Atomic Space Command Reset Key

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About This Game

Atomic Space Command

Atomic Space Command is a multi-crew co-op/competitive spaceship combat game played in a Solar Arena. Our vision for this game is to make it like when you were a little kid, playing with spaceship toys in your room with your buddies, putting them together and flying them into battles!

NOTE THIS IS A BETA VERSION We are looking to work with fans to iterate the game and make it super extra awesomesauce! But since it is early days we have a lot of things to fix and improve, so please don't be shy in sharing your thoughts on the Atomic Space Command Steam Discussions.

The pricing reflects what we need to keep our small indie dev studio going, so please support us in these early days! THANK YOU!

Features

You are an Atomic Overlord competing for the coveted Spice Atomic. Often teaming up with allied Atomic Overlords (your friends), you field co-op armadas to battle across the solar system, build on planets, and extract Spice Atomics to claim victory!

- Explore a solar system arena with up to 8 player-controlled ships on your team.
- Compete in local and online co-op multiplayer gameplay.
- Devise spaceborne strategies with ship crew management and simulation features.
- Challenge other players in the PvP arena or fly solo in PvE.
- Customize your ship with dozens of parts, a unique crew, and a variety of powerful Atomic Commanders.
- Share command of a ship and its systems with a friend -- or brave the dangers of space alone.
- Build bases on planets to expand and resupply your fleet.
- Decorate your ship with tons of vanity items -- including trails, ship decals, snap-on decorations, and crew skins.

The game is way more fun with friends, so have them sign up too!

We want to know what you think and what you'd like the game to become. You're welcome to stream the game and put up videos. Just let people know that it's not done yet!

No, You Shut Up! is an independent game studio based in San Francisco Bay Area, California. We're a bunch of game developers who've worked on The Sims, SimCity, Spore, Mass Effect, Sonic the Hedghog and numerous Adventure Time Games. No, You Shut Up! is our name, but don't take it personally. Well, not this time anyway.

Title: Atomic Space Command
Genre: Action, Simulation, Strategy, Early Access
Developer:
No, You Shut Up Inc.
Publisher:
No, You Shut Up Inc.
Release Date: 13 Oct, 2016

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Minimum:

OS: Windows 8

Processor: Intel Core i5 6600k

Memory: 8 MB RAM

Graphics: NVIDIA GeForce GTX 750 Ti, AMD Radeon RX 480 or better

DirectX: Version 9.0

Network: Broadband Internet connection

Storage: 350 MB available space

Sound Card: 100% DirectX 10 compatible

English

100
6 Remain
Grid: 28
Round: 1/5
Glock 15 | 30

1P
400
42
LEONA
IORI YAGAMI
POW
POW

ONEMOREDAY

atomic space command

Good game but milestone needs to take a look back at 'MXGP' the first one. The in air control was sooooo much better and the small things in the game still make it fun to play.. Unbeatable (value for money)!. An outstanding DLC - if you like what Hand of Fate is about, you'll love this.

The story is by far one of the most touching chapters in the adventurer's life, and the map itself has several ways of solving it, depending on one's favored playstyle (best of all, it's very low on gambits, so you can trust in your combat skills to carry you a long way).

There's also a lot of goblins, to help pry the tokens from the related gear that requires killing the violent gits.

All in all, well worth the ~6EUR, and I genuinely hope Defiant maintains this ratio of price to quality, as I wouldn't mind buying as long as they make it.. At least on my Mac, unplayable – ‘point-and-click’ is no point, when ‘click’ does have no effect. Alas, the characters are cute.. Very nice Zuma like game. It is pretty simple, but fun. The music and the backgrounds are great. And Boros oozes personality.

cool for the money

. Awful. To even play the game you have to go into the options menu and select the ball you want to use. Otherwise you wont be able to do anything. There is no strategy to getting through the levels, even on the first level it is impossible to avoid the lava.. It's rare that I find the music in a game good enough to seek out the soundtrack, but it's not unheard of. The soundtrack for Organ Trail, however, really took me by surprise. Ben Crossbones has done a phenomenal job of capturing the grim-yet-adventurous feel of the game, and managed to make the tracks rather catchy to boot. Even more impressive is that the music is mostly done using retro-appropriate sounds: chiptune, synthesizers, and maybe an occasional piano here or there, all without making it any less high quality. I can honestly say that Organ Trail would not be nearly as atmospheric and enjoyable if it didn't have this soundtrack.. LEFTIES BEWARE! I really wanted to like this game because it looks unique and interesting. But I use my mouse with my left hand so movement keys locked to WASD instead of arrow keys with no way to rebind is a no-brainer for me.. Dubious control choices, menus that go nowhere. Ridiculously simple game, that somehow still seems unfinished.. Very Well done. I like this game. Awesome game.. A breath of fresher air to a great steampunk shmup indeed. The viewport feels more sizeable, the projectile clarity is much better, bosses have some new surprises, the art and music have been improved considerably, but the controls seems to be the same (which isn't a bad thing at all, considering the controls were good enough as they were to begin, and simple too!).

I don't know if I got skilled or the game is easier, but for me to beat it on Normal without using a continue? I'm gonna wage I got good without knowing, seeing I have been into shoot'em ups for a while.

A few improvements I think that can be done and an idea to be considered:
- A 2 Player Mode. I know the original didn't have, but that could be an interesting addition.
- More screen and resolution options (default resolution, 2x, 3x, full screen or windowed...)
- Expand control configuration to include customization to keyboard and better detection of Xinput when the controller is plugged in at any point.
- Move the "Save Replay" option to after the player chooses to after the player inputs their initials in the high score.

That's about it. Another thing I'd like to say is that I would love a sequel to Steel Empire, so if it happens... Let us know, ok?

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