
Orch Star License



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About This Game

Orch Star is a real-time strategy game set in an immersive space universe where orchs and elves fight for domination. Control your fleet of orch ships using either a traditional desktop setup or VR gear as you conquer the planets necessary to seize control of strategic systems.

Perform quick, cunning maneuvers to crush your opponents as you lead a rebellion through the 15 increasingly difficult scenarios of the campaign. Challenge other players in online battles as you show the world the great warlord you've become, or explore the Level Editor and create beautiful scenarios to share with the world.

Desktop / Virtual Reality

Orch Star can be played in either Desktop or Virtual Reality (VR) mode. The traditional desktop mode is played on a monitor using mouse and keyboard, while the VR mode is played using a supported VR headset and handheld controllers.

There is no difference in content between the two modes; they are simply two different interfaces for playing the game. Throughout its development, Orch Star has been designed to be fun and challenging for both modes. Purchasing a copy of the game will allow you to play in either mode at any time, provided you have the necessary equipment.

Lead a Rebellion

Lead a rebellion against the vast Mevorian Empire as you play through the 15 carefully designed scenarios of the single-player campaign. Take the role of the great warchief Orca Wartusk, who started a revolution among the scattered orch clans after almost 600 years of Mevorian oppression. Rally the remaining orch clans by proving your superiority as warchief, then venture

into the elven starseas to conquer their ancient systems and foreign technology. Discover new ships, technologies and spells to further enhance your capabilities.

“My homeworld was burning. My clan, friends and family were burning. It was the end of our world. The Mevorian Empire crushed our last strongholds in a devastating series of blows. The combined 7th and 12th fleet of the Mevorian deep space command left almost no survivors after their first strike. The second strike took out our fleets’ starbases. We had lost long before the battle began. Bound to give up, or lose what was left of our families, children and elders, our leaders gave in to the Mevorians. A bloody defeat. Hence we became part of the vast Mevorian Star Empire. We lost our ways and our freedom.”

– Orca Wartusk

Battle Online

Challenge your friends or other online commanders in Multiplayer battles for up to 6 players, regardless of their gaming platform. Play as orcs or elves in deathmatch scenarios in customizable team compositions or custom scenarios with scripted events and victory conditions. Just like in the Skirmish game mode, you can always add AI opponents if you need more players.

Local Skirmishes

Use the Skirmish game mode to play one of the bundled or user-created single-player scenarios with or against AI opponents of customizable difficulty. You can also open Multiplayer scenarios in Skirmish and replace other player teams with AI-controlled ones.

Create Your Own Scenarios

The extensive Level Editor is a powerful tool developed alongside the game, which has been used to create all scenarios seen in the campaign and Skirmish scenarios. Use it to build and share your own scenarios of varying complexity. Edit planets, asteroids, stars and skybox to create the scenery, then determine ship production and team configurations to add gameplay to the scene. You can even customize your scenario further by adding dialogue, planet statistics and descriptions, and powerful custom functions which allow you to script game events such as reinforcements, planet explosions and victory.

Steam Workshop Integration

Both the Level Editor and scenario selection in the game feature integration with Steam’s platform for user-created content, the Workshop. This makes it easier for you to both share your own scenarios and find others’ scenarios to play in the Skirmish or Multiplayer game modes. The Workshop also allows you to quickly find good scenarios with specific tags, rate and leave feedback on scenarios, and subscribe to your favourites for automatic updates.

