Nomads Of The Fallen Star Download Without Key

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About This Game

Set on a distant uncharted & hostile planet, where descendants of a crashed colony ship endure the harsh wasteland while hoping for salvation.

However, decades have passed without contact from the fleet and skirmishes between different factions over limited resources have escalated.

A full blown war of conquest looms on the horizon that could risk humanity's fragile existence on this harsh new world.

As the chaos approaches, you take the role as the leader of a rag-tag bunch of scavengers / mercenaries. Your goal is to scavenge, trade, sabotage, hunt, fight and help conquer your way to fame and glory.

Along the journey, you will meet allies that will join in the struggle to survive the wasteland, and perhaps together, you can unravel the mystery on the origins of the colony and change the fate of all those who call this barren world home.

KEY FEATURES:

- A world where your choices matters as the factions try to survive and wage wars of conquest.

- A highly dynamic economic simulation ensures not only your actions carry consequences and present new opportunities, but also the actions of various NPCs.

- Competitive gameplay that involves other free roaming NPC scavengers that fulfill the same role as the player. They can trade, scavenge resources, take on missions, and fight hostile raiders or xenos. Competition can be fierce, so beware!

- Mercenary contracts that carry consequences. Be it clearing raiders for a faction to help their economy grow, or sabotage their enemy's outposts to cripple their war capability.

- Recruit and equip your squad with many different weapons, each providing a unique balance and tactical options. Train their combat skills as they gain levels, and specialize them further with a selection of many perks.

- Hunt the xenobeasts on this hostile world and use their skin, carapace, and organs in crafting useful items and armor.

- A sandbox that is also character & story-driven, with an sci-fi story themed on loss, duty and personal responsibility, along with side-quests and random encounters.

Title: Nomads of the Fallen Star
Genre: Indie, RPG, Simulation, Strategy
Developer:
Huy Phan
Publisher:
Huy Phan
Release Date: 30 Jan, 2019

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English

Armor Crafting

| Howler Armor | Steelhide Armor | Bonecage Armor | Beastfury Armor | Megahide Armor | Carapace Armor |
| Howler Headgear | Steelhide Helm | Bonecage Helm | Beastfury Helm | Megahide Helm | Carapace Helm |

Carapace Armor

Craft Carapace Armor (M: 7/40%/60) using the following materials:

* Fur x2 [0]
* Thunderbug Carapace x3 [0]
* Tools x3 [3]

Time Required: 48 Hours
Optimal Level: 18 (Takaya)

Left-click on a recipe to start the crafting process.

> > >

I'm sorry but have to say that it is not a good game. The interface is uncomfortable and poorly made. And whole design feels mediocre at best.. Fun game with many features - grid turn based combat, crafting, skill system, perk system, trading, reputation with different factions, questing to get the next upgrade, varied weapons and items, group management (food/water/salary/positioning/item durability). Didn't play much yet but its awesome, first thing i do is raid a caravan im evil!. I don't know why another reviewer said that the writing was decent. It isn't. It's some of the worst writing I've come across in a paid title, in fact. The narrator switches tenses constantly, the characters do things that make no sense, and you can't customize your party. You're expected to put up with really annoying characters for the whole game.

I've seen better writing spat out from Google translate. If writing matters at all to you in a game, give this one a pass. It's horrendous.

. So far I have been enjoying it. Very similiar to Battle Brothers with more emphasis on economics. I will update as I progress more.. The moment I booted up the game, I could tell... This is an incredibly less polished sci-fi version of Battle Brothers. And for a game of this genre, If you try to see if it gets good or not along the way, you are out of refund time. If you really, really like the theme, go for it. Otherwise, if you enjoy the genre, Battle Brothers is better.. It Is a great little game and the Dev seems active. Would recommend if you like these sort of games!. Fun little game with potential to be something more later on. Prepare to use the save functions alot :). I don't know why another reviewer said that the writing was decent. It isn't. It's some of the worst writing I've come across in a paid title, in fact. The narrator switches tenses constantly, the characters do things that make no sense, and you can't customize your party. You're expected to put up with really annoying characters for the whole game.

I've seen better writing spat out from Google translate. If writing matters at all to you in a game, give this one a pass. It's horrendous.

