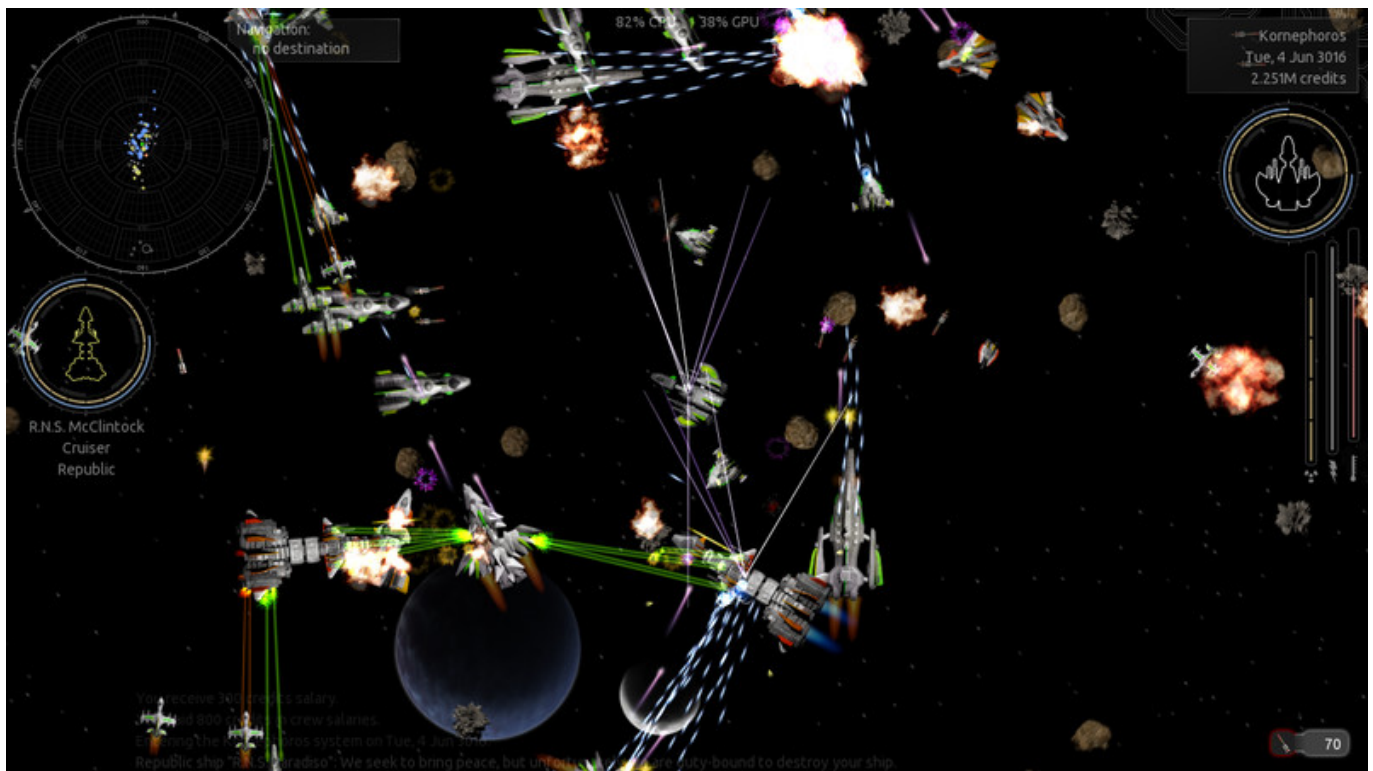

Endless Sky Download Xp



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About This Game

Endless Sky is a 2D space trading and combat game inspired by the classic Escape Velocity series. Work your way up from a relatively wimpy shuttle, cargo ship, or fighter, to a highly upgraded and customized flagship or to a massive fleet of warships or freighters. Earn money by carrying passengers or cargo, escorting convoys, bounty hunting, or plundering and capturing enemy ships. Take sides in a civil war, or ignore the story line and just enjoy exploring the galaxy and blasting pirates.

