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About This Game

Star Realms is a hugely popular space combat deckbuilding game. Download and play today to find out why Star Realms is the winner of SXSW 2014 Board Game of the Year, 7 Golden Geek Awards from BoardGameGeek, including Best Mobile Game, and 2 Dice Tower awards! (note: full version is required to play online)

Star Realms combines addictive deck building game play with exciting Trading Card Game (TCG) style combat!

Designed by Magic the Gathering Hall of Famers Darwin Kastle and Rob Dougherty (of the Ascension Deckbuilding Game), Star Realms provides tons of playability for free, and a one-time upgrade to be able play with your friends and more on any device.

Free Version

- Playable on Mac OS/X and Windows through Steam, also available on iOS and Android.
- Addictive Deckbuilding Game with Player VS Player Combat.
- Tutorial teaches you to play in minutes.
 - Stunning visuals.
 - Play VS the AI.
- 6 mission campaign mode.

Full Game Additional Features

-
- Play the AI on 3 different difficulty settings.
 - 9 additional campaign missions.
 - Battle friends face to face with Pass and Play.
 - Online play with global rankings.
 - Challenge a friend online.
 - Play against opponents regardless of their operating system

Title: Star Realms
Genre: Strategy
Developer:
White Wizard Games
Publisher:
White Wizard Games
Release Date: 8 Mar, 2016

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English

PLAY ONLINE



50 vs Hako 50
YOUR TURN

Please Wait...
NEW GAME

50 vs rockdogliu 49
THEIR TURN

To debdeb
CHALLENGE

VITO
LEVEL 5 1 / 6 WINS

CHALLENGE

NEW GAME

CHAPTER ONE: FIRST COMMAND

Player



45

MISSION 4: DISTRESS CALL

A LOYAL TRADING OUTPOST HAS FALLEN UNDER ATTACK.
SAVE THEM FROM THE ROGUE FLEET!

A rogue fleet bearing Star Empire insignias has attacked an outpost loyal to your father. Admiral Moulon urges you to wait for reinforcements, but as the closest fleet in the system, it is your duty to come to their aid before it's too late. Destroy the rogue fleet and ensure the system's safety.

Rogue Fleet



50

NORMAL / HARD

ACCEPT MISSION



1

2

3

4

5

BOSS



LEADERBOARDS

1.		dommola	Level: 57 Wins: 36 / 58
2.		MattM	Level: 54 Wins: 3 / 55
3.		benjotron	Level: 53 Wins: 30 / 54
4.		bughatteries	Level: 52 Wins: 11 / 53
5.		MazerRackham	Level: 51 Wins: 5 / 52
6.		TheCutter	Level: 50 Wins: 5 / 51
7.		gambitguru	Level: 48 Wins: 25 / 49

Last Rank Calculation: 54 mins ago

LIFETIME

MONTHLY

WEEKLY

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I used to really enjoy the online version of this game. Sadly that is no longer true. While I would HIGHLY recommend this game for the Campaign Mode, the Online Mode is another matter ENTIRELY!!!! Once you reach level 5, you must win a number of successful wins to advance onwards, but each loss counts you backwards on that total. THIS, is not a problem. THE PROBLEM, is that many players have found a way to "HACK" either the timeclock, or the game itself! I have found myself ready to acquire a good card, only to have my game freeze. Then reload. Not only do I lose precious time during this reloaded "Glitch". But often it will undo my card purchases or even worse, my bases will be destroyed or my health slashed in half. All of which being impossible with the card's the opponent had available to play. Now, I KNOW I'm not the best player. I admit that freely. But after almost 500 games, I STILL CAN'T GET EVEN HALFWAY THROUGH TO LEVEL 7! This means With the losses counting against me, I have only managed to go up 1 LEVEL in almost 500 games!!!

