



Download -->-->--> <http://bit.ly/2SPY8uU>

About This Game

Starquake Academy is a science adventure game set in the year 2137. You take the role of Alex, a seemingly average teenager from the Midwest as she is recruited into Starquake Academy, an elite training program run by the solar system's most powerful company. You start your training of vital knowledge needed to survive in outer space. Through your exploration of these science concept, you explore the mysteries of Starquake Corp., the resistance movement against Starquake, and your own past.

This science adventure game aims to teach science, technology, math, and engineering topics using immersive 3D animation and mini-games. Learn by exploring in this self-paced and immersive learning environment. Suitable for ages 9+.

Details:

By the end of the 21st century, Earth was crippled with overpopulation and resource depletion. With nowhere left to expand on Earth, people looked to space to find new ways of providing for the endlessly growing population. Companies scrambled to find the next big thing in space exploration and solar system mining. Among them, two rose to the top: Star Odyssey Contractors, a space construction titan, and Meteor Quake Technologies, a leading asteroid mining company.

Foreseeing greater opportunities as a single entity, the companies merged together and became Starquake Corporation. Since then, Starquake has grown into the uncontested leader of solar system corporations, developing revolutionary methods of extracting raw space materials and delivering them to Earth. Due to its success, it was able to fund the largest Mars colonization effort in human history.

The government, wary of Starquake's rapidly growing power, began to scrutinize the company and limit its progress. In a final

push to create a comprehensive workspace, free from the restrictions of Earth, Starquake invested in robotic mining and space-based manufacturing. It built everything it could possibly need on its space station: research labs, refining equipment, even crew quarters. Starquake Station, humanity's first extraplanetary self-sustaining outpost, became the company's main point of operations and the hub of anything and everything related to space.

Starquake Academy

From the beginning, due to the cutting-edge nature of its work, Starquake had to operate in rigid secrecy. Working for the station was and still is an honorable lifelong commitment, one that is held by many of the leading scientists and engineers. And yet, Starquake felt like it was missing something: youthful creativity.

In the Starquake manner of doing things, it proposed a radical solution: Starquake Academy, a program that allows young students on Earth to move to the Mars Orbit, learn directly from Starquake operations, and tackle real station problems.

For the past few years, Starquake has searched every corner of the world to find the students with the most potential, regardless of background, and invite them to the station. Its goal is to help the next generation of innovators lead the space industry to new heights.

You have been recruited into Starquake Academy and you are currently on your way to the Mars station. The journey to Mars is 6 months, and for part of that time you are in hibernation. But the station leaders would like to start your training as you approach Mars. You are training in a virtual holographic environment, the Neo Educational eXperience Immersion Simulator (NEXIS), that helps focus your training linking lessons to puzzles and games to reinforce learning.

While in the NEXIS environment, you will learn about how lasers operate from an atomic scale through how to build a laser, as this is an important component of the propulsion system onboard the space shuttle.

Each lesson focuses on a specific element of the operation of a laser, building from fundamental concepts around atoms.

Lesson 1: The lesson explains atoms, electrons and their ability to be excited.

Lesson 2: Light and wavelengths of light. This lesson teaches you about photons and light, and allows you to experiment with wavelengths.

Lesson 3: Excitation of an atom. This lesson explores how atoms receive energy and how that ties into the emission of light

Lesson 4: Energy transfer. You will learn about how atoms like Neon and Helium interact to share energy with each other and why that is important for a laser to work

Lesson 5: Making light. You will explore how atoms interact to make light.

Lesson 6: Laser light. With all the science behind how light is generated, you can now learn how a laser is assembled and how that generates a specific form of laser light.

You apply your skills through mini-games, puzzles and hands on experiments within the lessons. After your successful completion of the lesson, you find the shuttle is in trouble and your skills must be applied to ensure you live!

Designed for ages 9 and up.

Title: Starquake Academy
Genre: Adventure, Indie, Simulation
Developer:
Lux Science
Publisher:
Lux Science
Release Date: 10 Dec, 2018

a09c17d780

Minimum:

OS: Windows 7+

Processor: SSE2 instruction set support

Memory: 2 GB RAM

Graphics: Standard with DirectX 10

DirectX: Version 10

Storage: 350 MB available space

Sound Card: Standard

English







Mine is laggy and I have an i5 4690@3.7Ghz with a gtx 960 2gb gddr5, 8gb RAM.

... I think that my computer is powerful enough to run this game, isn't it?

Putting away that lag that make the game unplayable it is pretty funny and skill demanding so... I like it.. a creative new take on "tower defense" style of gameplay. The player has to manage an apartment complex of various demons and use them to fight off hordes of adventurers. The game offers a bunch of unique monsters to play with It's a completely original experience that lasted a good few hours. It has great music that suits its playful style incredibly well. It's simple, honest fun that comes at the great price. It's exactly the type of game to indie fans that are looking for something a bit different.

Game: 8.5/10

Graphic: 8.0/10

100% Achievement : Easy | Medium | Hard | Very Hard. I just realised I've played 21 hours of this game (maybe more, I feel like Steam 'lost' the playing hours for several of my games over the years) and while looking to see what else existed from the same developer, I found this game has very few reviews and they are 'mixed'! Travesty!