The main story line takes about 8-16 hours to play through. The galaxy contains hundreds of star systems and planets, and several alien species with their own unique technologies. You can choose between more than fifty ships and several hundred ship upgrades. A [plugin](#) system allows anyone with a text editor and a paint program to create new ships, weapons, or missions, and the [galaxy editor](#) can be used to add new star systems and planets.

Endless Sky is free, open source, and cross platform (Windows, Mac, and Linux). Over time, the game universe will expand as contributors add new missions, story lines, alien species, places to explore, sound effects, and artwork.

For more information, please visit the [website](#) or read the [player's manual](#).

Title: Endless Sky
Genre: Action, Adventure, Free to Play, RPG, Simulation
Developer:
Michael Zahniser
Publisher:
Michael Zahniser
Release Date: 30 Oct, 2015

a09c17d780

Minimum:

Memory: 350 MB RAM

Graphics: OpenGL 3.0

Storage: 65 MB available space

English

Missions available here:

- Bulk delivery to Tundra
- Delivery to Trove
- Delivery to New Boston
- Delivery to Sundive
- Delivery to New Holland
- Escort to Moonshake
- Passenger transport to Geminus
- Rush delivery to Buccaneer Bay
- Rush delivery to Skillet
- Rush delivery to Delve
- Bring tourists to Calda**
- Transport workers to Reunion

Selected system: Tejat (10 jumps away)

Your current missions:

- Hunt down Darkcorpse
- Hunt down Dead Queen
- Hunt down Sea Rambler
- Hunt down Bloodfury
- Hunt down Golden Galley
- Hunt down Shadow Fog
- Hunt down Sunset Bandit
- Hunt down Wyndham Galley
- Hunt down Midnight Star
- Hunt down Ourang Medan
- Hunt down Dead Hunter
- Hunt down Ryou-Un Maru
- Hunt down Sunset Falcon
- Hunt down Squirrel
- Escort to Quicksilver

These 3 tourists want to see Calda in the Tejat system. They are willing to pay you 53,500 credits.

cargo space free:	passenger space:	today's date:
44 tons	48 bunks	Tue, 10 Mar 3018

Accept Mission

Done

Shipyards

Outfitters

Missions

Ports

Light Warship

Aerie

Corvette

Firebird

Mule

The Lionheart Aerie is a light carrier, designed to be just big enough for two fighter bays plus a decent armament of its own. Variations on this same ship design have been in use in the Deep for almost half a millennium, but this model comes with the very latest in generator and weapon technology.

cost:	4.949M	Engines:		
shields charge / max:	30.6 / 5,700	X3200 Ion Steering	1	
hull:	1,900	X3700 Ion Thruster	1	
mass with no cargo:	486	Guns:		
cargo space:	50	Heavy Laser	2	
required crew / bunks:	12 / 28	Power:		
fuel capacity:	500	LP072a Battery Pack	1	
movement, full / no cargo:		NT-200 Nucleovoltaic	1	
max speed:	323.41			

Your Ships:

Splinter

This ship will sell for:

empty hull: 4.400M credits

+ outfits: 4.925M credits

= total: 9.325M credits

You have: 8.384M credits

Buy Sell Leave



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The only game in which you can modify the stats of your tiny freighter to one-shot an alien battlecruiser.

10V10 would cheat while laughing maniacally again.

Here's an example if you don't believe me:

Me: *Flying Star Barge around Men*

Pirate: "Hey, that's some purty booty you got there tiny little man, and I wants it!"

Me: "hmm... nah, i'm good thanks."

Pirate: "I don't think you understood me..." *fires a single sidewinder, halving my shield strength*

Me: "Are you absolutely sure that you want to try and rob me? You are really stupid."

Pirate: "Pfft, what's ur tiny little cargo container going to do? Fire a blaster turret at me? Go ahead half-pint, give me your best shot! I'll be laughing about this all day!"

