Icarus - Prima Regula Download] [serial Number]

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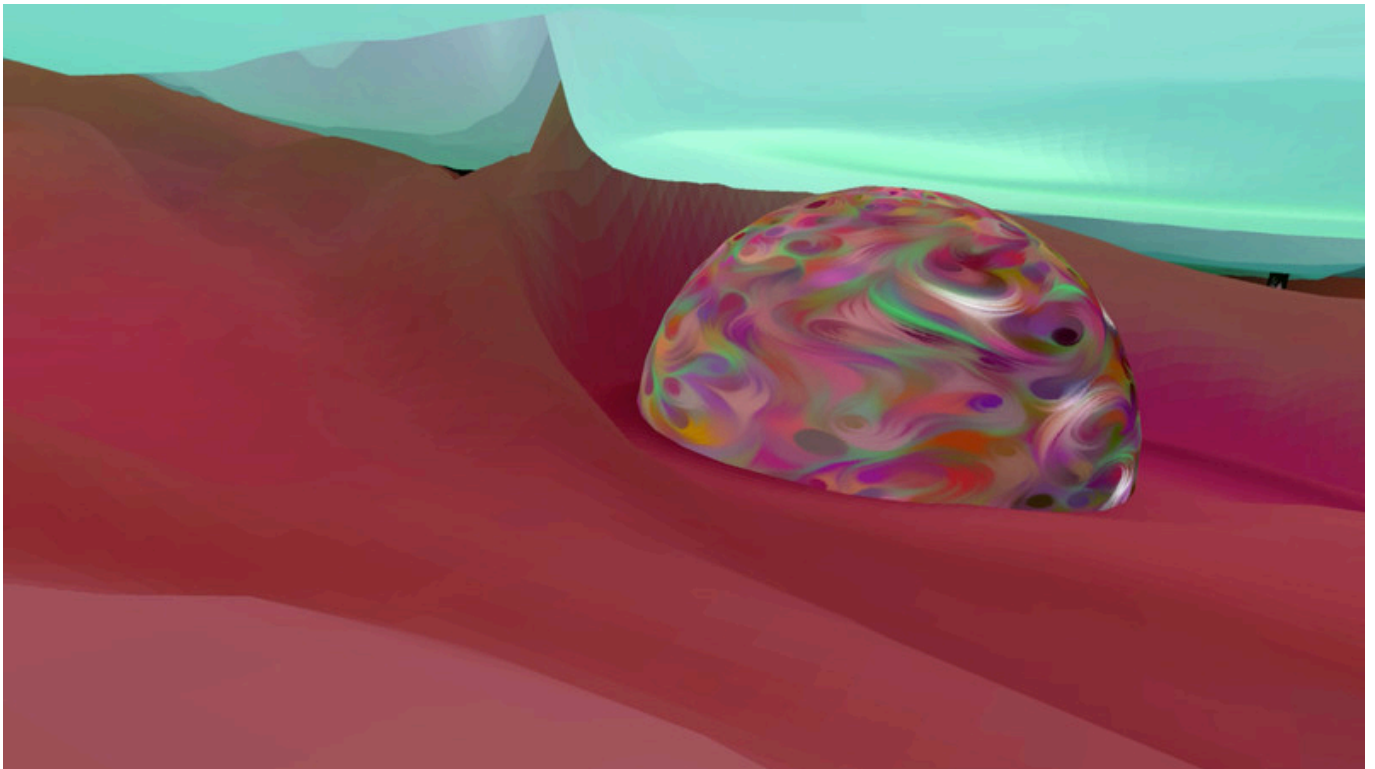
About This Game

You are stuck in a godforsaken spaceship for some reason. The way out seems "too damn long to walk" in technical jargon. Your fortune, however, seems perfectly balanced. On one hand' you come by a jetpack that has not have all the life squeezed out of it. On the other, when you start there are no breaks. You smash into something face-first you are going to... not die? Also, there are lasers which is nice.

