
Satellite Command Download Lite



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About This Game

Satellite Command takes you into orbit around a stunning representation of our home planet, Earth. Take command of your own space agency, complete real contracts, research advanced technology and carefully manage your resources and reputation to learn more about the wonders of the Universe.

A simulation / arcade hybrid designed to make astrophysics approachable, with over 150 contracts based on real mission data. An RNG system and an ever expanding list of missions ensures that no two games will ever be the same!

Developed in tandem with space-industry experts, Satellite Command features a realistic astrophysics simulation and harnesses the graphical power of Unreal Engine 4 for a truly out-of-world experience.

Features of Satellite Command:

- *Realistic astrophysics simulation, plan and change your orbits to get as close or far from Earth as you dare!*
- *Relaxing gameplay and OST, explore our planets beauty as you work towards completing your Catalogue!*
- *Completed the Catalogue or failed a session? RNG system that ensures no two play-throughs will ever be the same!*
- *Hundreds of contracts to complete, based on real mission data. Learn about the wonders of the Universe.*
 - *Persistent player progression system and stats tracking, with elite Achievements and Leaderboards!*
 - *Special Events and a regularly updated list of mission data to keep the game fresh!*
 - *Simple, intuitive symbol-based UI allows players of any locale to enjoy the game!*
 - *Unforgiving gameplay designed to encourage learning by doing - the same way we did in reality.*
 - *Procedurally generated technology tree to explore.*
- *Fully re-mappable keybindings (with dual key option), a host of graphical options, 4K and Steam Cloud support.*

Title: Satellite Command
Genre: Indie, Simulation
Developer:
Stormtide
Publisher:
Stormtide
Release Date: 16 Dec, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 (64-Bit)

Processor: Intel Core-i5

Memory: 4 GB RAM

Graphics: NVidia GeForce GTX 500 Series

DirectX: Version 11

Storage: 2 GB available space

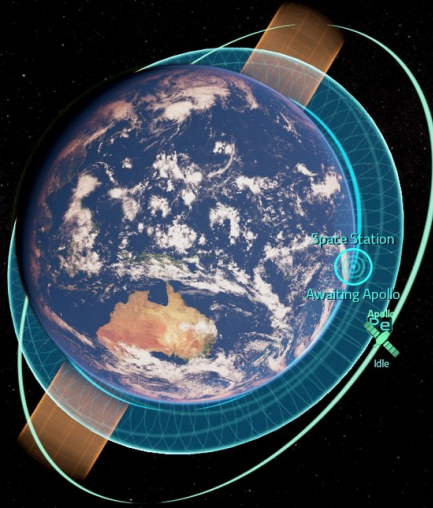
Additional Notes: 1.5GB VRAM

English

Research



The interface displays a large grid of hexagonal icons representing different research categories. The icons include symbols for a biohazard, a thermometer, a lightning bolt, a wrench, a gear, a water drop, a magnifying glass, a microscope, a flask, a book, a gear with a lightning bolt, a biohazard with a lightning bolt, a biohazard with a magnifying glass, a biohazard with a microscope, a biohazard with a flask, a biohazard with a book, a biohazard with a gear, a biohazard with a gear and lightning bolt, a biohazard with a gear and magnifying glass, a biohazard with a gear and microscope, a biohazard with a gear and flask, and a biohazard with a gear and book. The icons are arranged in a grid that is partially obscured by a red dashed circle. The grid is set against a dark background with a faint grid pattern. The text 'ResearchSat 13' and '15,702 km' is visible on the left side. The text 'Debris 4' and 'Orbit Stable' is visible on the right side. The text 'Apr 25, 829 km' and 'Peri 19,751 km' is visible on the right side. The text 'F1', 'F2', and 'F3' is visible at the bottom.



Docking 
Orbital Intersection

The orange zones are the areas of intersection between the Satellite's orbit, and the orbit of the Space Station.

The first step is to have the Satellite reach this intersection.

Hibernate the Satellite and use time-warp to reach an intersection.





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Boring. The only chalanging misions are the earth based scanning mision. Even with ultra tracking reserched the computer cant properly align it so you have to line up the crosars manually long enough for scan to complete.that is the only chalenging thing in the game. I dont consider being lucky in random mision generation to have tech required to do mision a challenge. In my opinion it just detracts even more from the game to recieve misions you cant do because you havent reserched that far yet. All misions are assigned requiring one of six tools. Every mision amounts to the same thing. get satellight to where you have aproprate line of sight, line up target activate tool. That is it nothing else to the game. Research and upgrade just make it easier to acomplish misions.. A rather good puzzle game in a more low brow Kerbal experience. Nice graphics, UI and atmosphere too.. This game had a very good idea, but a very poor execution. It's by all means functional and playable, but actually how much enjoyment can you get from this game? Every satellite looks the same, theres no different cosmetic changes or anything except for the icon colors from the map portion. Every mission in essence is the same exact things, either with different tools or locations where you have to painstakingly change your satellite's orbit or launch a new one. You can research upgrades that give your satellites a little more longevity. In the end, it's pretty repetative and offers very little in the way of goals. Is it worth its price? Well, as far as graphics and the actual looks of the game goes, maybe. I'd be able to recommend it if it had a little more to offer. Games like Kerbal Space Program are better in my personal opinion.. Really fun, I enjoyed the game. Shoul add more to do

. This game is surprisingly entertaining in the early stages of the game, I can even support the research tree and missions for satellites. My only issue is with the UI, It becomes incredibly difficult to manage more than a hand full of satellites. Every time a satellite is selected the camera changes your perspective to the sat chosen

Suggestions:

When sat is selected allow to stay in macro view

Select multiple sats at one time to and assign them all to a mission

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Three words to describe this game: Simple, Addictive, WAIT WHAT THIS ISN'T SIMPLE THIS IS ACTUALLY REALLY DEEP AND COMPLICATED WHAT HAVE I GOTTEN MYSELF INTO.

