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Stellar Monarch Key Serial Number

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## About This Game

### Basics:

Turn based, 4X, empire space builder, singleplayer, asymmetric, Emperor focused grand strategy.

### Core features/promises:

Title: Stellar Monarch  
Genre: Indie, Simulation, Strategy  
Developer:  
Silver Lemur Games  
Publisher:  
Silver Lemur Games  
Release Date: 5 Dec, 2016

### Minimum:

**OS:** Win XP or better

**Graphics:** Screen resolution minimum 1024x768

**Storage:** 49 MB available s

English

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If you like gold farming and skill farming, I think you might like this. Otherwise, arguably not as good as the positive reviews suggest and worth no more than half the money they're asking now. An interesting approach doesn't hide the fact this is a repetitive card shuffling game attached to a really clunky, very limited 4x model. For context, I liked LotR card games, I hated Magic the card game, I love 4x and RTS. Let's not even worry about the graphics, no one expects it to be brilliant, but there's so little to do, and what you do is so repetitive, it's hard to recommend this for anything like 10USD and even then unless you're compulsive, looking for a simple experience where you click buttons and don't think. I also get that my review is a little different than the other positive ones. In this case I'd argue there's a positive skew because generally we don't want to dis an independent creator. Fair point, I like these guys and they gave a good take on the genre. I want them to do well. But the ask is way too much for way too little.. It's fun but just a bit more depth and variety and this would have been a real gem. The concept deserves to be fleshed out more because its an excellent idea.. Very addicting ill up date as i go.. Great game! Pros: Fun to play with customized levels of micro-management. Easy to leave and come back later. Interesting and complex mechanics for alien diplomacy, combat, etc. that can also be as simple as you want. You can micro-manage your court, technology, fleet, etc. or leave it alone to be a grab bag. Cons: Tech trees max out pretty quickly. Graphics are rudimentary.. It's fun but just a bit more depth and variety and this would have been a real gem. The concept deserves to be fleshed out more because its an excellent idea.. Worth the 10e for the couple of hours of fun it provides, but not worth the full cost or the tens of hours of tedious unit moving it provides after the fun but confusing beginning. SM has a really nice new touch into 4X by leaving the micromanagement behind and while it follows this guideline its a gem, but unfortunately it doesn't do it for a long time. After conquering around 1/5 of the galaxy the fleet AI breaks down and collects thousands of ships into single planets and to keep the game going you need to start moving them by hand. Other mechanics include moving your courtiers around the government and trying to balance the power of factions with benefits the characters bring which is also fun for starters. The diplomacy between races is nonexistent and the story decisions that are made aren't very deep.rather feel to take ages for things to start to happen. Anyhow, fun little game that tries to put on its huge boots.. Great game! Pros: Fun to play with customized levels of micro-management. Easy to leave and come back later. Interesting and complex mechanics for alien diplomacy, combat, etc. that can also be as simple as you want. You can micro-manage your court, technology, fleet, etc. or leave it alone to be a grab bag. Cons: Tech trees max out pretty quickly. Graphics are rudimentary.

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