I have sent several emails to the developer company, yet have seen no correction of this problem. While I LOVE the actual game, the strategy is AMAZING, as are the card's ARTWORK. This feature caused me to stop playing this game for almost 2 years! During this time, the "Glitches" apparently got worse, not better. I started playing again yesterday. And during this last match, I couldn't even buy single cards without struggling through "MULTIPLE" turns do to "Glitches". I don't know if this is a active bug in the game, or a hackable back door. But it WILL FRUSTRATE YOU, to know end. Unless you're willing to NEVER, play against others online. (The very point of most steam games). I would have to say this game is currently not worth it's price. I am sorry. But this is just true.. Great game, but **broken online play**.

I've lost count now of the number of games I've "lost" on both PC and iOS when the game can't contact the server, or some similar network issue happens. From the player perspective, you're waiting to be told it's your turn next. 5 minutes elapses without an error. You go back to the lobby and find you lost your game, presumably because your turn timed out without warning.

This drives me nuts!!

Seeing as how online gameplay is the single killer feature worth paying for, it's really not good enough for it to be so unreliable. At the very least if something stops the game from updating the cards from the server it should put the game on hold until you re-establish contact.. This is extremely Fun and Enjoyable game. I would recommend this to any family or anyone who loves card games or deck building games. This is thoroughly enjoyable game. I totally enjoy this I even play against my partner and with friends only and against the computer. I'm always having fun, even when losing... Excellent Game. I've been playing for years. Free edition is fine, but all the real fun is in the multiplayer. The hours per \$ of entertainment from this game is probably the best of any game i've ever bought or ever will buy. Minutes to learn years to master.. Tip: if you want to play online you should buy "Full version" of the game!

I've played a lot of Star Realms on Android.
Simple deckbuilding game with very nice arts.

Easy to learn basics, interesting to improve understanding of the game, fascinating to play.. Star Realms really strikes the right balance for me in regards to card games. It's quite accessible (easily understandable mechanics) but the strategy that you can employ allows for great complexity and keeps you interested. As a deck building game, you don't have to worry about preparing a specific combination of cards to counter your opponent. As you play and you see their card selections, you can counter with the available cards, you aren't limited in the way as you would be by the strengths and weaknesses of a pre-built deck (and there isn't the time investment to build a deck beforehand). The selection of scenario missions as well as online play (cross-platform) rounds everything out.. Let me start by saying that I love the physical Star Realms game. Yet, I cannot remember the last time that I played a PC game that left such a terrible impression within the first hour or two. It's a usability nightmare. The interface seems almost intentionally designed to frustrate and be an obstacle to your ability to play the game. The fact that the difference between viewing a card and losing it forever (if it has a scraping ability) is single and double clicks means it's not a matter of if,

but when you mistakenly throw away the best ship in your deck instead of double checking all its powers. And there's no undo button! Even when you're just playing against the AI. One little button that would do a massive amount of work to mitigate the frustrating interface, a feature that has been requested, as far as I can tell, as early as 2016 (with developer response).

Of course, that's just a QoL complaint compared to the fact that the interface DOESN'T EVEN FOLLOW THE ACTUAL RULES OF THE ORIGINAL GAME. It forcibly activates some of the powers that are explicitly stated to be completely AT WILL (in both whether you activate them at all, as well as when they are activated if you choose to do so) while leaving others be (correctly so). It's not even consistent about it, which makes it an even more glaring and inexplicable flaw. Another example is that for a base in which you must choose between two options when activating its primary power, it forces you to use this power before allowing you to use the scraping ability of the base. This is not at all how this works in the real game. And while this is an oversight that could be forgiven, since there is no rational reason to do so in the physical version of the game, in the PC version there are often arbitrary constraints or win conditions placed on you throughout the campaign (like not using the primary powers of some bases) that make it a real issue.

I could go on with my complaints, but I think I've made my point. There's far too alarming an amount of flaws in just the first few hours of the game for me to have any good expectations of the rest of it.

