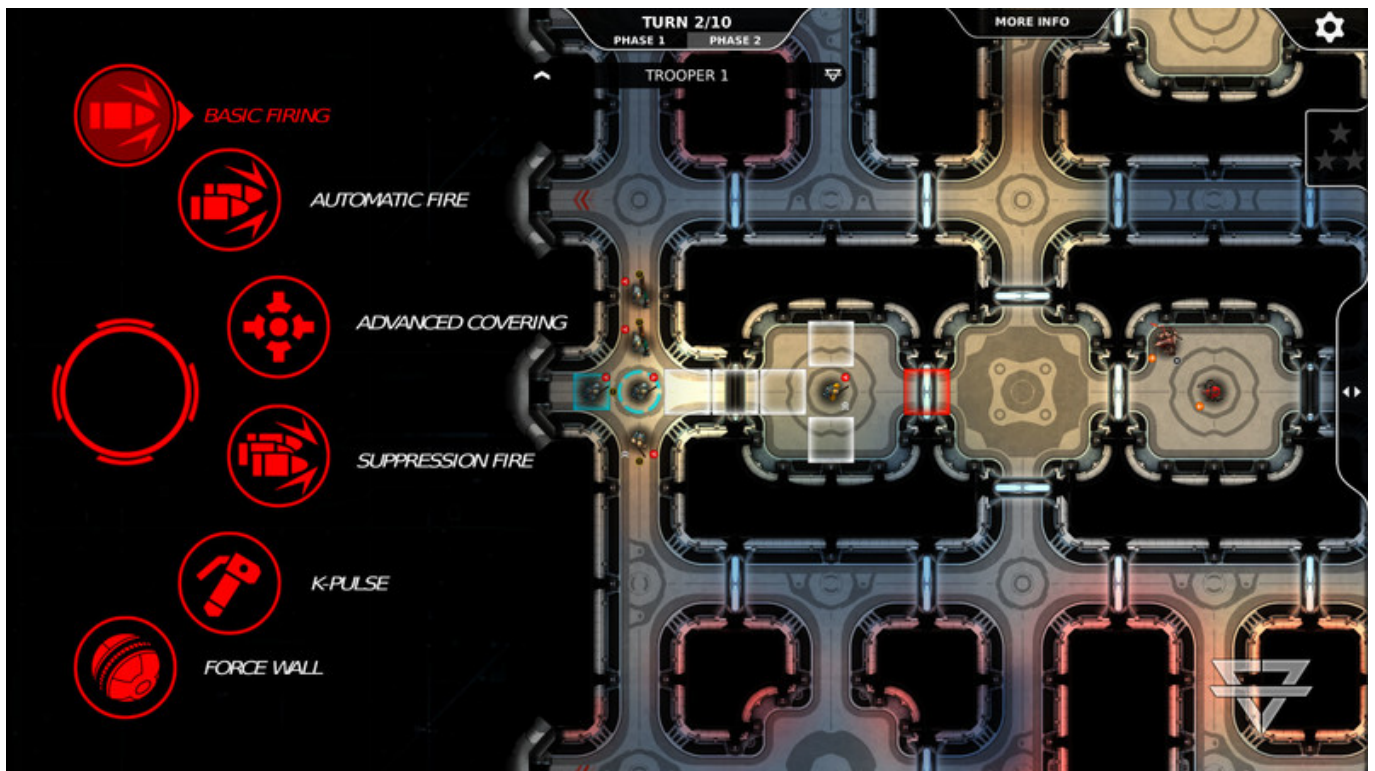


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End Space Activation Code [key Serial]



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## About This Game

Take command of the most advanced starfighter the United Trade Consortium has ever developed in stunning virtual reality as you battle for the Tartarus sector. Protect the UTC's secret jump-drive technology from the Tartarus Liberation Front insurgents as you fight to maintain the corporation's dominance and earn yourself fame and fortune in the process.

Track targets with your gaze and blast them with your Pulse Lasers or lock on and pound them into space dust with your Meteor Missiles. Unlock new weapons and upgrades as you progress through the ranks by taking on increasingly daring missions.