Decided to buy this game because of the love put into it. And the developer's backstory of how this game came into being.. Excellent tactical Sandbox. Challenging, tough and rewarding. Game has a lot of depth. Highly recommend.. Discovered this through Space Game Junkie's curation and since I like single player sandbox RPGs, particularly those with a sci-fi theme, decided to try it out. I was pleasantly surprised! There is an interesting story and background lore, a living, dynamic world with inter-faction wars, and a good core mechanic mix of both trading and turn-based combat encounters. Also gives me great nostalgic vibes from games I played as a kid, and the developer listens to feedback & updates the game frequently with improvements & bug fixes.. This game is awful.

Honestly, it is one of the most luck based games I seen in my life, the idea of playing this in ironman mode is unthinkable, any encounter, and I mean ANY ENCOUNTER can be deadly for the first 10 hours you play it, not to mention the absurd low amount of time you have to do the missions, even after you complete it, if you don't return to the city in time the mission fails and you loose reputation, and it's not a little, if you fail a SINGLE mission because of the ridiculous low amount of time you have to do them, you loose the equivalent of 5-6 successful missions, so if you fail one single mission due to RNG you just wasted 2-3 hours of gameplay.

But wait, you did kill the raiders? yes, but that does not matter, I was 5 minutes too late.

And how do you get better gear? only unlockable by gaining reputation.

Armor in the game is borderline useless, it's practically a consumable on the melee character, it breaks in 1-2 hits.

You also can't hire other mercenaries until your renown is high enough, but to get renown you need to do missions that are completely RNG.

Combat is also determined almost always by who is lucky enough to land the first hit, even if you move your units in a way that you will be the one to deal the first hit, if you miss, it's usually game-over.

I do not recommend this game AT ALL, I love this genre, but this game is absurdly poorly balanced. Great game, Combat is well done, the crafting sistem is neat. if you liked battle brothers imagine it with an RPG twist, sci fi background and trading and scavenging all made by one hell of a developer, well thats it.
. This is a deep and expansive project from a very responsive solo dev. Improving on a daily basis and well worth supporting. Where my battle bros at?. Game looked promising but a lack of balance and impossible difficulty makes it not enjoyable. The general comparison is Battle Brothers, I find that comparison reasonable but the difference is while both games are difficult, you are limited in this game to amount of party members leaving you vulnerable if random combat starts with no option to escape. For that reason I just can't recommend the game. Applied for refund.. I am having quite a bit of fun.. I thought it was going to be like Battle Brothers. Horribly painfully wrong.

Update #6: Some more improvements based on player feedback:
Just a small one today...

Patch notes:

- The squad now can have a small speed bonus if they are carrying below 50% of their max carry weight.

- Added to the squad's tooltip (flag) the current world-map travel speed. This is affected by your encumbrance.

- Medium armor has been re-balanced to not have the 1 AP penalty. It felt too restricting for the upgrade path from Light -> Medium. It still retains the speed and evasion penalty to balance against Light armor. Heavy armor remains the most protective, at a cost to AP and hence, offensive power.

- Added to the armor tooltip the AP penalty of the armor.

- Fixed a bug that prevented DC Militia squads from leveling up as they roam and fight gaining XP.

- Fixed a bug when players attack a wounded squad on the map (from a prior fight), their Hitpoints can be too low.

- Fixed some typos.

- Platesteel & Advance Combat Helm now repairs to 100% durability

- Bone armor has the correct 6 STR requirement

Have a great weekend everyone and thank you for the support!

-Huy
. **Update #8: Auto-pause on worldmap and a tweak to DC faction standing**:
Just a small one today based on player feedback.

Patch notes:

- Added option to enable auto-pause when entering the worldmap from town or battle. You can toggle it on (default is off) in the Options menu.

- Doing the Merchant Guild patrol missions and escorting caravans will also increase standing with Derelict City up to neutral. This should help those who found themselves on the bad side of DC and unable to enter to recruit a squad member.

Thanks for the support and have a good week!

-Huy. **Update #9: More UI & QoL improvements**:
Some more improvements based on player feedback.

Patch notes:

- Added a "Get All" icon in the post-battle loot menu to improve QoL. The tooltip will warn of the potential of carrying too much weight.