Again, I would like to say that absolutely love the physical version of Star Realms. I play it quite regularly with friends and family, and I highly recommend it. But the digital version of the game has been an actively unfun experience for me, and it enforces rules and habits that are against the rules of the game. As such, I cannot recommend it.. I've enjoyed Star Realms for many year. It is an entertaining deckbuilder game, which is easy to learn. A huge number of cards have been added to this game over the years, and the core sets (5€) are definitely worth the value, while a lot of the smaller dlc (2-4€) is a bit pricey. Although skill does play a part in winning, I would definitely say that a large part of winning comes down to the luck of the draw. And the expansions increase the luck factor quite a bit. I would still say that it is quite enjoyable, and I take it as a challenge, when my opponent start out quite a bit better off than me. Sadly I will not be giving this game my recommendation, based on the recent addition to this game, in the form of Star Realms Arena, which is a particular nasty way of introducing gambling into a kid friendly game.

This game was made on the backs of Kickstarter contributors. As I write this more than 12.000 people donated more than a million dollars combined, to make the next big expansion a reality. That is how much people love this game. I have personally introduced this game to hundreds of friends as well as a bunch of our kids. So imagine my surprise when they introduced Star Realms Arena. A place where players (including our children) are lured over to play for free, with the incentive to win rendered special cards and avatars. But since the nature of this game is largely based on luck, players will quickly learn that the only way to get at those lovely foil cards, are to pay until you win enough games in a row. This is worse than loot boxes. At least you are paying for something, even if it is worthless junk. But Star Realms Arena lures you to spend your money with no guaranteed loot what so ever in return. And getting 6 wins in a row, to get at the biggest award, will most likely take quite a few losing attempts. Loose twice... too bad... let us flush what ever wins you got down the toilet... now be a good idiot and pay us to try again. And forget about just playing in the arena for free, once a week. The rules change each week, so you will never have a chance to practice. You are basically just whale fodder, for the the paying players, if you don't pay to participate. In other words: Star Realms Arena is "pay to win" with addictive gambling elements introduced directly into a successful childrens game, paid in part by the contributions of loyal fans.

In Conclusion. Star Realm is a great game, if played alone or against the community, on the (for now) free servers. But stay far away from the Arena!!! The only way to win Star Realms Arena, is not to play at all.

Very good implementation of a great deckbuilder card game. The game engine is very elegant, and there are only a handful of "powers", so the cards are incredibly easy to learn and the game is easy to pick up. Each player starts with a basic ten card hand, with some 8 gold and 2 attack, and must choose cards to purchase from a common "deck row". This means the game is really about drafting the best cards to build an engine to help you first buy good cards ASAP, and then be able to access those cards for combinations that let you overcome the enemies defenses and KO them. There are two types of cards: ships and bases. Ships leave play after you play them, while bases remain in play, giving you an ongoing benefit until your enemies destroy them. Some bases are "Outposts" and they protect your other base and you. There are four factions (red - machines, blue - trade federation, green - blob, and yellow - imperial) each with a different flavor. Many cards have "ally abilities" which trigger when two cards of the same faction are in play on your side at the same time. Additionally, many cards can be "scrapped" (removed from the game) to provide an additional benefit. The variability in the trade row leads to a different challenge each time you play it. The free game is fun, but if you play a bit, you'll soon find the easy AI to be too easy. It's totally worth the \$5 to play the full version, which grants access to the more meaty medium and hard AI and online play, and also includes single player "missions", which are pretty fun and tell a story.. The full version is well worth the price. This is probably one of the best online version of a card game I've played. Just pick this up. I need more people to play this game with.. Basically just a demo. Dunno why this is marked as "Free to Play"

-Edit:

Remarked as "Free" because the base game is free but anything beyond the campaign is paid content. Otherwise a good concept for a game.. This is a really painful downvote. Star Realms itself is a really fantastic card game but the AI is ludicrously unfair to play against in campaign. Supposedly there is a normal and hard mode but in terms of the AI's play-style it never changes, just gets "luckier."