This is one of those games that you start playing thinking "yeah ok this will probably amuse me for a couple hours" but that you fall in love with pretty fast. It's a really simple concept that actually hides a really deep gameplay experience that keeps you on your toes, and has you juggling a lot of things at once. It's also one of those games that makes you want to beat the keyboard to death, because you just messed up a really simple routine set of instructions that you've done in the right order 100 times before only now you've done it wrong and ended up with a satellite that now has the useful capacity of a really expensive paperweight except its in orbit.

Oh yeah and you can name Satellites before you launch them, meaning that "My Sides" can literally be in orbit.

10/10 come for the memes stay for the fulfilment of childhood dreams.. If you like Kerbal Space Program like I do, then you'll enjoy the sights and sounds of Satellite Command. In this game you won't be building or constructing rockets, rather you'll be upgrading and designing satellites to launch into orbit. The launch process is entirely automated by the game (unfortunately), however where it really shines is the contracts. These contracts, dependent on the amount of research and devices you have on a specific satellite, usher in some very nice reads at the end of them. In this stage of development the game gets somewhat repetitive, however I found that the educational reads and images were rather worth it.

In my honest opinion, it's a very nice, very soothing game to chill out in for about thirty minutes. Very much an area to lose that stress, enjoy the background music, enjoy some reads, then head on to some other games like Kerbal Space Program.. This game had a very good idea, but a very poor execution. It's by all means functional and playable, but actually how much enjoyment can you get from this game? Every satellite looks the same, theres no different cosmetic changes or anything except for the icon colors from the map portion. Every mission in essence is the same exact things, either with different tools or locations where you have to painstakingly change your satellite's orbit or launch a new one. You can research upgrades that give your satellites a little more longevity. In the end, it's pretty repetative and offers very little in the way of goals. Is it worth its price? Well, as far as graphics and the actual looks of the game goes, maybe. I'd be able to recommend it if it had a little more to offer. Games like Kerbal Space Program are better in my personal opinion.. This is freaking awesome. At half the normal price, totally worth it. Many of the negative reviews are quite old, and as far as I can tell, the devs have addressed all the issues. In particular, I was afraid the tutorial would be incomplete, but it turned out to be perfectly adequate.

To be clear: this is not KSP. The launches are handled for you, you don't even need to understand orbital navigation because the margins are very forgiving and you have an overly generous fuel supply. Docking the space station for repairs doesn't even require synchronizing orbits, just have the correct altitude in the correct plane. Everything is super easy.

That means the game becomes more about asset management; you can only have 8 satellites, each satellite can only fit 2 (later 3) out of 6 tools, and you need to ensure that no matter what mission the RNG throws at you, you'll have a satellite available with the right tool, and a cheap path to your target.

A nice touch is that every time you complete a mission, you unlock an encyclopedia entry about something. This alone makes the thing fun, though i was a bit disappointed that it seems to repeat after a while.

In practice, it is much about micromanaging energy and heat; heliosynchronous orbits let the satellite have power at all times, while equatorial orbits make it cheap to refuel and repair. The tutorial won't tell you, but by combining rolling and solar panel orientation, you can get 100% solar efficiency no matter where your target is located, as long as you are not eclipsed by Earth. You need to manually control charging, to keep your batteries up without overheating, and you need to hibernate your satellite to wash out heat between missions. For a couple of missions, the autopilot won't be precise enough (not sure if this is intended or a bug), and you'll have to hand-adjust in realtime.

For such a simple (and a bit repetitive) formula, it is extremely addictive, and quite relaxing.

There are a couple of things that I would love to see improve:

- Fix the autopilot if it is a bug, or offer analog controls or more varied power modes between RCS and gyro. I found myself in very unnerving situations where the autopilot would lock me in a biased direction, with the RCS so powerful that a single tap on

the key would send the aim past the target, but the gyros too weak to have any useful effect.

- The game tooltip hints that orbital plane changes are more efficient at periapsis. This is obviously wrong (changing direction is easier at lower speeds, thus higher altitudes). I didn't check if the error is in the tooltip only, or in the game physics.

- Space-based missions can almost always be completed instantly if you have enough satellites, while ground-based missions require waiting. Managing the rhythm can be tricky. I'd love to have a way to bind missions to satellites, or be able to create timers or alarms so that my ground-mission satellite doesn't fly past the point of interest while i'm busy taking pictures with my space-mission satellite. That could be an unlockable research, too.

- More tools, more techs, more varied missions ! (gamma ray detector ? magnetometer ?). game would not even start. I own ksp so i had pretty high hopes and i was very dissapointed. This game is not what you might think it is. It has next to nothing to do with space flight, you could be controlling submarines or busses and there would be very little gameplay difference. You just click on a target, click on an instrument and let the satellite do its thing. When you want to launch a new one, you click on the payload you want and launch. You don't have to deal with the carrier rocket or any kind of engineering or satellite design. Changing orbits is equally simple. You press a few buttons and you're done. Nothing requires any skill or thought.

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