Icarus - Prima Regula is an infinite runner type game in which player flies through procedurally generated spaceship corridors with a jetpack. Avoid obstacles, purchase upgrades and go as far as you can in this simple but fast paced flight experience. What brought you to this spaceship and why it did exactly that, are yet to be discovered. Yet, something or someone is trying to prevent your escape but keep you flying.

Title: Icarus - Prima Regula
Genre: Casual, Indie, Racing, Early Access
Developer:
MCGames Studio
Publisher:
MCGames Studio
Release Date: 22 Apr, 2019

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English

FREE PLAY

SCORE 0,000,500,000 PTS

STAGE
4-A

WAVE
BOSS

RATE
×01

CHAIN
000

SHOT LEVEL
03

CANNON
×05

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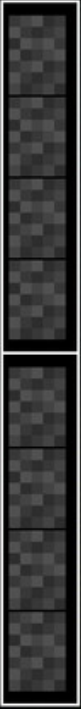00,004:0,00 ,152,450
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Player

BOSS

NORMAL

It's a fun little life simulation. The gameplay consists mostly of time management. You every action you do reduces the time you have left for the current week. You can spend the time in working to earn money (and get work experience), eat, shower, smoke, take study courses, go to the gym or plenty other activities. You can start and own businesses etc. and jobs have different requirements like certain bachelor degrees or some jobs don't have any requirements like kitchen hand at the burger joint. You will be mainly juggling the different activities to try and get ahead in life. You can also purchase collectiables and buy a house or live as a tenant. You can buy things like TV or a fridge to get additional free activities at home. You can also be homeless if you want.

I'd say the game is quiet fun but the price might be a bit too steep for it. Unless you are particularly interested in this type of game like I am, I would say maybe wait for a discount. I think there is a demo for this game as well, so maybe try out the demo first and then decide.. its a cool game. Draw a line that will repeat a pattern to hit all the coloured dots.
Its quite a neat mechanic but ultimately it boils down to much the same method of completing each level. Trace out where the dots are offset from where you need to hit then start the pattern offset back again.
There is the odd addition like dots that fire off dots, but they never really get smart enough to change the basic tactic.

What it amounts to is just a series of those get a wire hoop from one end to the other without touching the wire its hooped around. I did finish it, but it was largely just keeping my hands busy while I caught up with some TV, and frankly a good ballpoint pen can reach that level.

Its a nice proof of concept for a single mechanic, but that mechanic should probably be one small part of a bigger better puzzler.

Edit: Also, the games UI is quite broken. Buttons will go off screen if you play it in a window, and if you pick the wrong aspect ratio its unplayable. It doesnt break the game, but it is very shoddy. Dont rely on its extremely repetitive single piece of music either.. I just bought this game on a whim during the Summer 2017 sale. It was a great price so I tossed it in my cart. I am really glad I did. It looks similar to Tetris-- but it isn't a clone. There is more to it than falling shapes. You link up the colors, then explode the group with an electric spark before the stack reaches the top. Anode is well made with colorful graphics and different objectives within the game. It is a fun casual game and a steal at full price...even better on sale.. My Journal January 23rd 2018

I hate to give a Watchmen game a negative review, but the game itself actually gave me no other choice. Being a Watchmen graphic novels ultrafan was actually the only reason I stayed and beat the game. It might be the most boring gaming experience of my entire life. It's basically superlinear third person beat em up game, where you constantly face waves of braindead enemies, once you get used to how the combat system works it's supereasy, I actually died once in the entire game - and that was when I fancied myself a cup of coffee and wasn't even playing.
There a few pros of the game - it looks pretty fine for such an old game, the voice acting is fine and the comic book passages stay true to the book, I mean visually. otherwise, the story is dull, there's one astonishingly stupid boss fight and the game is terrible.
Sorry for that everyone. You might wanna play it as a time killer after you've finished the comic book and you're overhyped. otherwise, there is a lot of much better games for free even.
All you pray for when you play is that The End is really Nigh. It's a well made game technically, runs smooth and looks crisp, but it probaly should do that since almost nothing happens. It's a not particularly well balanced mixture of taipan and galaga. The steam achievement stats speak for themselves, the vast majority of the users stop playing after the first few levels, because there is just nothing more to see.
. Bought it to support the devs.
 Shu-Chi best husbando <3 . It looks like Ms. Pacman, but it's not. You can dink around with it for old time's sake but it isn a pale comparison. The ghosts are driven by wierd code that has nothing to do with any version of Ms. Pacman that was ever in the arcade.. ok is WELL good?