I can be over 60+ in health with a strong board presence and in turn 5 it will chain 12+ cards and over 30 damage on the so-called normal mode when only on chapter 3.

That is not fun and it happens with alarming regularity. I would say easily over 60% of the game is me losing before the game even gets started because of a (there it is again) "lucky" streak for the the 5th game in a row.

Fix the AI and this will get a well deserved thumbs up from me.. Good goofy deck building fun. A bit like Ascension IN SPACE!. I fell in love with the paper game a long time ago. I have met up and played with a co-worker for lunch every Friday for over a year and we still have not gotten tired of it. I recently backed their kickstarter for the new cards and am looking forward to getting them. I will say that it is really fun to play the digital game on my iPad and on Steam.

That being said, the AI is horrible. It seems to be set to get as many card draw cards as possible and makes it so that strategy is enabled every single game. Case in point, I'm trying to play through the campaign on normal and I'm routinely getting trashed after the AI drew 14 cards and took me from 14 to -42 life after I was +100 life for most of the game. I have no idea how someone would beat the game on Hard as one campaign mission can take 5+ tries just on Normal (and that's for an early campaign mission, not some end-game thing).

It's tough to not give the game a thumbs up as it is Star Realms, and it is super fun. Just know that if you buy into the game you're probably going to be super frustrated with how ridiculously cheap the AI is.. This is one of my favorite card games.

I own 2 physical copies as well as all the expansions. It's a strategic deckbuilder game where being familiar with the cards is an advantage. Games are fast, and if both players know what they're doing, are very close.

I had this game on Android and would play it all the time against the AI and real opponents.

First few games should go like this:

1st game, figuring out the mechanics, lose to AI.

2nd game, try out some strategies, maybe spamming one faction, lose to AI.

3rd game, realize how good scrapping and deck optimization is, lose to AI, maybe win a few games.

4th game, lose to AI because it spammed bases, try out the strategy.

5th game and on, at this point you're probably familiar with most of the good cards, have a few games with huge draw cards

combos and fleet hq and completely overkill the opponent.

It really boils down to internalizing the relative value of cards and possible events.

EDIT: People are being bitter about this game being marked as F2P. It's more like free to try. It says it on the page the full version costs \$5. The free part is basically a demo against AI so that you can learn the game before you get your♥♥♥♥♥kicked online or in the campaign.

EDIT2 in response to comment:

Online activity is as expected of a small community. It's a bit like an online chess game where there is some time between turns and you're playing multiple games against multiple opponents.

UI is fast, controls are straight forward. It's useable on a small phone screen and on a big screen. Art and graphics complements the setting, you can admire the artwork by zooming in on the cards. Sound effects and music is there, but I tend to turn it off.

There's no story but there is progression in the form of single player missions that get progressively harder or introduce new scenarios.

The game is well balanced. All strategies can be countered with skill and planning. Things like scrapping, heal focus, draw focus, base rushing, etc.

The card drafting aspect is one thing that some players might not enjoy due to the sheer number of cards. The way the AI seems to work is that the harder AI can assign a value to a card better than the easy AI. It takes several plays for a human player to know what cards are valuable. The difference is that a human player knows what cards are valuable for the current situation, but the AI does not.

I like this game because it offers more variety and theme than a game of Dominion. It's not really fair to try to compare Star Realms to other video games because it is a digitized card game. And the digital form is much faster and more fluid than the actual card game.. I am not a fan of the new UI. It's clumsy, just like the Cthulu Realms UI. The previous UI was fast and the cards were easy to read. I don't understand why they feel they need to make it look like you're playing on a table. I'm not playing it on a table. If I want it to look like I'm playing on a table, I'll tilt my monitor. I'm going to rever to playing my non-steam version, instead, since I'm never going to bother to update it (I only ever play solo).

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