Icity - A Flight Sim ... And A City Builder Download Compressed File

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About This Game

So ... you're a brand new pilot with dreams to take on the world? How about building one of your own? You've always thought that things would be much better if you were in charge - now here's your chance! *Icity is a flight sim ... and a city builder!* And like nuts and gum, they're together at last.

Your new job as the chief-pilot with the *Icity Development Company* means that you're now in charge of a bold project to build a new city on the Alta Ice Cap. An exploration crew has just discovered a reservoir of *Di-Hydro-Oxygen* crystals that could be very profitable if an efficient mining operation can be established. The company is willing to set up a base camp to try out a test mine, and if everything looks good ... well, the sky's the limit.

Why do you get to be the chief pilot? Because Alta is located high on a frozen ice sheet, thousands of miles from the nearest outpost, and no one else wanted the job. In fact, you're the only pilot, and until you help build something there, the company won't be sending any help.

Fly specially-designed aircraft to explore and build your own ice city of the future. Transport workers, deliver supplies, and collect the spoils of the crystal mines to help your city grow ... or just fly around and explore your new world. **Icity** puts the pilot in charge of everything.

This is your time to shine and show the world! Can you found a profitable mining camp and grow it into a city? Perhaps you might build an empire of your very own!

Features:

- Innovative aircraft with interactive controls, displays, and switches.

- HUD and Autopilot-enabled for easy cruising and precision construction work.

- Unique Payload and Cargo Modules for special missions.

- Multiple cameras providing real-time views and map systems.

- Complete control of city construction (direct or automated).

- City economic system linked to growth.

- Logistics controls for building supplies and product shipments.

Title: Icity - a Flight Sim ... and a City Builder
Genre: Indie, Simulation, Early Access
Developer:
RaYmond Lewis
Publisher:
Openland Design
Release Date: 19 Oct, 2016

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Minimum:

OS: Windows 7 or newer

Processor: Intel Dual Core CPU 2.4 GHz or better
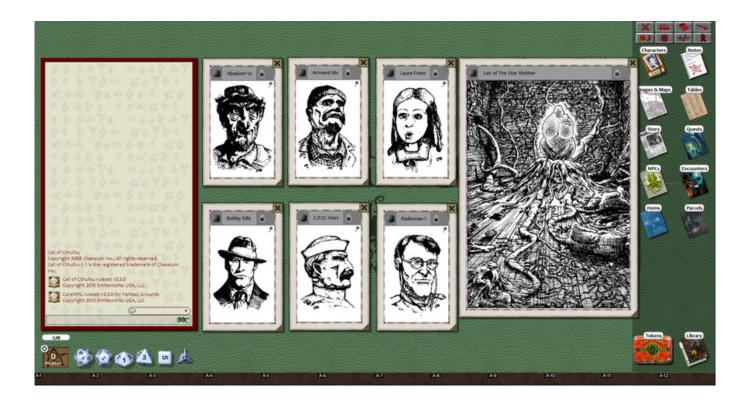
Memory: 4 GB RAM

Graphics: OpenGL 3.0 compatible 3D graphics card with at least 1GB of RAM

Storage: 250 MB available space

Sound Card: DirectX compatible sound card

English

Needs quite bit of polish but it's a solid and atmospheric survival game with a particularly good sense of solitude. I'm hoping the developer might add options when starting a new game to adjust the global speed, even playing in hardcore mode it still feels like time is moving too fast. The game has a vast procedural world but these time constraints mean that you never have much time for exploration because you need to sleep every few minutes, hope this will be adressed in the future. Great game though!!. Dont bother. The opening hidden object game has images so bad, I cannot complete even that. Money wasted.. Very short and more informational than entertaining. Still fun, but wouldn't spend money on this.. Big punch energy, the kind you'd have to pay someone to grind into your tongue for a premium, at bomb dollar prices.. It's pretty bad, and that's disappointing considering this is one of very few games on this subject matter. You basically just steer your ships around the map, watching the AI gunners do their thing. Got boring extremely quickly.

Better off avoiding this one.. Do you like war.. CUS THIS IS WAR. It is such a shame that there isn't REAL-TIME access to the Telemetry DATA..

It would have made it so much more usable for those who are into DIY building projects for 3d Motorbike Motion Simulators.

The telemetry DATA set is EXCATLY what is need to make such a Physical 3d Motion Simulator act much like the REAL LIFE MotoGP bikes \/ riders..

The people behind the SRT software CLAIM that is is ONLY possible to get access to the Telemetry DATA AFTER the game HAS RUN, as a DATA set, and it is NOT possible to get REAL-TIME access..

BUT I know for a FACT that it IS possible to get the Telemetry DATA in REAL-Time..

Several apps \/ programs do show the Telemetry DATA that is Broadcasted in UDP in REAL-TIME from MotoGP18.

Fx. the Android app 'SimDashboard' clearly shows a lot of Telemetry DATA from MotoGP in REAL-TIME... I liked it. Basic TD with Controller Support. Worth a play through.. This steampunk clockwork paint job is awesome! Swiss? What do you mean by "Swiss"?

Terraform is a fantastic turn based puzzle game. It is quite challenging while learning the rules, however the University levels are very good at introducing game concepts one at a time, and mistakes aren't punished while you figure out terraforming solutions; indeed there are undo tools built in.

