Fall Of Civilization Download Compressed File

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About This Game

Control a faction of people that survived the world ending events which left most the world scarred and barren.

Features

- Resources are scarce and must be used wisely if you want to stay one step ahead of other factions.
  Using **Provisions**, **Building Supplies** and **Ammo** as the currency of the new world.

- Design your base of operations for your faction and develop it how you want.

- With random personalities, factions can treat you or eachother differently from game to game.*

- Customize your units to suit different tasks in your society and become unstoppable.

Story

The world is shaken and ravaged over wars for resources.
Leaving the surviving inhabitants left to pick up the pieces and try to rebuild their world.

Most of the worlds resources are now scattered or gone, so its up to you to find, make or steal some.
More of the story can be found through journal entries, discovered by your units in their explorations.

Title: Fall of Civilization
Genre: Adventure, Simulation, Strategy, Early Access
Developer:
Luke Dodds
Publisher:
New Reality Games
Release Date: 19 Sep, 2016

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Minimum:

OS: Windows 7/8/10 64 bit

Processor: Duel Core Intel or AMD processor 2.3GHz

Memory: 4 GB RAM

**Graphics:** NVIDIA GT 545 or AMD 5570 card or higher

DirectX: Version 11

Storage: 800 MB available space

Sound Card: Intel HD

English

⚡ 1000

Armor
+10   +25   +25   +25   +60

Done   8

Vehicle
225
225

⊕50

Primary
+20   +20
+35   +60
+55

Sidearm
+5
+15
+25

Melee
5   10   20

Throwables
5   +10   20   20
+10   15   20

Equipment
+10   +10
+10   10

14

50
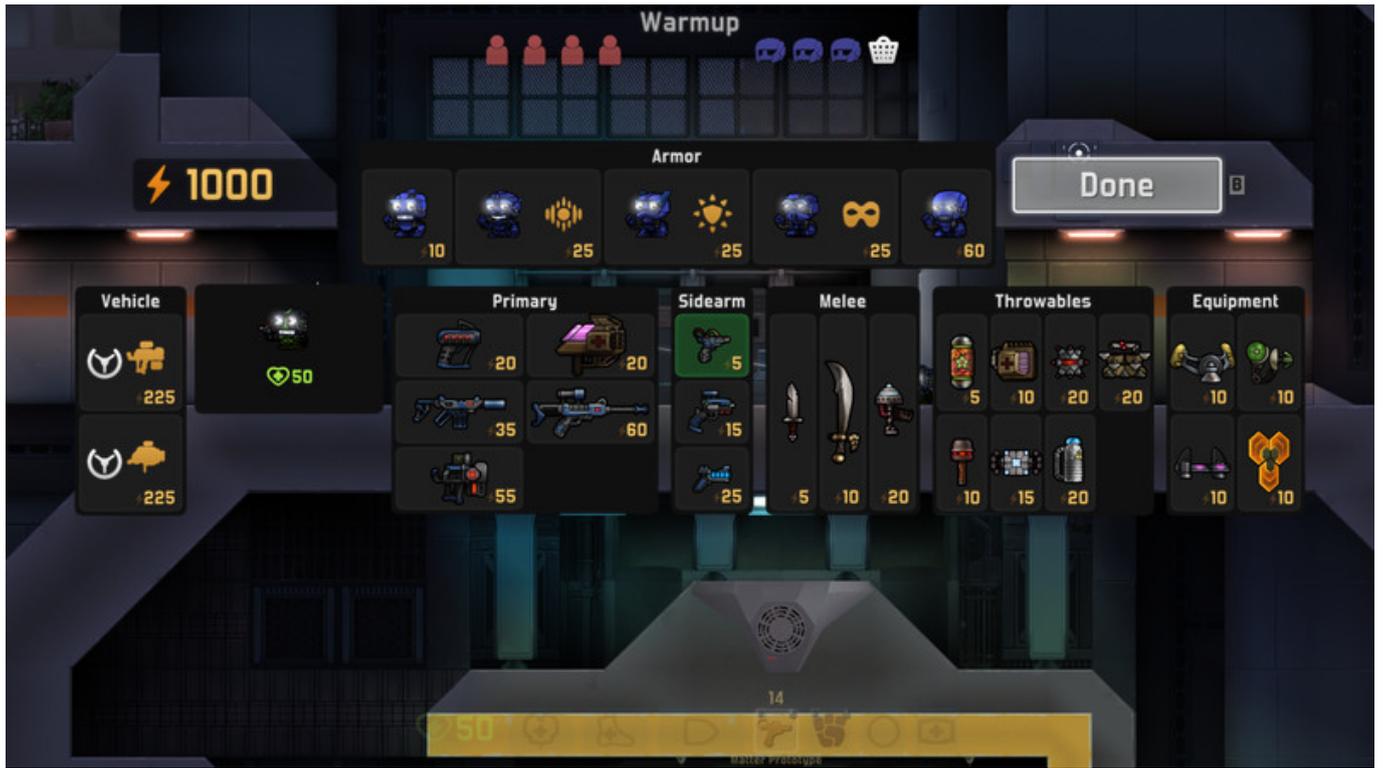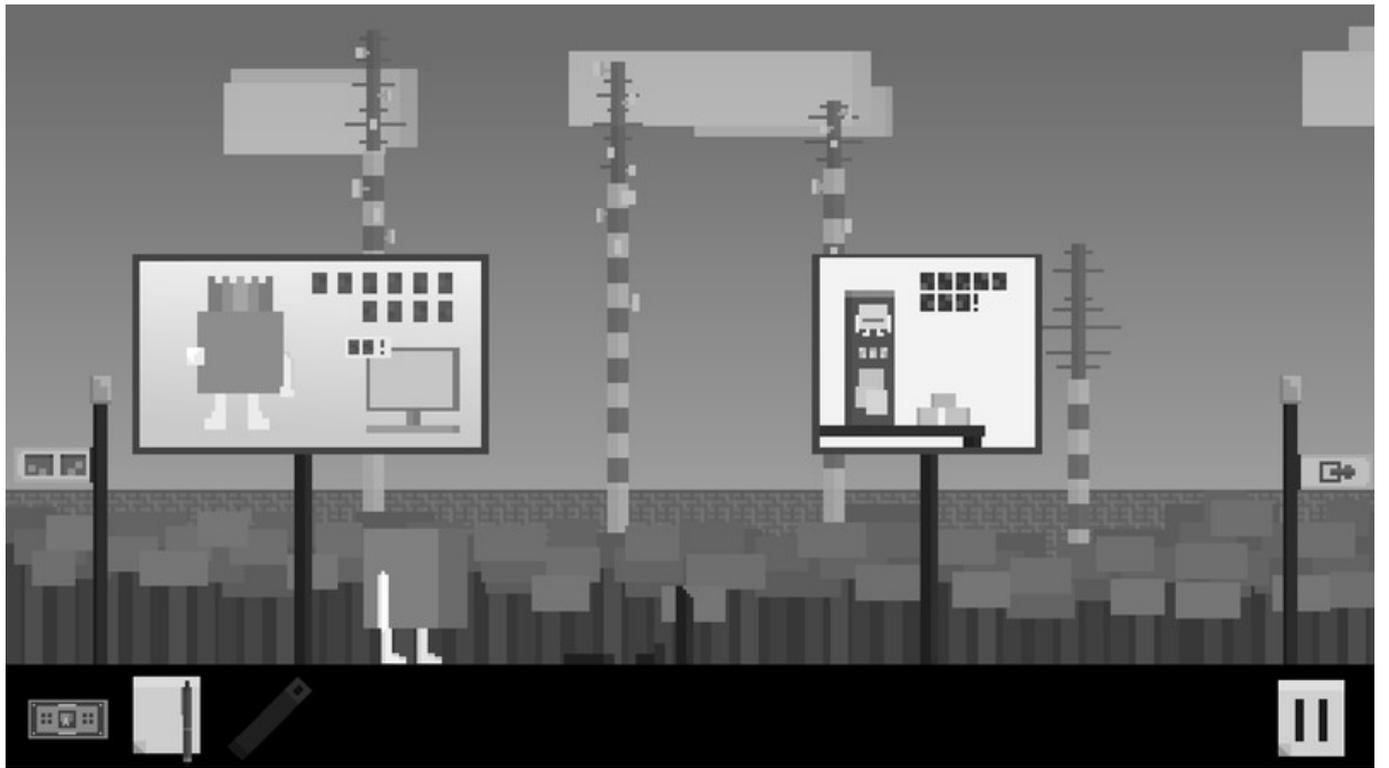
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I feel very lucky to have found this: I installed it and promptly lost the rest of my Sunday to playing it :)

