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About This Game

Deadnaut is Screwfly Studios' second game and follow up to cult hit, Zafehouse: Diaries.

Deadnauts, so named because they're unlikely to return, must explore, investigate and fight their way through the derelict ships of dead civilisations. Every mission is unique and no two locations are the same. Each ship contains mysterious enemies and hostile security systems. Manage your Deadnauts' skills, talents, relationships and flaws - and you might get them out alive.

Features

- **Squad-based tactics:** Control five complex characters as they explore, investigate and fight their way through each mission

- **Character generation:** Create back stories for your team, mould their relationships and equip them well

- **Every game is unique:** Dynamically-generated missions and campaigns ensure no two mysteries are the same

- **Flexible and complex:** Adapt to your situation with an arsenal of weapons and shields, or use stealth, hacking and sensors to move unnoticed

- **Out of control:** Deadnauts have their own fears, motivations and dispositions. Stay in charge, keep in contact, don't let them out of your sight

There are many ways to play Deadnaut. You can focus on combat and offense with a heavily-armed crew, or go quietly with sensors, cloaks and shields. Use randomly generated Deadnauts, or fine-tune your crew with the character generator. It's your call.

Deadnaut is a challenging game. Not all strategies will work all the time. Instead, you'll need to equip your squad with the right tools, maximise your Deadnauts' respective talents, and adjust your approach when things go wrong.

About Screwfly Studios

We're a two-man developer based in Australia, dedicated to creating deep, innovative strategy games for PC. Deadnaut is the follow-up to Screwfly's debut title, [Zafehouse: Diaries](), which is also available on Steam.

Title: Deadnaut
Genre: Indie, RPG, Strategy
Developer:
Screwfly Studios
Publisher:
Screwfly Studios
Release Date: 27 Nov, 2014

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English

Alright. First of all, I like management games. I found the game while randomly browsing the store and it immediately caught my attention.
However, it currently has severe flaws, in my opinion, which makes me want a refund (for now, at least).

Major issues:
- You have no way to predict how well something will sell (to "NPC" automatic customers). You have to use trial and error, and manually adjust your price, then wait for a server tick, see the results, rince & repeat. It doesn't make sense.
- Competition between players is mostly based on price. Engineers have more options but it's often limited to maxing every setting. Meaning basically you'll run out of business, unless you can log in often to fight a potential price dumping war.
- The game mechanics heavily favor "whales" (already rich players). Early, you struggle; your businesses suck and you can't produce much, + you have to face loan repayment. But elder players got buildings with litterally 2000x your output. So they get fatter. Hence the weird leaderboard.
- The "wealth snowball" also means that an already rich player will simply do everything himself, since he can. That limits player interaction... and the ability of poorer players to get into business.

Additional issues:
- Tutorial is very short and doesn't include much information. Wiki is very limited too. UI is clearly not user-friendly. Having a proper production chain chart (with npc buy \/ sell options, and mandatory player interaction) could help, for example (and yes, I've seen the one on the wiki, but come on...)
- Adding a command to "reset" your character (deleting the character \/ selling everything to the city, to start fresh) should be an option, honestly. Making a poor early choice will block you in a dead-end.
- Graphics. Not talking about the city map, which is very simple, but okay (and pretty clear, which is nice). But the UI, buttons, and icons feel particularly cheap. Those simple 2D assets can probably get much better for little cost, and honestly, that'd be nice, because current drawings seems to be freshly out of MS Paint, and do not feel professional at all.
- Limited filter options (and inability to "search") in the contract\/product tabs, which means market offers are quite a mess (even though there are very few offers !). Will escalate out of control if player population increases.

Ideas:
- There should be a way to severaly prevent players to get too rich too fast. Diminishing returns, someone ? Especially since many products can be sold to "NPCs". Basically, the first one selling to them increases its production capacities to the infinity & reaps all the free cash available. You can do that in several ways: diminishing returns on output (or exponential administrative costs for additional sites\/employees... ?), encouraging a player to specialize in a few productions chains (and not everything) (=> player skills increasing output, but limited by a hard cap ?); reducing the difference between a basic building (10 employees and that's all) and a high-tier one (2000 x 10 employees + thousands of machines... I mean, come on; at least make people choose... like you either favor staff, or machinery, or storage space, or a custom mix of it... and not everything at the same time)
- Further in development, you should seriously start another server and\/or reset this one. There is absolutely no point in playing a competitive economic game where one or two players hold 99% of the resources, while you have to struggle to get a few dollars. Of course, it is useless if the other design issues aren't adressed first, since the snowball will repeat itself.