Title: Orch Star
Genre: Action, Indie, Strategy
Developer:
Orch Star Studios
Publisher:
Orch Star Studios
Release Date: 15 Aug, 2018

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Minimum:

OS: Windows 7 64bit

Processor: Intel Core i5 6600, AMD Ryzen 5 1600X

Memory: 4 GB RAM

Graphics: Nvidia GeForce GTX 970, AMD Radeon R9 290 equivalent or greater

DirectX: Version 11

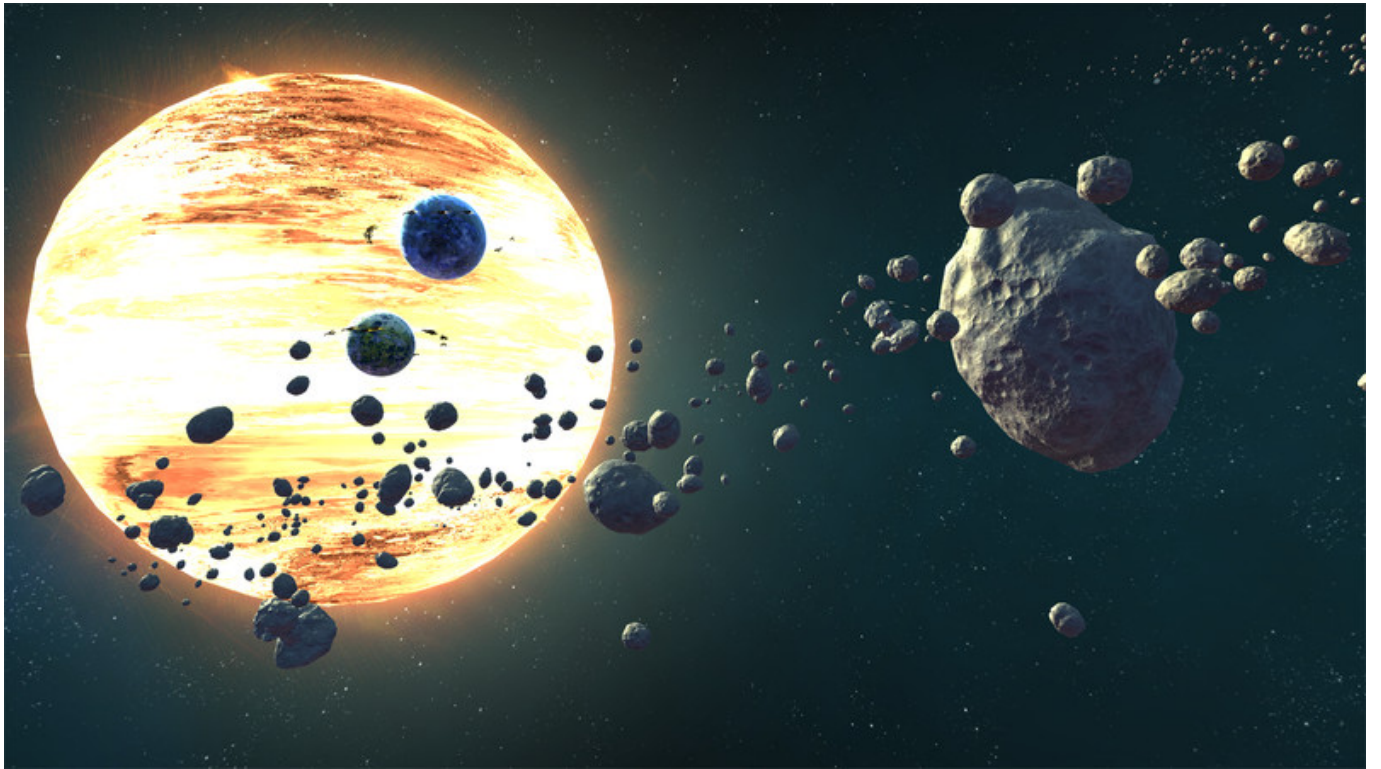
Storage: 2 GB available space

Additional Notes: System requirements refer to virtual reality mode. To play in virtual reality mode a HTC Vive or Oculus Rift VR headset and handheld controllers are required

English







A very well made game for both VR and PC. Really fun, and a great soundtrack.. This review is based on playing it on a monitor and is definitely not as immersive as playing it in VR.