- Added a weapon comparison tooltip. It will cycle through your recruits and find the most appropriate equipped weapon to compare with the mouse-over target when in the barter menu. When inside the squad inventory menu, it will compare with the currently selected recruit.

- Changed the armor crafting to mention Takaya's level for more clarity.

- Caravan guards on the map will carry more munitions so they can put up a better fight vs hostiles.

Non-patch notes:

It's been a slow start on Steam, but if I am able to earn enough money to pay the bills, then I will remain on the gamedev journey and begin a new project (while fixing bugs and polishing Nomads of the Fallen Star).

For the next game project, I'm quite torn, so if you want to share your feedback and thoughts please do. I have narrowed it down to 2 game ideas.

1. A Heroes of Might & Magic 3 inspired dynamic open-world. Fantasy setting, with the focus on Empire building and management. Taking care of the supply chain to keep your people happy and productive, while you hire heroes to lead armies (with various mercenary recruits) on a worldmap. You can build farms, workshops & armory etc. in towns that you liberate to produce equipment for your armies.

2. A grand scale space epic, focus on larger fleet battles and Empire building & management. There's lots of spacesims these

days, which is why I am hesitant to go with this option, but in my mind, I see the potential for a much better Star Nomad 2 style game as I've learnt a lot over the past few years to create meaningful depth.

-Huy

ps. If you enjoy the game, and want to say thanks, please leave a review! :). **Patch Notes (v1.08) & Misc Updates**:
Changes in v1.08:

* The slider when buying tradegoods has been changed to be less fiddly, it's now more precise for smaller amounts.

* NPC scavengers when they have a bounty hunt contract vs player squad will now accept smaller bribes.

Misc notes from the developer:

I've ported the game over to mobiles, both iOS & Android recently, making the UI & text more suitable for smaller displays and touch interface.

Android: https://play.google.com/store/apps/developer?id=Halfgeek

iOS: https://itunes.apple.com/us/developer/anh-huy-phan/id896041754

Future game project:

I had two game in mind that I wanted to work on moving forward, a fantasy open world with empire building inspired by Heroes of Might & Magic (3), or a new sci-fi space epic focused on large fleets & empire building.

I've always loved space theme and sci-fi more than fantasy, but I hesitated to go down that route for the next game due to the many titles in this genre. Games like Star Sector and Stellar Tactics where its a one-man dev effort have raised the bar so high that I was afraid I had no chance to come close.

But after much thought, and recalling why I became a gamedev in the first place, I decided to go back to my favorite genre: space. To travel among the stars as a nobody, to eventually becoming the leader of an empire and deciding the fate of the galaxy is too big a calling to ignore. :)
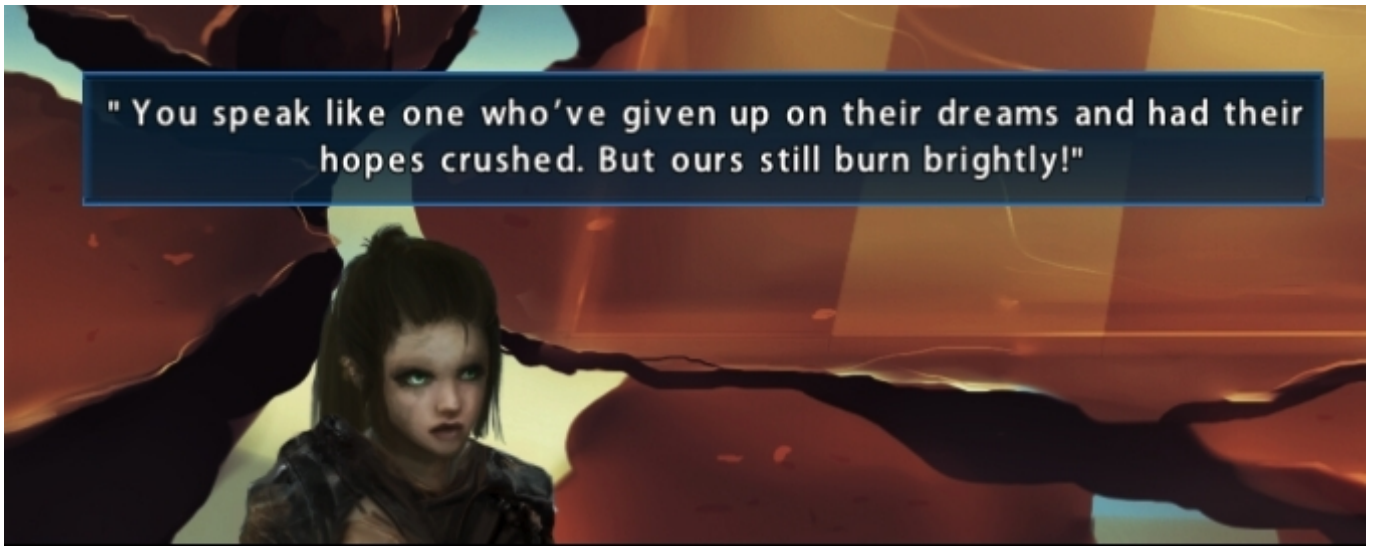
With this game, I want to capture the dynamism and economic depth from Eve Online (I was an avid player back then in its early days), where player factions would wage war on each other, driven by the economic engine of resource gathering, shipping and production. Combat will be an expanded Star Nomad 2 style, real-time with tactical pause, with a focus on mixed fleet and space carrier warfare.