It may take a while to figure out what the moving parts are and how to fit them together, let alone find your groove, but if you read some of the forums/guides, play a lot of missions (both ground-pounding and the crossed-swords ones), start your station's industries/economy, and throw away TONS of useless character "upgrades" you can have a lot of fun with this game!. Little game very fun with friend. Its good, but I have to give negative review because of bug I experienced causing crashing when loading the next section, chapter 3 in ice caverns. Plenty of people experienced this but its still not been fixed. Doubt it will ever be fixed considering released a while ago.. Are the fire bombings of the German cities, during World War II, a controversial topic? No, apparently it was all just a cartoonish event :-). Very Difficult.
Many paths to take.
Many mistakes to make.

Really enjoyable campaign. Well worth the money.. Extreme loveless and more then bad port of an obviously not so bad mobile game, which was for sure financed by micro transactions.

Has bugs, Dev knows it, but seems he has abandoned game, it crashes often and is a kind of unplayable, except you want to play it for years to get even the cheapest upgrades ingame. Without that upgrades you have to play the same levels over and over and over again.

Very bad job, its easy to ruin a good game, this dev shows how it works perfectly!

Dont buy, even not in sale!. This game is for people that can't run War Thunder! FULL REVIEW HERE---------->
https://www.youtube.com/watch?v=MZA6yJ-ilOU&feature=youtu.be. SHORT VERSION: This is a very well crafted numerical puzzler. While it has a bit of an initial difficulty hump to get over due to somewhat complicated rules, it will reward you with a good ten or so hours' worth of premade levels and a puzzle randomizer that does a good job of extending its longevity. Recommended with great confidence for other fans of more number-based puzzle games.

LONG VERSION

This is the rare occasion where my scanning of the Steam new releases every day pays off. Patterna as far as I can tell has received little press or reviews, but it happened to mention that it was inspired by Hexcells in its store description. That was enough to get me to try the demo, which was enough for me to pick up the game.

It isn't really a ton like Hexcells, although it does share some of the same DNA. It's also rather tricky to explain. This was updated later but initially the tutorial was fifty or so stages long and it is undeniable that there is a bit of an initial hump to get over. I couldn't even follow the couple videos showing off the game before playing through said tutorial.

The basic goal is to mark every node in a puzzle as either pattern or non-pattern. In the vast majority of puzzles these nodes are all interconnected via a web of connecting lines in a variety of patterns. There are a few sources of info upon which to determine the orientation of the nodes. In the bottom left corner there are a pair of numbers, the larger number indicating how many nodes have yet to be marked and the smaller (or when near finished even) number indicating how many of those nodes are pattern ones. Above those may be one of four colors (which can be customized for those who are colorblind or just like to mess with the colors). These will have two numbers associated with each of them that function the same way as the aforementioned ones, just relating to those nodes with a marker of that color on them. It is worth noting that some puzzles may have no colors, some just a few, and others where the number will change as you progress.

The other main source of info is on the nodes themselves. Pattern nodes may have a number on them that indicates how many pattern nodes are connected in sequence without a non-pattern break. Worth noting here is that some connecting lines only transmit info one direction, so while a pattern node can continue to "count" while going along an arrow way it will not register a connection if trying to go against it. Meanwhile non-pattern nodes can contain a wider array of info. A number on a non-pattern node indicates that said number of nearby nodes are pattern ones. A single circle around the number indicates that said number only relates to those nodes within one connection of that particular node. If it instead has two or three circles around the number, then the range expands to every node within two or three connections of it. Said numbers may also be within brackets or a pair of dashes. If in a bracket then all the of pattern nodes indicated within that range must all be connected, while if within dashes then there must be at least one break between them.