Me: "Well, alright, if you insist." *A hidden compartment opens up revealing a Pug Gridfire Turret*

Pirate: "Hey, what the-" *dies in a fiery explosion*

Me: *Gets bounty payment for Pirate's bloated corpse* "Trolololololol!". Great game in its simplicity . Great to pass the time When you realize this game has more features than No Man's Sky.. I just wanted to express my experience in the popular jot-note style review pattern.

Okay I...

- Started career as feighter captain
- flew where the old guy wanted me to go
- did a ton of deliveries
- sold my freighter to buy an attack ship
- died miserably to the worst of ships
- kickstarted my career for transporting human cargo
- pirates killed me and a family of miners just trying to get a better life
- second attempt from save file ended up the exact same way
- boycotted the game
- Try doing the same family transport mission a week later
- success made me more confident
- do a couple more successful runs
- buy bigger transport vessel
- explore the galaxy
- find out how small it is
- continue playing anyway
- ignore good trade routes

- cross the universe for very best return
- become rich and retire satisfied

10V10 would travel across the galaxy again.. Endless sky seemed like a simple game at first. The overall gameplay reminded me of many hours lost to starport GE and I almost stopped playing because of that. All I can say is keep playing, you will be hooked by the first hour.

Being able to have your own fleet, or be the best space bus ever, or being a glorified long haul space trucker, or being a quest monkey, anything you do, the game let's you. You want to build your fleet but don't have the cash? Kill an enemies engines and board them! What other game does that and let's you keep the ship?

Overall, endless sky is a slow ramp up to a strong addiction.. The fact that this game is free amazes me. The quality of the content is great, I think it's great that a little game like this, that doesn't rely on fancy graphics, and yet is so compelling to play has been released for free. Commendations to everyone who contributed to this fantastic piece of work!. as a person that still reads books (the paper kind) and is avid fan of science fiction this is brilliant. the only reason i don't have that many hours in game is that i sometimes forget i have a playable book on my computer, along with the multitude of planets to explore and history of each planets i can't wait to see this game when it's done.

a small issue that i think turns off many is how it just drops you in, no hints on how to play nothin, i'm fine with as i think it adds to a game but some don't i think maybe highlighting the text that tells you which keys do what would making it more helpful but not change the start of the game as it works.

pros-great world building and atmosphere

- community driven
- some of teh best writing iv'e seen in a game
- lots of reading

cons-the Totutorial is a little to well "hidden" (again highlighting the texts would work and not be annoying i think)

- might be to slow for some not a fast paced game
- lots of reading again i love that but others might not

recomended to play, enjoy, and experince. Space farers rejoice!

This Free Game, IS a FREE GAME. You heard correctly!.

First of all, it's free and Does Not require, *Tempt, or ask for any money at all, in game or out.
Secondly, it's free to leave you to decide for yourself... everything! (There is a tutorial mission, but it's your choice.)

The game it's self is a "top down", 2D, sandbox, point to point**, space sim akin to the like of "Elite Dangerous" (except this game is playable!).

The focus in Endless sky is on Fleet management, sure you can focus on one ship, but you can "aquire" more. (buy\pirate)
And has plenty of them to explore and modify, without being overwhelming.

Endless Sky also has a "surprising" amount of space to explore, and even has some story\questline for you to find.

"I'm struggling to fight these "butchers nails" at the moment.. so I'll leave you with this..."

It's FREE, have a look!.

Good luck captain, see you when your an Admiral. 07. How is this game free? I have no idea. Could easily be worth \$20 or more.

One of the greatest aspects of this game is its ease of organization and navigation. There are so many ships, weapons and stars that you could very easily get lost and frustrated trying to remember where everything is had the developers not taken that into

consideration. You can see the prices of everything in every system and where every piece of equipment you've discovered is sold. You can access everything's stats to plan out trips.. Absolutely incredible. Some people see "2D" and leave. Not me. I love space, and I love this kind of game. The commerce is relaxing, and the combat is intense. This is what indie games should be. Better than NMS AND FREE! Would be 10/10, but -1 for no music.