While I may never reach the same level as those talented one-man devs out there, I will try my best to not disappoint gamers who also love this genre.

Finally, I want to thank all of you guys for your support on this gamedev journey.

-Huy. **Update #5: UI improvements, larger fonts, game balancing**:
I've been burning the midnight oil trying to get this update with the UI changes ready for the weekend. Apologies for missing it by a day.

"You speak like one who've given up on their dreams and had their hopes crushed. But ours still burn brightly!"

Patch notes:

- Added an option to have larger UI, tooltip & dialog font. You can select it in the title menu's Options. I tested it on my small notebook and it's much better!

- Improved the Squad Management UI, it is now less cluttered and more functional with the stats and combat skills separate.

- Made the mission waypoints larger and improved it's visibility on the map.

- Squad & NPC talking heads also have a background talk-box to improve clarity.

- NPC communications as you travel has a clearer font and a background talk-box to improve clarity.
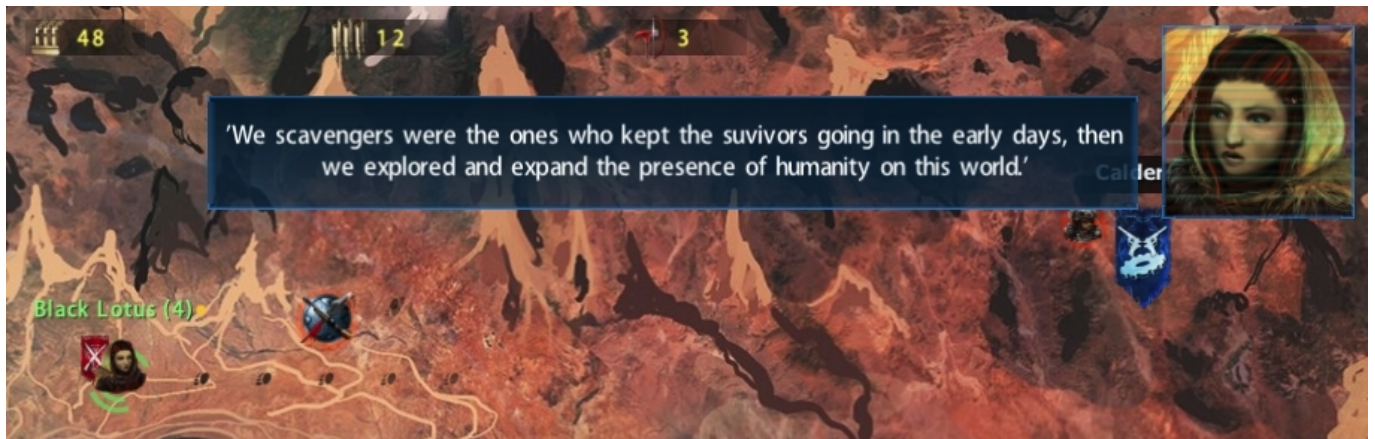
- NPC communications text slow down the fadeout if players are on 2x speed.

- Added the ability to use healing items outside of combat, while on the world map to speed up hitpoint regeneration. Mouse-over the hitpoints bar for further information. Get Iona busy crafting those chems!

