
FTL: Faster Than Light Download Mega



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About This Game

FTL is now available in 9 languages! English, German, Spanish, French, Italian, Polish, Brazilian Portuguese, Russian and Simplified Mandarin!

The free expansion, FTL: Advanced Edition, is available now! Content additions include: new alien race, events, weapons, playable ships, drones, and more! Also adds additional musical tracks by Ben Prunty, and events by Tom Jubert and guest writer Chris Avellone.

If you already own FTL it should update the new content automatically. Advanced Edition is included free for anyone who purchases the game from this point forward.

In FTL you experience the atmosphere of running a spaceship trying to save the galaxy. It's a dangerous mission, with every encounter presenting a unique challenge with multiple solutions. What will you do if a heavy missile barrage shuts down your shields? Reroute all power to the engines in an attempt to escape, power up additional weapons to blow your enemy out of the sky, or take the fight to them with a boarding party? This "spaceship simulation roguelike-like" allows you to take your ship and crew on an adventure through a randomly generated galaxy filled with glory and bitter defeat.

Key Features:

- **Complex Strategic Gameplay** - Give orders to your crew, manage ship power distribution and choose weapon targets

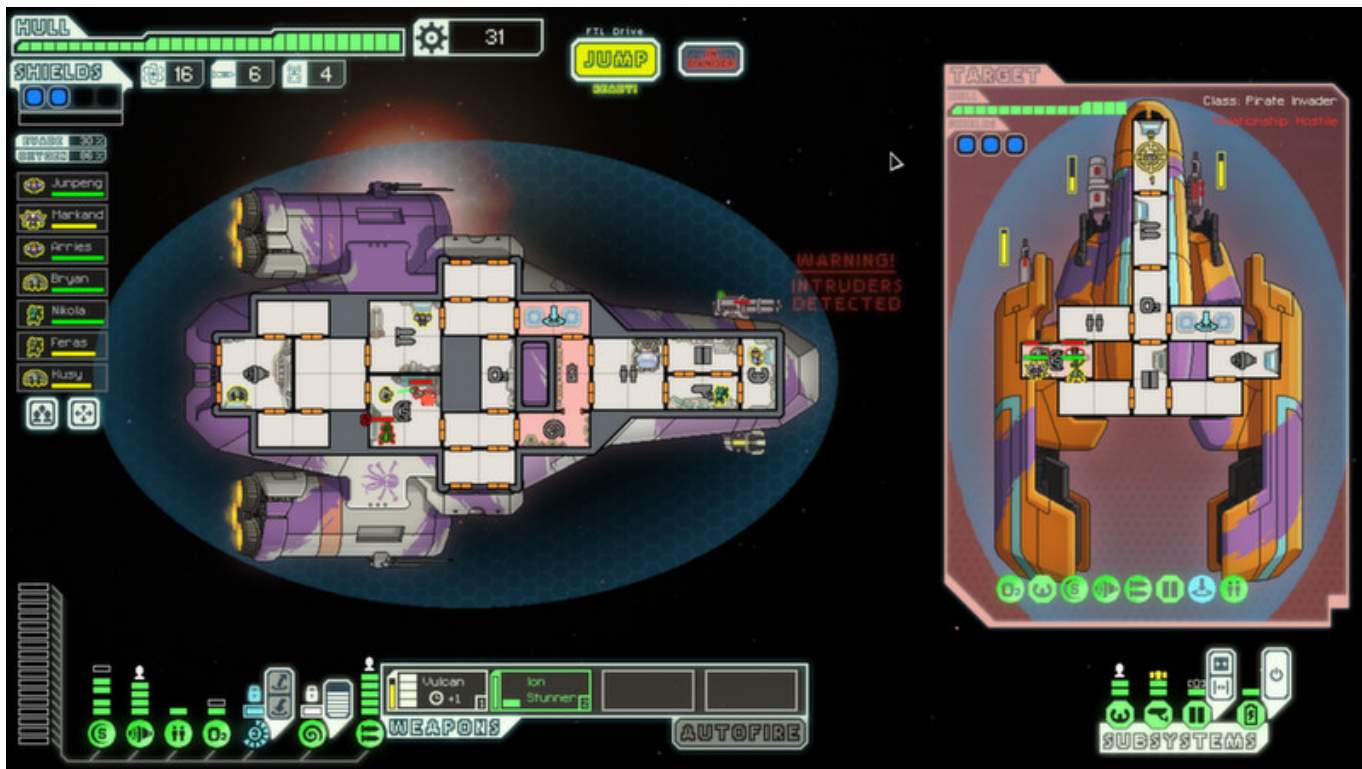
in the heat of battle.

- **Play at Your Own Speed** - Pause the game mid-combat to evaluate your strategy and give orders.
- **Unique Lifeforms and Technology** – Upgrade your ship and unlock new ones with the help of six diverse alien races.
- **Be the Captain You Want** - Hundreds of text based encounters will force you to make tough decisions.
- **Randomized Galaxy** - Each play-through will feature different enemies, events, and results to your decisions. No two play-throughs will be quite the same.
- **No Second Chances!** - Permadeath means when you die, there's no coming back. The constant threat of defeat adds importance and tension to every action.