Find out what secrets are ready to be revealed here at the end of inhabited space. Welcome to the Tartarus sector, contractor. Or as the locals like to call it, End Space.

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Title: End Space  
Genre: Action, Indie, Simulation  
Developer:  
Orange Bridge Studios  
Publisher:  
Orange Bridge Studios  
Release Date: 29 Mar, 2018

b4d347fde0

English







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Oh my lord. Amazing game. Just bought it from selling CS:GO skins and i do not regret it. Shoot and run, fun playing offline with bots and online. Thank you for this game. Also i want a match type to be just Free For All. Ill be playing this for years to come. Thank you Two Zoos.

~Ben. Children of the Nile is one of the best games ever invented, believe me. Brilliantly created, it combines complex concepts of strategy and, at the same time, has a great and unforgettable atmosphere that puts you right into the spirit of egypt, and you love the music, the light and the pace of the game as no other game based in egypt did until Children of the Nile. Worth every penny! Worth the time, great game!!.. At last, a game that accurately represents the feelings of my fursona.. Very soothing music, and quite possibly the prettiest game I've ever played. However, it's also the only game which has ever given me motion sickness.. Great little time killer with a lot of comedy and choices that matter..... If you've played the game, you know it's soundtrack is great. Definitely worth picking up if you've played.. Liked it a lot!

- Realism
- Feeling
- Simulation
- Physics

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Faster than Domino's Pizza. It's quite interesting so far, but the English translation is mediocre to say the least. Lots of mistakes make it hard to understand parts of the plot and some lines are even left in Russian, like actually cyrilic and everything.. The Dungeoning is a solid starting point for what could potentially be an absolutely fantastic game. There is nothing new or inventive here.. just time tested mechanics combined with the ever popular medieval fantasy feel. I've had a few dozen runs now and its starting to get boring for me, however i dont see that negatively because there is so much potential for growth in this game. Off the top of my head there are many more time tested addins the developer could put into this title with little effort in order to increase the fun factor exponentially. Beware, if you're a frugal gamer who wants bang for their buck.. this may not satisfy you when you consider the price, however as i said previously, this game has amazing potential. I definitely recommend this game if you're looking to scratch a specific roguelike fantasy grind game itch.. This is a true-to-life simulation game - do not expect it to be easy. You'll face a challenge at every corner. At the same time this offers immense depth and complexity that scales with anything you can imagine.

Best tip: take it slow, read guides and try not to get frustrated when you lose.. I enjoyed my time with this game, but it definitely has some not so great aspects to it. There are some balance issues and the levels feel haphazardly designed. It's cute and entertaining though. You can find more of my thoughts here: <https://youtu.be/PwRKcyYwIG0>. First game in VR which tries the survival genre, and even though its not perfect, its a funny game.

Not a lot of content, but the dev is rly active.. A very typical (and cute) match 3 game with a couple of extras that are supposed to make it stand out from the rest. It gets boring real fast, though. Played it for 3.5h the day I bought it, and probably not going back to it ever again.

#### **End Space Winter Sale - Save up to 70% off:**



We have had a very exciting year in 2018 and to celebrate we are offering up to 70% off End Space across all platforms.

This year saw the release of End Space on Oculus Go, Steam, Oculus Home (Rift), Xiaomi Mi in China, and Viveport. We released one of the biggest updates to the game yet in the [Collective Update](https://endspacevr.com)[endspacevr.com] and saw the birth of two babies for our development team. It all proved to be quite a challenge for a team of two (the babies being the most challenging).

For next year we have another big update planned that is going to add more content and make End Space accessible to even more people. We are planning to ship the next update in Q1 of 2019. Stay tuned to the developer blog for more updates or come stop in the [Discord](https://discordapp.com)[discordapp.com] channel and talk to us and let us know what you want to see in End Space.

We wish you all a Happy Holiday season and look forward to flying together next year,

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Justin & Lee

Orange Bridge Studios. **End Space 1.0.5 Beta now Live:**

The newest update for End Space is now available on Steam for testing. There's a bunch of changes and one big new feature we would like some help testing.

1.0.5 adds support for playing End Space on a monitor without a VR headset as well as supporting keyboard and mouse play. This has been the number one requested feature on Steam and a huge step into opening up End Space to a bunch of new players who love space games.

