Istrolid Activation Code [key]

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About This Game

In Istrolid you design your own unique spaceships from a large number of parts to fit your strategy and play style. With no set units or factions you are free to create a fleet where each ship has its own balanced strengths and weaknesses, from basic fighters and bombers to hulking battleships and speedy destroyers.

Challenge your strategies and stretch your creativity, perfecting your spaceships' designs before taking them onto the proving grounds of battle. Jump straight into tense fights for territorial control where you maneuver your ships to best use their energy, ranges, firing arcs, turn rates and firepower.

Conquer an entire galaxy in the single player campaign, where you collect the parts you need to build bigger and meaner ships. Use them to defeat increasingly tougher and more complex opponents. Test the strength of your designs in multiplayer combat, fighting solo or with allies. Face custom AIs with their own fleet lineups or even design your own AI that fights by your side.

Are you ready?

Title: Istrolid
Genre: Free to Play, Indie, Strategy
Developer:
treeform
Publisher:
treeform
Release Date: 6 May, 2016

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English

CHOOSE ONE UPGRADE!

Originally designed to easily slice bread, The Murderator (tm) was eventually repurposed and marketed as 'the tool of choice for the discerning mafia lackey.' Oddly, they didn't bother to change the name.

THE MURDERATOR! Summon axes to encircle you for the next 30 seconds. Single-use.

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This game is awesome. AwSoMe GuYs. Pretty Good.. Tbh this is a very fun game. -I didn't expect this-. This game shouldn't be free. I had great fun playing this and subsequently bought the dlc regardless of what it was. A shame you can't build bigger ships and just have capital ship battles with a couple of fighters. If you like ship constructing games where you can change everything you will enjoy this. I personally had a great time pretty much designing entire new fleets for every level once the first easier half of the campaign was cleared. Good progression though, starts out easy enough then gets complex fast. Enjoyable, would pay money for this any day.. omg... what is this game.... i dont get it.... you build a ship with no instruction.... and you fight... and there are so much levels... i really dont get this game... 2\/10

I'd rate 9\/10 only because I can't call in kill streaks and install texture packs. otherwise, its a good game. I'm eager to see expansions on gamemodes in the near future.. VERY FUN TO PLAY. It is overly fantastic... The lack of soundtrack is... Understandable seeing as how it is in beta. And maybe some more weapon and or armor types, but this is amazing.. Very fun game!. Amazing game. Bought the "DLC" just to support the developers.. very good game, but needs a better tutorial so people know what they are doing

Istrolid Version: 37.108:
We have a series of improvements to campaign mode this patch. Most notably, we have improved the boss fights, with 5 new bosses.

Galaxy Changes

New Progress System
- Displays the highest difficulty you beat a mission at.

- Galaxy remains available after you win, so you can replay as much as you want

- Streamlined the tutorial levels a bit.

New Bosses
- Tempest: Hit and Run Skirmishing Boss

- MasterMind: Powerful defenses with a stealthed boss hiding behind them.

- Zeus: Powerful Tesla-based AI that tries to keep it shields up.

- DeathStrike: Fast and powerful assault AI that uses giant recharging stations to function.

- SwarmLord: Carrier Boss with a hoard of units using it as a base.

Balance Tweaks
Heavy PD Generally Buffed.
Larger hitbox to hit more Missiles.
+20 Range
+10% damage

Bug Fixes
These are done in something of a rolling basis, but are constant.
Of Note:

- Harder to Scroll off the galaxy accidentally.

- Fixed various issues with player AIs.

. **Istrolid Version 43.2: Stasis Field**:
Full Release Post: https://medium.com/@treeform/update-43-2-stasis-field-3a654db2b677#.vnjiqtjzj

Balance Changes
- Tesla: Bounce range a flat 440 distance, now targets closest viable target.

- Phase Bomb: Damage now drops off as it hits max range. Max AoE: 75->100

- Heavy Armor: Mass increased by 50%

- Wave: Range decreased by 100. Slow effect removed. Lower AoE. Now Hits invisible targets.

<u>New Part</u>
Stasis Field: Slows and decloaks nearby units. Slow does not stack.

<u>New Features</u>
Hold Position Command: Press Z to toggle ships holding their position. They will still face their target move destination. Stop command cancels.

Fleet Redesign Fleet list now 'selects' lineups, rather than swapping them.. **Istrolid Version 38.14**:
This update comes with several small general fixes and a range of balance changes to weapons. These are aimed mostly at normalizing all weapon costs to $5, bringing most weapons down from $10. This should allow stacking low-angle mounts to be more competitive than before when compared to hex-modding, so that we can see more large battleships which stack forward-mounted weaponry, rather than everything being able to fire in 360 and using hexmods.

Balance Changes
- All weapons now cost $5.

- Heavy PD damage 44->60, making it more a versatile PD/weapon hybrid.

- Heavy beam 40T-30T

- Flak range 350->360, projectil speed 30->27. This helps it slightly when retreating, but makes it easier to dodge.

- Autocannon range 500->470 as it benefits a lot from the price drop.

- Tesla energy use down 10%.

- Warhead weight 5T->6T

- Phase bomb damage 180->150. AoE 50->75. This should make them less swingy and more reliable, but they still probably need a rework.

General fixes
- Fixes to spelling and wording.

- Fixes to login/password reset.

- Clicking on links fixed

- Copy/Paste fixed on Mac.

. **Istrolid Version: 37.93**:
We have been trying to improve the multiplayer experience in what ways we can right now. Most importantly though, thanks to Treeform's hard work, we believe we have fixed all problems with player's ship lists being wiped. As of last version it should have been rare, but now it should be a thing of the past entirely

Bug Fixes:

- Fixed losing ship-lists. Ships will now never be deleted if a conflict occurs, in the worst case of error's duplication is now the failure state (and still very unlikely).

- Massively reduced performance cost of warheads (it was entirely too high).

- Fixed a bug that would cause shaped charges to do radically too much damage.

Changes:

- Shaped Charges now have a built in No Overkill behavior. If they would kill the target twice over, they do not trigger. This means that unlike basic warheads, they will not trigger on small intercepting craft.

- Warheads will no longer trigger on a ship with Shaped Charged, until that ship dies. Combining the two will allow warheads that don't die to random tiny ships, and can penetrate deeper into an enemy squad before exploding, but are a bit heavier and harder to use.

Player Search Feature:
Players will now have their current current server listed in the player list, and there is a search bar up top so you can find them more easily.
Clicking on the listed server will bring you directly to their game.

In the coming days, we will be revealing a system for players to have a more engaging and competative multiplayer experience and will be further refining the balance of the cloak. We are currently working on a rework of the boss-fights in the campaign mode to make them more engaging, but do not have a clear ETA on that.

As always, thank you for playing.. **Istrolid Update 0.49.2**:

Istrolid Update 0.49.2

In this patch we are simply tuning previous changes. Sidewinder and Artillery are being brought a bit more in line, Push/Pull wave as well were underperforming, and should be easier to justify damage or reload modding. Overall goals are a continuation of the previous, to ensure Artillery is used in a balanced fleet, and to decrease the power of single-weapon spam.

Balance Changes

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