This game is really interesting, although unfinished there's already a lot of content. It lacks music but there's a good guide with lots of good suggestions of hours long soundtracks if that's your cup of tea.

it's also very easily moddable in plain .txt format, so if you don't like something you can always mod it in/out.

EDIT :

the game is great, but it has unfortunately long standing bugs that make some people crash randomly between 10 minutes of play up to 6 hours

they are some ways to mitigate the damage but they've been constantly ignored by the main creator Michael Zahniser, who even went so far as to close issues under false claims.

For this reason I'm changing my recommendation. This is the perfect example of how to not manage an open source project.. This game, where to start...

As of the Coalition's update (0.9.5 unstable beta) there's the depreciation of modules and ships to contend with. If you like the previous version, just go to the github and get a previous version.

1. Anyways: the map is big, still expanding, and has plenty as-is to offer. There's aliens, civil wars, and planets to conquer. You can be a humble merchant, trading and hauling for steady pay. There's also passenger courier work which require the safe-keeping of those aboard to arrive at their destination. Escort duties involves distracting and attacking pirates then escaping before your objective gets destroyed. Bounty-hunting requires combat reputation, so getting a bigger, stronger ship and going pirate hunting will build up your rep to be given those high paying contracts. Or even do some of each just to make end's-met.

2. When starting out, even if you want to get a feel for the game on your own: TAKE THE TUTORIAL!!! It pays, it gets you going in a definitive path, and you can buy some local maps (which it's highly recommended to just buy maps early on). Once you open up the sky with areas you have explored, do some jobs for a while within them. There are two time markers early in that you can use as reference points to gauge off of. If you manage to pay off your loan before Rememberance Day, you did awesome. If you pay it off before the Civil War, great. If you can't pay it off until after then, you may need to rethink your career choice.

3. Don't worry about goofing off and exploring or anything until AFTER you pay off your first debt (like I said before, buy some maps so you don't go stumbling about early on). If you are having problem with the Pirates, stick to the middle and 'north-west' part of the map and do trading. If you are in the mood for salvaging or capturing ships, aim for the 'south-west' area around Aldhibain (five jumps 'south south-west of Rutilicus\home-planet) since there is both a strong merchant & local militia and Pirate raids. Also, the planet within the Aldhibain has both an Outfitter & Shipyard along with the trader, so you can not only sell the parts you get, you can sell any captured ships, equipt any modules you aquire or buy new ones when you get the money for them.

4. Lastly, once you upgrade your ship (anything over \$million should do) go explore and visit each unexplored spot. Can't reach there? No worries, you will soon enough. If you prefer a more peaceful venture (aside from Pirates) visit the 'north north-east' area. Want to fight some tough enemies? Visist the 'east' area and say 'hello' to the new-comers (with several salvos of cannons). Once you unlock advanced flight, throw yourself to the far corners of the galaxy and discover all there is to this game.

5. ...then finally, once you do everything this game has to offer: quit it. Yes, quit... for a few months, go play something else, do real-life things.

6. Then come back and find new contents has updated... then you can start a new save and play through the whole thing in record time.

7. See 5, 6 & 7 for further instructions.

. For a free game, this is golden.

The controls take a bit of time to get used to. Personally I have rebinded practically every key to make maneuvering easier

since the original binds are all over the place. The tutorial is extremely basic so you'll need to do a lot of experiments to figure out the best way for you to play. You will not become a galactic emperor on your first try.

Other than that it's really fun to get into. Lots of ships with differing strengths. Lots of outfits to try out. Many many many jobs to take. There is a storyline but it's mostly in the background and you're not even a main protagonist if anything just a little helper minion with selfish standards. A little tip, check the space port every time you land if you want to see what's on in the galactic affairs.

The developer seems to pump out updates every few months or so with new content in each one so even if you get bored you could check back later to see if it's worth it to jump in again.

8\10 for now. I grew up on Escape Velocity, it was my first true gaming love when I was a dweeb in the early 90's with a "Power Mac" (oxy-moron back in the day aswell).

