game; a lightweight aquatic scenery building game that warms the hearts of builders and fans of creative gaming. I would pay £10.99 for this so the price is a steal!. Plain and simple. See that green button click it, and it's yours.

In other words. BUY IT. \ud83c\udf1f\ud83c\udf1f\ud83c\udf1f\ud83c\udf1f\ud83c\udf1f. It's not a bad game in itself, but it suffers from a lot of negatives.

The story isn't engaging, and the gameplay gets repetitive way too soon. Even if you're there for the story, you'll get bored somewhere in the game due to uninspiring gameplay and dungeon crawling.

The music is good, the VA are super nice, but the characters feels flat and uninteresting.

I really want to like this game, I've been waiting a long time for it, but... Nah, I can't.

this game sucks, period. don't waste 15 dollars, i wouldn't even spend 5. the coop mechanism is unpolished and junk. sierra is in the pits and this was an attempt to make a quick buck.. Great game! Simple but addictive :). this game is super fun get it now. Hey! This game is excellent!

An even playfield card game is pretty rare nowadays, and this has very excellent gameplay. I can see myself sinking many hours into Pick A Hero

The dev is also on the ball fixing bugs and releasing patches

Highly recommend. Cant beat the price for the value of gameplay. If you like hearthstone at all, you will like this game. I love it. I love smashing planets and stars together and the graphics are great! I would love to see a third one! Great work!. Getting old, but still good fun. i can see it is a well made game and much liked but for me it is just too boring. I love the idea of this game, the graphics are awesome and the golf swing feels great. I own both this game and the Golf lub VR which is this games main competitor in the VR space and this game should/could wipe the floor with TGCVR on so many levels but it doesnt.

On the Oculus Rift I find the golf swing so unreliable and unpredictable that one minute I am hitting a great shot, the next is out of bounds. I'm not sure if I am swinging too fast but each shot results in a ridiculous hook or slice but occasionally a good or great shot. I played golf in real life so have an idea how to swing a golf club but somehow the game is not translating that in the game properly - i.e. if I have a bad swing I would usually expect the same bad shot to happen regularly - not the random hook/slice I get right now.

I would love to recommend this game, god knows I have perservered Everyday Golf but I would say to my friends and steam users reading this (particularly if you have an Oculus Rift) to stay away from this game for now until these issues can be fixed. TGCVR is single player only and is not as nice a game as this is graphically but works much better in practice.

It's such a shame and I hope the developers can fix this issue real soon as I would love to play this properly, . This game's price point is exactly right. It's pretty poorly designed and really simplistic.

But isn't it worth 99 cents to bumblingly attempt to figure out a game with no manual anywhere and no tutorial, laughing at how confused you are and how stupid everything is all the while, then figure it out and facepalm harder than you ever have in your life?

If you want to have fun with this you will. Get ready to laugh. And chop down. Always chop down.. I really wanted to love this. I was so excited, talking to the devs prior to the release. The concept seemed interesting, the graphics looked stunning. I loved that this game was about stealth and puzzle solving. I didn't look at any of the demos before it came out because I wanted to play it with fresh eyes.

To its credit, the game starts off strong. There's a lot of intrigue, the graphics are captivating. You expect a bit of tutorial in the beginning. But after an hour and a half of playing this game live on stream I had to agree with some of the negative reviews:

- The voice acting is flat, wrecking any kind of drama and suspense
- The game spends waaaaayyyy too long on the tutorial and the levels, leaving huge gaps of time between plot advancement
- The stealth mechanic is a bit wonky. I'm not taking too much off for this one since you do have the ability to fight\shoot but clearly that's not what the intention of the game is.

What really turned me off of this game was the response from the developers on Twitter. They're proud of their development, which they should be -- a nice effort from a small dev team. But they have been blasting negative reviewers, saying that they're not interested in bad reviews. Even going so far as to retweet a negative review and calling to the community to "review the reviewer". Once this started to get some views, they deleted the post. They have made it very clear that all they want to hear is the good feedback and yet still asking for people to give them feedback.

There's nothing wrong with being proud of your work, and yes there are people in the play community who will rant about any flaw. All that said, there are some significant gaps in this game. Even if the developer didn't agree, blasting less-than-positive reviews in a public forum is such bad form.

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