Title: FTL: Faster Than Light
Genre: Indie, Simulation, Strategy
Developer:
Subset Games
Publisher:
Subset Games
Release Date: 14 Sep, 2012

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English,French,Italian,German,Polish,Russian,Simplified Chinese





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The RNG here is ridiculous.

Invested in cloak module, had full crew with 30% dodge and six power bars on weapons system. Was overall well off.

Missed seventeen lasers in a row.

Died to a drone.. This game is stupid and RNG is horrible, just a waste of time and money honestly...

As soon as you update something, the enemy get same update right away! Its not a strategy game its juts another slot machine.. It's hard to describe exactly how much this game means to me, during a dark time in my life it gave me an escape, goals I could achieve and a feeling of fulfillment I didn't expect to find in a video game. This game should be given a chance by everyone, but a few hours isn't usually enough, this game takes time and effort to love. It'll thrust you into an unforgiving universe where most of the people you meet will try to kill you without hesitation. It'll stack the odds against you more often than not and force you into a mission which you might not ultimately understand. And even when things seem to be going perfectly, with the dice rolling in your favor, things can take a drastic turn for the worse and you will be left with nothing but a dead crew and a busted ship with nothing to show for it.

But the feeling you get from a successful run in this game...it's unlike anything in any other game I've played.

The best thing about this feeling though is that it never fades, every successful run of this game feels just as good, because every single one of them has to be earned. Every new ship you unlock, every species of crew member, every weapon, every ship upgrade, they all provide new strategic opportunities and new challenges each of which feels as rewarding as the last.

And if you're worried about lack of content, don't be. Even after 80 hours I'm still barely halfway to unlocking the last ship, and I know I'll be at it for a while, but this is not a daunting challenge, it's a welcome pastime. Whenever I pick up this game again, it feels like welcoming an old friend and I can't imagine that feeling will ever fade.

<3V10. Very interesting looking fantastically sounding rogue-like. With lack of any in-depth mechanics and tons of wasted potential.

Heavily relies on knowing outcome of random events that were designed to screw the player over.

Heavy RNG based, regarding to drops, stores, OP enemy ships spawns. Player can always take precaution against those, doesn't mean next thing after barely surviving a battle will be a spawn of even stronger ship.

Only 2-3 battle strategies are viable. FTL lacks any in-depth mechanics to outplay your enemies based on the equipment, weaponry etc.

No matter how much shield and dodge player's ship has it's irrelevant when you get shot at by flak + missile and you miss all of your shots simultaneously. And this happens quite a lot.

Even with heavy modding of the game, the whole RNG makes the game absolute tedium.

FTL simply is not hard because of how much you have to learn, but because if you were to play without a in-depth guide knowing all chances and outcomes and having extremely good spawns for powerful weapons - even "Easy" is most of the time absolutely unbeatable.

Fantastic base for the actually immersive text-adventure esc roguelike, but extremely undeveloped with depth of a puddle.

I wouldn't recommend playing the game to 90% of people, it can allegedly be satisfying to get out of hopeless situation, but in my eyes when it's happening almost every time and you have to use same tactics over and over and over and lose your progress to something that isn't your fault...It' doesnt quite seem right.

If you don't consider yourself a lucky person don't even bother. The only people who will get enjoyment out of this - who appreciate fantastic OST and design of the game, or people who like to read and memorize in-depth guides with +100 tips because RNG is that awful.. Finally beat this game after 150+ hours (after having given up the first time).

As a huge sci-fi fan, I like being the captain of a ship. As a gamer, I dislike dying. Apparently dying is part of the fun?

You're not going to find a better spaceship game. If you do, please let me know.. Game is very unfair with the RNG blatantly rigged to the AI's favor. It is a luck based game that will often punish a player for choosing a particular strategy. For example, if you happen across a cloak module and opt towards a cloaking style strategy, you can expect to find nothing but nebulas and pulsars which constantly disable your power and cloak modules, rendering the 150 scrap and power you've invested useless.

If you opt towards an offensive strategy, with lots of weapons and heavy investment into weapon power, fully expect ALL enemies moving forwards to have at least level two shields AS WELL as a super shield, once again negating the investment you've made into that strategy. Also expect to miss 90% of your shots, because reasons. No exaggeration here. consistently 7V8 laser beams will miss. No way to work around this either, bad DEV decision IMO

Going for a boarding style build? Forget about it! You won't get enough scrap for it nor will you be able to purchase\find the modules and crew members, the cost to benefit ratio is off and it's NEVER rewarding enough, and even if you manage to acquire the scrap and crew members needed to do this build, surprise! all enemies now have cloaking and hacking enabled, and will always target your teleporter DESPITE NOT HAVING THE SENSORS\CREW TO DO SO. Once again, no ability to negate or avoid this, it just happens, and it's super lame every time it does, which is often.

Enemy ships will "somehow manage" to FTL jump away with valuable scrap\resources on board. Of course, this only happens once you've used 4 missiles trying to prevent the jump. Disabling a ships engine is supposed to prevent this, but alas, RNG steps in and makes sure you're punished appropriately for making a decision.