- Resource nodes can now spawn within range of the player's vision. Previously, it would only spawn in the fog-of-war. This should provide more nodes in the late-game when there are many NPC Scavengers roaming and competing, clearing most of the nodes before the player has a chance. Yes, NPC scavengers steal your resources so take them out when you see a weak gang!

- NPC Scavengers will not prioritize scavenging spaceship wreckage resource nodes when you progress to a story mission that requires those resources.

- Increase space wreckage resource node spawn chance % slightly

- The squad recruits will alert if supplies or ammunition is running low, and Iona will offer a tip on how to break open a box of trade-quality Munitions (S) or (L) for the squad to stock up on usable ammo.

- The description of the tradegoods Munitions (S) and (L) have been changed to clearly indicate it's a box of ammo that needs to be opened for the squad to use in combat.

- Expanded the tooltip within outposts & towns (the faction's flag) to indicate the importance of the economy, and added the export/import info.

- Changed most NPC hand-gunners to wear light armor, they will have 8 AP and be more of a threat, while relying on their evasion & shield for defense.

- Changed the description for Adrenal and Psycho items to clearly indicate they boost AP.

- Fixed a rare OS timer-related bug which causes delays in menus or glitches on Windows 8.

The changes to the UI and especially font-size involved many menus and dialogs, if you spot an error please let me know on the bug report forums. Also, due to lots of changes, if you see any weird glitches post-update, please verify the file integrity (right-click on game -> properties).

I will remain open to feedback and suggestions to improve the game within my capability. Seeing you guys enjoy the game makes it all worth it and I am very grateful for the support.

-Huy. **Update #16: Tweaking time (QoL)**:

Patch Notes (version 1.07.7):

* Added separate icons for the current time mode, pause, 1x and 2x time in the top-left menu, besides the time-dial.

* Clicking on these time icons will trigger the appropriate time mode. The current method; [Spacebar] to cycle through pause/1x/2x modes, will remain as is for those who prefer less clicks.

* When entering menus where time is paused, the game will remember your previous time mode. When you exit menus, it will no longer force 1x resume, but it will select the previous time mode.

Thank you for playing and providing feedback. If you enjoy the game, please leave a review to support me.

-Huy. **Release day! A foreword from the solo-developer.**:
G'day to my fellow gamers,

Like many of you, I have probably spent way too much time gaming when I was younger instead of focusing on my study. Fortunately, I somehow managed to graduate university, and got a career as a [research scientist](halfgeek.blog).

However, years later, I kept on hearing that voice in my mind, a reminder of missed opportunities to chase my younger self's dream of being a game developer. I didn't want to reach middle-age as a miserable old man...

So I did it, I didn't know anything about coding, but I quit my career in research to chase that elusive dream. I started with tiny games to learn to code and progressed further as I learnt more.

A few years later and a few games wiser, today, my biggest project which has occupied nearly the last 3 years of my life is releasing on Steam.

If I could describe what Nomads of the Fallen Star is briefly, it is an intelligent economic simulation that creates emergent gameplay opportunities for the player.

Your decisions matter. It will affect the gameworld, as factions wage war to conquer territory, as the colonists and merchants roam & work the wasteland to survive... you will be there among them, how central a role you want to play is up to you.

The story (main and side) is personal. It's themes are duty and personal responsibility and I hope many of you manage to reach the end. I look forward to hearing your thoughts and feedback, as well as any bug reports (hopefully not too many!) you may find in your play.

I hope the game will be well received, if it manages to sell I can continue this gamedev journey towards greater games in the future. If it bombs, let it be an example, for anything worthwhile in life is hard.

Regards,

Huy

ps. If you're a content creator or curator on Steam and interested in reviewing this title, feel free to contact me on twitter (@AH_Phan) or email.. **Update #2: UI tweaks and bugfix**:
Changes:

* When mouse-over trade, raider, or xeno mission icons next to outposts, it factors in the location of the screen your mouse cursor is at, so the tooltip will be presented in the screen area that you can see clearly.

Bugfix:

* Fixed the VIP escort contract to have a correct destination target.
* Fixed a rare loot bug when you click on some items causing it to duplicate.

If you have some quality of life suggestions, I welcome feedback on the discussion forum.

Thanks for the support!

-Huy

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