The other biggest change is support for other languages besides English. End Space has been localized for: German, French, Russian, Italian, Spanish, Japanese, Korean, and Chinese (With full voice over support). We would like to get some feedback on the translations as well.

To join the Beta, Right click on End Space in your Steam library, select Properties. Head over to the Beta tab and select the Beta branch.

### **Beta Patch Notes**

#### Updates

- Support for playing on a monitor without a VR headset
- Localization support for German, French, Russian, Italian, Spanish, Japanese, Korean, and Chinese (With full voice over support)
- Added Mouse and Keyboard support to the Input remapper
- Oculus SDK Update to 1.35
- Oculus Audio Spatializer updated to support older CPU's without the AVX instruction set that was preventing the game from starting on those CPUs.
- Switched from Mono to IL2cpp builds

#### Fixed

- Stuttering experienced by some players
- Removing the headset and coming back to the main menu would result in no input
- Volume sliders didn't provide real time feedback
- Wrong audio played when the player failed Mission 11 and 12
- Input Remapper not closing correctly sometimes
- Audio wouldn't fade out correctly while switching scenes on slower CPUs
- Intro cinematic audio still played while video was skipped
- Allow controller switching by moving a controller thumbstick as well as pushing a button



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We would appreciate help testing the Beta. Comments and suggestions can be made on the End Space [Steam Community](#) page.

Fly safe Contractors. o7. **Come chat with us:**

We opened up our [Discord](#)[discord.gg] server and want to hear from you guys. Come by and say hi!

There's also a new [Twitter](#) account and as always our [Facebook](#)[www.facebook.com] page is available as well.

Stay up to date with the latest End Space news and updates. Looking forward to hear from you!. **End Space 1.0.4 - The Collective Update Patch Notes:**



We are extremely excited to release the new 'Collective Update' for End Space on August 2nd. End Space originally released 2.5 years ago for the Gear VR and since then we have brought it to PlayStation VR, Oculus Rift, HTC Vive, Windows Mixed Reality, and most recently Oculus Go. With every release on a new platform the last platform suffered from a lack of attention while we tried to get the next platform ready. As you may know End Space is made just by Lee and I. Since the Gear VR release I have had two babies, and Lee is still celebrating his first baby born just two weeks ago. We try to do our best but it's not easy becoming fathers, starting a business, and working on a game across so many platforms.

Sadly that meant the PlayStation VR version hasn't had an update since December, Rift and Vive since March. Every release also has made the game better and better but not everyone has benefited from those changes. Our PlayStation VR community has had to endure a less than perfect experience filled with bugs and crashes, while the Steam community found the game to be not challenging enough with a bug making the player invincible. This has led to bad reviews, player frustration and stress for us because we want End Space to be great for everyone.

So starting August 2nd every platform will be updated to End Space 1.0.4 the 'Collective Update'. We are going to do our best moving forward when releasing a patch that every platform receives the same update (unless it's platform specific). In creating the Collective Update we have taken every piece of feedback, every review, and every fan email into consideration to craft the best update to End Space yet. We have improved the graphics, made the game more challenging, fixed crashes, bugs and pain points, and made the game a much more enjoyable experience.

We hope you enjoy playing this new update regardless of what platform you choose to experience End Space on.

Fly safe,

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Justin

End Space 1.0.4 - The Collective Update Patch Notes. **End Space Launches on Steam:**  
[View this post on our dev blog.](#)[endspacevr.com]

Hello pilots!

Today we are incredibly excited to welcome our new community of Steam users to End Space. We have support for the HTC Vive, Windows Mixed Reality, and of course the Oculus Rift. Our goal of creating an exciting space combat VR game has now become a reality, and we are excited to share it with you. Enlist today in the ranks of the United Trade Consortium! May your tracking stay true, and your boosters always full.

Steam Release. **End Space launching on Steam March 29:**

End Space is coming to Steam on March 29 2018! The Steam edition of End Space features HTC Vive and Windows Mixed Reality support through OpenVR and supports Oculus Rift via the Oculus SDK.

Steam Release

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