This game was my life, doing fly-bys with captain hector, doing medical-supply runs to Spica and space-bombing planets into submission... this game seems to live up to this and more.

Just started playing but I cannot stop, it is scratching that itch that no game was capable of doing.

Thank-you devs!. Great game.. A wonderful 2d Space game. Construct a massive fleet, rule it all. There is nothing more satisfying than amassing a fleet of 300 heavy warships and watching them fill the whole screen.. Plain, simple, deceptively difficult. A 2d overhead retro view of a game with a universe that holds more than you would think. This is one of those girls that may not do much in the sense of graphics, sounds or all that flashy stuff, but rather is one of those games that puts more computing power in the possibilities. And for a free game, this sure is good buy if you like puttering about and build your mighty fleet! While at the same time keeping your bank book in proper balance.. -Transported Scientists from Memory to Firefly and back

-Delivered Apples to Calda

-Civil War between "Republic" and "Free Planets" broke out shortly after doing some "special mission" involving recon against pirates, leaving me wondering if Militia-Captain-Whatever Winters was lying to me so I would accidentally start a rebellion and ruin my perfect credit score

-Transported Workers to Muspel

-Attacked by Pirates

-Destroyed Pirate Interceptors while Interplanetary Defense Fleet finished destroying disabled Pirate Cruiser

-Cargo Bay too full to collect loot

-Jettisoned Family of 7 hoping to "escape the pollution and crime on Bivost and settle on Nifel" and a tourist headed to Pearl

-Just kidding, that would have tarnished my perfect credit score (800, which, yes, actually IS a factor in this game) and would have only freed up passenger cabins anyway, not cargo space

-Checked my stats and noticed that I am considered "Almost Dangerous" according to my combat rating, which seems pretty good for the captain of a passenger liner

-Forgot what I was doing

-Transported Passengers to Muspel

-Transported Passengers to Nifel

-Transported Passengers to Muninn Station

-Transported 29 tons of Asphalt to Nifel

-Brought 12 Tourists to Pearl

-Transported Passengers to Muninn Station

-Delivered "Safron" or something to Muninn Station

-Transported Passengers to Pearl

-Transported Farmers to Splashdown

-Walked to Subway and got two footlong Black Forest Ham Sandwiches at a discount

-Transported a Family of Farmers to Glaze

-Delivered Pookie the Poodle to Alderan or someplace close to Sol System

-Made 80K credits

-Overcame Just-1-More-Turn Syndrome and wrote review

It's like everything I wish "Smugglers V" did not exclude, like being open-ended and making actual use of its flavorful prose

descriptions for stations and interactions and stories and news and stuff that Smugglers basically touts as a relatively impressive feature that I found disappointing, especially compared to Endless Sky. I prefer to opt out of combat missions like escorting science ships and luxury liners and prefer to stick with one ship as opposed to building up an entire fleet, and my list only includes the last few things I did to get to the point at which I could pass that up as an option. Oh, and there's WAY more planets and ships than Smugglers, it's not even comparable in that respect.

I got it for free, so yes, definitely worth it, but I would have paid whatever I paid for Smugglers V AND its expansion and have been perfectly satisfied. And it's still in development, but perfectly stable for me, easy to mod, and it's possible to overcome the somewhat wonky combat controls that some complain about, or at least become familiar enough to where I can fight off several (very weak) raiders (that had no business preying on almost defenseless victims) in a transport ship.

Tonight I will dream about transporting families of miners and farmers and desperate immigrants hoping to find a better life on a different alien world.. This game is amazing, but the tutorial is horrible. I honestly love this game, but it took me an hour to figure out how to actually play it because the tutorial is practically non-existent. But once you figure out how to use everything, it is really fun.

Controls hint:

tab = shoot

arrow keys = move

L = land

M = map (click places on the map to choose where to hyperspace jump to)

J = hyperspace jump

Other tips:

**Land your ship on a planet to replenish hyperspace jumps*

**Take jobs to earn money*

Those are not all of the controls. They are just some of the controls that you will use more often.

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