So mechanics wise, the game is pretty simple and straightforward; you click on your planet, percentage up your ships that you want to send into battle, and click and drag an arrow to where they will attack. Your ships will fly in formation and then attack the enemy ships, there will be a number representing how many ships are lost. You can use the WASD to focus your monitor view on the battle and then zoom in/out.

Overall, there doesn't feel to be any depth to it. The game is a good time-waster and probably an even better time waster in VR. It's not a complicated game without much of a curve. The graphics are nice and it runs smooth. Is it worth its current price? Probably not. If you're interested, get it while it's on sale.. Beautiful graphics, great music, generally great atmosphere. I'm pleasantly surprised and impressed by the polish of this game and the simple mechanics yet quite deep strategy involved. Highly recommended.. Deep, beautiful and challenging space strategy game with great space opera music that has to be heavily influenced by Eve. Sets a new standard for me how I want to experience my space battles. Its going to be hard going back to keyboard and mouse now.

Can be played both with VR glasses and without.

. Well... it is difficult to like this game. It is very well done and the VR experience is nice. graphics are outstanding, gameplay is well thought... But I believe the game is just lacking essential element for me. Resource management, building fleet etc... after a couple of scenario I was left to believe this is it, just capture point, get ships total increasing, send them to weak spot and so and so on... I did not find it especially existing.

It is probably something appealing for anyone who do not want to bother with more complexity than that or we want only to focus on the strategy level. But I need more . I could advise everyone to look at another game, void Link. It is not that fancy graphically but it is more a classic RTS with resources gathering and fleet builder.

PS : I will not refund your game because I think you deserve my money for your great effort and the editor. I support you :). [Holiday Update Review] Wow, man. I rarely get time to play games anymore, but I'm hooked between playing this... and praising it in this review. The 'Skirmish update' was just released, and it's awesome, especially since the game doesn't end if your AI allies are still fighting, which feels epic, because a lot of other games end the game when your 'own' forces are lost, even though you've put in a lot of effort and sacrifice to help your allies (You can exit via the menu if you've had enough popcorn). The campaign just gets better and trickier. This is strategy at it's best. The AI is top notch. Prepare to lose... and get right back in again.. with 'Magic', yes, 'Spaceships and Magic!' [Campaign only]

[Original Review]Polished, balanced, tricky, fun, with great sound and atmosphere. It's great seeing VR 'Experiences' evolving from their humble beginnings. A must buy for strategy fans, and an intuitive intro to Real-Time Strategy games for the fans to be. Well worth the price.

Ps. [Update! Just found the Zoom function. It looks even more awesome than I thought :)]Don't be shy to skim the borders of the playing area, googling your ships. You'll be surprised at how detailed they are, when your eyeballs are so close to them.

To the Devs, release a demo up to Level 3. I was compelled to write a review at how great this game is. Level 3 will have everyone hooked :) Well done.. I am very happy this was converted to the Windows Mixed Reality platform as well. I had purchased it before this had happened on the off chance it would work since I tried this at a game con and really liked it. Great game! Orch Star could use some more musical tracks though but aside from that this is so much fun.. Same mechanics as some flash games. Do not buy.. This game works surprisingly well without VR kits, but I've tested it with an HTC Vive as well, and let me tell you; it really brings an extra dimension to the game! (sorry). It is just a marvellous feeling to gaze upon this beautiful, vivid space and be there. I am a space nerd and honestly would not need an actual game, I could just travel around space and be happy. There is a game though! About an orc rebellion, and you are here to make sure it happens. You need to think levels through and most likely you won't pass them all on the first try. I have not played the game through yet, but the beginning is promising. Don't miss out on this if you have a VR kit!

Orch Star gives me a combined feeling like playing Homeworld and Anthill which i love! Playing without VR and are having an awesome experience thus far, but this game really makes me wanna scramble for that Vive to make it complete... The strategy gameplay feels uniquely challenging and is addictingly mind boggling. The soundscape design is spot on and makes it pleasingly imersive and dreamy.

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