Very gimmicky. Feels like a cheap mobile game. Game play wise, it's very drab. The graphics are nothing more than window dressing. This game is equivalent in the pizza world to Dominos. Stay away.. The best way to help to develop a F2P game :)

And this project should have success!. Very good :D. Lovingly-made platform-y goodness. Even looks nice on 21:9 panels.. A game with an aardvark in it. So it's obviously really good.

Very stylistic, well drawn and unusual artwork. Nice relaxing music. And things to find by clicking on them. It's an unusual Hidden Object experience, and that's a *good* thing.

Apart from the graphic style, it differs in that you have to collect a certain amount of the same object at a time. Another thing which is different is that most of the 'levels' have multiple screens. This is quite clever, because you can spend ages looking in detail at a particular screen, only to realise later that the object you are looking for isn't even on that screen, or that you've already found all of them on that screen.

I also really like the idea of having a little puzzle to activate the hints. This could be expanded on, as it's pretty trivial. But it does make you feel like you're at least contributing a little effort to get hints, and definitely means you can't do so by accident. I'd love to see a two-tier hint system if there is another similar title; one to show you which screen an object is on, and the other to actually locate it.

A very short but sweet HO game. I highly expect I'll play it again in a while, as it so far is quite unique and rather relaxing.

It also has an aardvark in it.. a man puts his mind in his work,his feeling his sol and his love...
the game is a tottaly 100% money driven game,either there is no love for the genre,
or there is no love for art,or there is no love for the programming.
what is a man without a hart?
then why would you draw such a thing?

if it one thing that drawing teaches you it is that what you love to draw comes out much stronger...
and that where you lack becomes ugly...and just a blur of blended paint.
if one thing it is that programming teaches it is that that little peace of information can save hours...of extra code.
as for the genre expand explore build ...there is little there.

what is a managing game in micro managment...time saver? or game waster?
as an artist,in any kind of (free) art you have to able to take complaints.
it is not a code you write is a current of switches finly tuned to do what you want.
it is a poem that charis not a bold word code.
a varialble that always stand still is not variable at all.
if every turn of time is only there to make union income.and no turn is there for the game except expansion of enterprise.
then that is all you are focusd on that is in your 3rd eye....
every building on a planet needs a solid foundation in order to expand to space and beyond...
workers go from planet to planet in little space ships....they dont stand variable still on the planets surface.
there is a condition...that is i first need to look,then i need to feel,then i need love.
love takes time...
put little character on a giant rocky planet....there does not have to be a story.
look at what its missing...a house a tree an apple some grass air fire...and what not.
for you character to be happy it needs all these conditions,or he could be there.
why would a god put some one inside a box and write for him what to do...rather he provides it whit all he needs.
let the character decide the story.. It has potential, but currently it's not particularly engaging once you get familiar with the basic mechanics of the game. For example, it's relatively easy to turtle and then just build loads of drones\/helicopters to pummel the enemy base.

That being said, the devs are pumping out regular updates so thumbs up based on that.

First Update on Icarus:
First update is submitted! We made some quality of life changes, added new obstacles and tweaked some mechanics. Here they

are:
- •Resource gained and score are distinguished
- •Minor revisions to upgrade store interface
- •Upgrade store prices are updated.
- •Music now starts randomly
- •New obstacles and obstacle sets are added
- •Min to max speed times are decreased
- •Rocket bonus does not shoot and frizzle down when there is no valid targets
- •A truck load of performance improvements
- •Minor bug fixes