I'll still follow this game from afar and I might get back to it later, when it has been developped into a more polished product. Decent (and recent) management games aren't common anyway. For now, however, I don't see the point of playing it (except it you really like being an alpha-alpha tester of a game; but even though I like trying stuff, I already have a day job and I can't spend my evenings on game design).. GoTY without a shadow of a doubt. Rush B Suka Blayt simulator. it doesn't work. you should make a update for windows 7. Modern art, it belongs in a museum.. Fun game with good content.Mini golf is the best out there.. i like sam and max. This game is♥♥♥♥♥♥. right now i am speechless and happy that all

NASCAR heat 3 has improved from last years game yet again. The grudges and alliances feature in career mode has improved. You can now reply social media messages from your fellow competitors. Like Nascar 2005 Chase for the cup, you can talk nice and be friendly, or provoke and become rivals. This eliminations frustration of "Once you made a Rival, they'll never leave you alone." The Xtreme Dirt Tour series (not associated with NASCAR) is a fantasy league focused all on dirt tracks thanks to the Eldora Speedway track addition to the trucks from last year's game. In career mode however, you will start on The Xtreme Dirt Tour series no matter what. It's like Dirt to Daytona, except you can run your own team on any of the NASCAR leagues (including the dirt tour). The only catch is: you will be the only driver in your own team, and you can't hire anyone to drive for you. But I bet that would be a new addition to NASCAR heat 4 next year. I also recommend adding the K&N Pro Series for some fans who really want to race on pure Asphalt from season 1.. I love almost everything about this game, but there is no way to win. You don't have enough time to complete the cases, which can get you fired, game over. You can't keep your wife happy unless you spend loads of time with her instead of on the cases, so she leaves and game over. I really can't imagine anyone being able to complete all of the cases and win this game. Oh yeah, I was playing on easy and still couldn't do it. I'm so disappointed in this game that I would ask for a refund if I had paid more than 49 cents.. Great achievements xd. very good game i recomended. Very nice looking, a ship with a nice history and a modern replica that currently sail around the world. Very efffective in game. A great frigate.

But before buying, be aware you'll be able to grind her for free in game from the next patch on.. Personally, as a casual gamer, I'm enjoying this game a lot.
Let's just jump right into what you want to know:

Gameplay: Simple! Swap the tile you're given with any on the board to make groupings of 4 or more to damage your foes before they damage you! Get money and catnip to spend on upgrades and new ships and weapon power-ups to help you hit harder and faster to get more stars at the end of each level in order to progress.

Sound: Retro but a little repetitive. What you hear in the trailer is what you get. Nothing obnoxious, but nothing spectacular either. You can turn on or off sounds or music but that's it.

Controls: It's obviously meant for mobile as some things mention tapping. But it's all mouse from here, baby! Nothing simpler than that.

Graphics: Pixels! Pixels everywhere! Except for the strangely large space behind the gameplay area which is just filled with cute cat and fish drawings. You can window the game (alt+enter) or full screen it, but it seems to always only have this tiny gameplay screen inside a giant window with the doodled background. Obviously remnants from its mobile origin.

Story: Yes, there is actually a story, again, shown in the trailer. Funny and cute; steal back the cat island's catnip from the Aquarium Alliance, beating one fish into submission at a time!

Overall: I'm having fun; there's a nice amount of achievements for how short the game is so it ups the replay value a little with that, and there are plenty of different ships to unlock, too. My only concern is the lack of resolution choices but it's not a must for such a little game as this, in my opinion, so I can stick it out. On launch there were a few bugs including no sound, but the Developer handled it almost immediately. I recommend this game; the price is nice for what you're getting.. Fun Game, But the stats have to be almost maxed in order to do most of the skill checks. Is this a good game? Don't know. Crashes during the tutorial.. The game would be ok if the chess pieces were'nt see trhough. You can hardly tell what you are looking at!!! Rubbish.