Nebulas are a terrible idea and you can expect to be forced into atleast three straight sectors of nebulas if you have anything useful moving into the second and third sectors.

Basically, the game is really neat and cool and fun until you actually figure out how it works, and then you just realize that it's just yet another lame RNG rigged game that removes skill and decision making aspects and replaces them with these ridiculous "OOoof better luck next time.... PLAY THE GAME MOAAAAR" ideologies that just breaks videogames all together. I get that games are supposed to be challenging and there is and should strong pros and cons to every decision but this game is just really unfair and likes to \u2665\u2665\u2665\u2665 over the player "just because" and it's happened consistantly enough that it's made me want to leave a review, because i'm really soured by this experience and thought this was a neat fun indie game. I was wrong. It's just another lame cellphone time waster \u2665\u2665\u2665\u2665\u2665\u2665\u2665t RNG. 1.5 years later and 72.9 hours of play, finally beat the game for the first time. Maybe should have started on easier settings since I went directly for Hard difficulty (I guess there might be unlockables that might have helped if I didn't). Great game, pure classic arcade style fun. Simple enough to start playing any time you want to chill, complex enough to be fun over and over again! Maybe if I had any suggestion it would be to start on an easier setting, but beating it directly on Hard was part of the fun and challenge for me, so it's a viable option and still fun if you're up to the crazy challenge. Now I can finally play it on Easy and maybe do some more unlocks, and try different ships and stuff!. Very nice game, good linux run.. I hate this game.. I spent so long trying to beat it only to have dumb things kill all of my crew. One hint told me that fire doesn't damage the hull of a ship, it's a lie so I lost half of my crew because I Teleported them over to the enemies ship and cease shooting at it only to have it blow up and my guys died.

I've lost complete games because a ship will offer me "5 Fuel, 10 Rockets, 57 Scrap.. and a Lazer Beam weapon" just so I didn't kill them.. So I thought I'll go over there and kill them all and strip the ship without destroying it.. it gave me "2 Fuel, 1 Rocket, 13 Scrap" and said that I had stripped it clean.. Where is the weapon!? Where is the scrap! It's just a random piece of crap game with no storyline and no logical sense of what things you can take from a ship.

Also, look up online on how many people actually beat this game.. some people have been playing it for years and still can't do it. It's because no matter how the game makes you think that you have a choice in what weapons you put on your ship, the end guys get so hard that you have to do it all in a specific order to beat it. What a joke.. So, I've had this game for years and put in a ton of time. It's perfect. I have 0 problems with any aspect of this game. The art, the music, the gameplay, the difficulty, it all just works perfectly. I'll admit, I have only beaten it a few times, but it's one of those games where most of the time, I know it was my fault for my deaths. A few times it was just a situation of nothing I could do, but most of the time, it was my own mismanagement. And that is fine by me. I can accept losing when I know it's on me, and not the game just being unfair. Forever recommend this game.

I HATE THIS GAME.

No i don't, I was just losing another round.

The game is just about perfect, go get it if you're into rogue-likes, there's hardly anything better than this one.. Epic space simulator game. Oh my goodness is it difficult (on easy setting) and exciting. So much replay value. worth every penny. :). A great little game. FTL and I have a love and hate relationship, it truly embraces the rogue-like genre.

Thank you Subset. Worst game I've ever bought (I even have broken games exponentially better than this trash). So, I like to play games are hard mode or higher if possible, and I expect to struggle and take a few reruns to get over it and figure out how to do things. Well this steamy pile of \u2665\u2665\u2665\u2665\u2665\u2665 is unwinnable on hard mode! Never enough \u2665\u2665\u2665\u2665ing scrap to upgrade the vitals, the RNG factor is largest pile of dog\u2665\u2665\u2665\u2665\u2665\u2665 I've ever seen (40% evasion early on and ever goddamn time a missile hits my weapons system and sets it on fire with 2+ fires that spread rapidly \u2665\u2665\u2665\u2665ing my ship in the\u2665\u2665\u2665\u2665\u2665. Then, I never get a store when I actually have extra scrap to get a different weapon other than the starter\u2665\u2665\u2665\u2665\u2665 The strategy is for hard to cut power to medbay and O2 when u can to power the upgraded engines to increase miss chance, but how does that work if 40% evade doesn't do anything while an automated drone in sector 4 has 2 attack drones (which don't miss), level 2 shields + burst laser 1 and has a higher evade chance than me apparently? It doesn't, you just get \u2665\u2665\u2665\u2665ed over every time. If you try and get level 2 shields and the power for them, the enemies still have better weapons and you can't even afford to replenish your missiles, yet alone get a different weapon. In every aspect of the word broken is this game. Hell, Darkest Dungeon on bloodmoon mode is more fair than this\u2665\u2665\u2665\u2665\u2665\u2665 In conclusion, I cannot stress this enough that this game \u2665\u2665\u2665\u2665ing sucks and is a huge waste of money, spend it on something that is actually beatable.. The game is all about luck. And that's it. Not very interesting.

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