

# FTL: Faster Than Light Review

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“So what’s this FTL game you guys have been raving about?” I asked my friend, attempting a more gentle phrasing of “what’s this thing you won’t shut up about?”

“You remember that *Battlestar Galactica* episode called “33”?” he said. “Where they have to make a faster-than-light jump every 33 minutes, or else they’ll get blown up by the Cylon fleet?”

“Sure, right at the start of the series,” I said. “It sets up the main tension of the show.”

“That’s what FTL is,” my friend replied. “It’s that, in video game form.”

It turns out that’s a pretty accurate assessment.

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