Well done, Jonas Holgersson!. addicting game to buy some time :). better than assassin's creed unity. WARNING. U.S. Pacific DLC DOES NOT work for the iMac. No scenarios, or anything. I got into a long
email back and forth with Slitherine Support, to no avail. I only received lame excuses and delay. Then a long fight to try to get my money back. Steam store would not provide a refund because I took to long with Slitherine support, believing they could help. I did finally get a refund from my credit card. YOU HAVE BEEN WARNED.. pros:

+ it has cards
+ you can reload your weapon even tho the magazine is full (which what i had fun with for 10 minutes)

cons:
- everything else. **Updated review as of 25\/02\/2017 (I've left my original reviews below so you can see how well this has evolved in just a week or so worth of updates. EVERY issue i personally raised with the Dev at the bottom of this review has been fixed) - Pretty much every issue with the game from launch has now been resolved. The buttons are consistently in the lift between levels - the locomotion system works great, the new grabbing system with the grip buttons to snap objects to your hands works fantastically (though maybe needs a little tightening up to succesfully throw items any distance), the snap turn buttons can now be disabled entirely so you can very accurately move and use the roomscale.

Honestly I hope everyone gets a chance to re-review the game either from now or after further bugfix updates (the sound still needs work - enemy footsteps can sound like theyre next to you when they are actually in a different room down a long corridor away) - but compared to some of the hobbled-together tripe i've seen released over the last year for the Vive, this is a genuinely terrifying, beatufully graphiced, and now well-controlled first person survival horror title and it needs FAR more praise than i've seen on the steam reviews here. I still hold my breath when a Syren walks by and I still put up my hands and squeal when they nomm on my face! If you're expecting the AAA level of polish of Alien Isolation then sure you might be disappointed still, but that doesnt stop this being a killer title as far as the Vives current releases go.**

Update as of 17\/02\/2017 - the graphics issue has been resolved - no more smudge on the lens - can really appreciate the finer details in the environment now. Huge improvement good work Dev!

Hohoho! Ok my opinion switched fast on this one :D

Initial reaction was disappointment - as others have said on max graphics settings the games really blurry - classic UE4 issue that i've seen in a few other titles. Manually supersampling will help but obvs if your graphics card is going to struggle with it like mine (980TI) then you just have to make do. But the graphics are actually supersharp for the most part - its just not evident until you get your face right up next to an item. Bizarre but hopefully fixable in an update patch.

Controls are really a mess at the moment with too many controls on the thumpads. I found it a lot more playable in teleport movement than in Locomotion movement as it meant i didnt need to worry about trying to use a fire extinguisher in my left hand on the same button as would walk me forward ^_^ Again - update patch required.

DESPITE ALL THE ABOVE - this game got me good :D The first "level" (handful of rooms and corridors) took a lot of getting used to due to scripted events requiring specific actions\/movements. Also the bug when an enemy scuttles into a vent is hilarious due to her going over the top of the vent and vanishing - Slightly killing the atmosphere :) But as soon as you get to the next level\/area (only takes a couple of minutes once you've retried it a few times) you realise theres a lot more mechanics to play around with and the game opens up more. Playing Hide & Seek with creepy chick and using items to distract her was actually the most intensely scared i've been since Alien Isolation! My only advice to fellow purchasers at this point is push on through the first area and see what the game is ACTUALLY like before hastily negatively reviewing it. I haven't got much further into it but what i've seen so far really gave me goosebumps ^^

**Notes below are for the Developer - please fix the graphics blur and controls!

Make the trigger button Shoot or Activate the held item.

Use the grip button on the side of the controller to pick up items - and make it just a one push to lock the item to your hand and push again to drop the item - nobody likes to hold a button constantly on a required item.

You only need to use One of the Top Menu buttons to pick up distant items - the other Menu button could be used to pause the game and bring up ingame options such as graphics settings...and a quit button for if i'm cr*pping my pants :P

If Teleport movement has been selected - use the entire thumpad on the controller as a teleport button. Dont put other controls on the thumpad, keep it simple. Especially with the Vive I dont imagine many people will require the left\/right buttons to snap the screen left\/right - the majority of users will just turn in the physical room. By all means have the option to enable the snap screen movement for less abled gamers - but allow us to disable it in the options.. Dawn's Light 2 is similar to the original in style and general quality, and if you liked the first one, there's no reason you won't like the second; however, there are some differences which make it slightly less enjoyable this time around.

Puzzles are still a major part of the game, and are as diverse and challenging as before.

The story is no more developed than in the first game in terms of plot, but still has the humorous banter, and this time there is nostalgia, since the characters from the first game make reappearances and are familiar. The jokes are a bit lame in the first chapter, but this improves quickly.

For part of the game, you are allowed to switch between multiple parties, which I would say is the main positive thing that is new to the franchise.

The main downturn is that the quests run longer, and there is no longer a feeling that you have many options to choose from for your next mission. There are also fewer side quests. You have only one sea of islands to explore, down from five in the original.

Overall, the game plays like a short addendum to the original. It's good for the puzzles, but part of the charm is lost.
. A solid premise, destroyed by terrible beat detection. More often than not this flaw makes play next to impossible. If you want a real music game, buy Beat Hazard and never look back.. Great game, pretty bad community. Lots of games you get kicked as soon as you join....Also many hackers nowadays. I still recommend it, great times can still be found.