I have been coming back to this game year after year - it's such a great 10 minute time-filler and finally progressing past that level that you have been stuck on for a couple of days is extremely satisfied (amplified by the adrenaline fuelled 60 second escape timer at the end of each level).

Recommendation:try the demo, buy a controller, buy the game, enjoy coming back to it for years to come.

Tips - On my latest games machine I have had issues with fullscreen on my 1920x1080 TV and have had to play windowed at a lower resolution. It does not detract from the gameplay.. Really Nice Game.

Yesterday I was browsing through games on the new games list. I saw this and liked the look of this 2D space shooter instantly. I haven't played It for long, but I like the mechanics and hope to see more of this game developed!

-PLEASE develop more <3. this game is so bad. It's a mediocre sports game that only plays online... and there's nobody online to play it with.

Hang around all day and you won't find a full server. Thanks to its unlock system, when you do find an opponent you'll be playing at a horrible disadvantage until you also get all the unlocks - but there's pretty much no incentive to take the punishment until then.

A complete waste of money.. I always loved the movie with Jackie Chan in the lead role and now I finally have the opportunity to travel around the world myself in 80 days. The musical background in each new location evokes incredible feelings! Game 10/10

Hmm.. Well I thought it started nicely, kinda like every gamer's dream. But then when he asks her to become more human things get out of hands real quick... like in just 1 day she knows how to use emotions and then she becomes bit*chy and stuff and really you lose sense that she's even a robot to begin with. I think the idea was great but they missed their opportunity and failed :/ But the art is cute and well done so there's that, and for just 2\$ I think its fair not to put my expectation too high so I will still recommend the game. The music was so-so. The Death of Erin Myers is a short point-and-click game that takes you through the events leading up to the death of the main character. The story is told in several scenes that give insight into the character. It's an interesting story, and I look forward to the other games in the series.. What the actual f*ck?. Is it deep? Yes. As deep as a handsome stranger's eyes.

Is it dark? Hell yes. Darker than the tall stranger himself.

Will it take you to the fight? Not only will it take you to the fight, it will break your mother-f*cking spine in two, and have you begging for more, you sexy, sexy boy, you.

...

Okay, so I lied. This game makes a bucketful of steaming camel-turd look tasty.

Not so long ago, I reviewed a game called Deep Dark Fantasies. That wasn't exactly a masterpiece either, but I begrudgingly bestowed upon it a 5V10, on the grounds that it was at least...erm...morbidly curious. This game - which disappointingly seems to bear no relation, dev-wise - is unworthy of even THIS level of deference.

It's CRAP, plain and simple; although it's clearly MEANT to be a tad on the perplexing and enigmatic side. (I'll bet you've never heard phrases like "boy next door", "that turns me on", and "just lube it up" after killing enemies in a game before? Come on. You have not. F*cking liar.)

The "memes" might almost be worth it, if the game was at least kind enough to give you more than one life before declaring "Game Over". It isn't. Save your money for a bus ticket to a public park with fully implemented glory-hole facilities instead.

Verdict: 3V10.

(PS If you enjoyed this review, feel free to check out my two Curator pages:

<http://store.steampowered.com/curator/9284586-ReviewsJustfortheHELLofit/>

<http://store.steampowered.com/curator/10868048-Truly-Horrible-Horror-Games/?appid=398210>

[Cheers!\)](#). [A very challenging platformer with a unique art style and clever level design. The megaman inspired level progression is a great touch. Recommended!.](#) [Zombies, Zombies, Zombies, Zombies, Zombies.](#)

[How could you not want a COD game with every Zombie map from WAW.](#)

[Kino, Ascension, Shangri-La, and Moon from Black Ops 1, and Orgins from BO2.](#)

[If you are going to buy the game, get the base game and Dlc 5.. Really enjoyed Small Radios Big Televisions. You solve simple/creative puzzles while exploring a deserted factory fantasy world. Awesome soundtrack. Best played with headphones. 9.5/10. Certified Fast. Well, Redout didn't stop being certified fast, but the devs decided to patch out gravity and air resistance in the new tracks, so now you can really transcend speed!. asset flip..seen proof from another review from Zaxtor99 \('YT'\). I thank him for the info. Link in case you missed it. <https://www.assetstore.unity3d.com/en/?stay#!content/107757>](#)

[The dev didn't bother perfecting it either. The first time i played, there is a storyline..the end of it a guy is laughing and this carries on into the game..was annoying. I had to restart the game and it stopped, thank goodness. The controls..you try to move the paddle a little and it moves a lot. I wouldn't recommend this game and I won't be buying 3 which is coming out on the 22. This dev really wants to have a quick cash grab. Do not buy.](#)

[TEEN DATE SIMULATOR \[cheat\]](#)

[VRC PRO Deluxe Electric on-road tracks crack download pc kickass](#)

[Trials of the Thief-Taker activation code and serial number](#)

[QLORB 2 Sound Track Activation Code \[PC\]](#)

[NeoCube download no virus](#)

[Beetle Uprising \[key serial number\]](#)

[RPG Maker MV - Fantasy Heroine Character Pack 2 Download Crack Serial Key](#)

[Cardboard Wars Repacked activation bypass](#)

[Original War activation keygen](#)

[Hulala Baby activation code and serial number](#)