On top of this as you unveil more nodes as either pattern or non some of them will likely give you additional bits of info. This can be any of the bits of info mentioned in the previous paragraph, but occasionally one of the non-pattern ones will unveil a colored number. When you get one of these a number of the unmarked nodes will suddenly get a marking of that color and said color will also appear on the bottom left.

Fortunately the game does give you a few tools to help make dealing with all of this easier. By clicking on one of these numbered nodes every node they can possibly affect becomes highlighted in one of four colors, as up to four nodes can be activated as such at a given time. This is a handy way to see which nodes' info overlaps as often that is the key to solving part of the puzzle. I must note to be careful with the pattern node highlighting as it shows not only all the ones the pattern can extend to but also the ones one node removed as if you know it will be three nodes long you also know the fourth node must be non-pattern. Just because you see the number 3 for example on a pattern node doesn't mean that there are going to be three nodes in the highlighted range that will be marked as pattern; it could be less if marking one node connects you to another pattern group, it could be more as certain perimeter ones can end up being pattern ones while not actually connecting to the numbered group. An update also gave one the ability to preliminarily mark a node as pattern or not so you can see how

it\u2019d affect things without having to commit to it first. This is profoundly useful at times.

Now, that\u2019s a lot of typing up just to get the rather complicated basics established. It can also mostly be skipped (shoulda mentioned that beforehand\u2026). What is ultimately important is how strong the puzzles designed around those basics are, and I must say that the ones in Patterna are on average very well realized. They are broken into groups based around a given concept or arrangement that have their own difficulty curve, which range from \u201cnot too hard\u201d to \u201coh god my brain!\u201d. If I had to level a complaint against them it is that some of them felt like they had to be brute forced after a certain point, although it is certainly possible that if I was a bit more clever that would have been less common. Even with that this is a very strong set of puzzles that should challenge a player for likely a good ten or so hours.

What nudges it to a higher level is that it has a random puzzle generator that regularly produces puzzles that may lack a layer of refinement seen in the better premade ones but that are nonetheless on average pretty good in their own right. I\u2019m generally not a big fan of randomized design, and even in Hexcells Infinite the random ones left me feeling a bit cold, but they work well here and you are given a decent amount of options to tweak before generation. There is also a Steam workshop integration that is collecting dust as\u2026 well the game has gotten like zero press.

And that ends up being a shame as this is pretty strong numerical puzzler all things considered. My Steam playtime puts me at about 30 hours after a few weeks, and while that is inflated due to me minimizing and doing something else on the computer from time to time it really sunk its hooks into me. If you like these type of puzzlers then I would strongly recommend at least giving the demo a shot as I\u2019d hate to see such a good game never get a legit chance to find its audience. Also worthy of a write-in award nomination.. At least it's better than A Way Out. good time killer

Update 1.4 is Live - WMR Support:
Update 1.4 has been tested and is now ready for the main branch.

Here's what's changed:

- **Windows Mixed Reality support**! If you've used or intend to use WMR, note that this is now a native WMR application and does not use Steam VR. The experience using the thumbsticks was far superior to using the touchpad (this was tested on a Samsung Odyssey). So if you use WMR via Steam VR, the thumbsticks will not work - close Steam VR.

- **Hands are now physically simulated**, and hand placement on weapons is much improved.
  Hands video

- **Enemies have IK foot placement**. No more floating feet.
  Feet video

Additionally, we think it's prudent to add a rollback branch in case of issues in the future. This will always have the previous version available in case you run into issues with an update. Rollback is currently set to 1.3.
. **Update 1.3 - On Beta branch now**:
Four days since release and the response has been great - thanks for the support! In this update we're fixing a few bugs that were deemed too risky for pre-launch and adding a few of your suggestions to the mix.

Here's what's changed:

- Dropping items on the Vive is quicker

- Bonfires can now light torches and arrows

- Enemies pausing briefly at the pillars in the arena is fixed

- All breakable pots have a chance of dropping gold.

- Enemy weapon damage increased slightly. Health pickups increased to counter this extra damage

- Opening doors and interaction in general should be easier

- Skeletons should break doors reliably

- Fixed issue where health potion sometime made damage sound on consume if health full

- Fixed issue where switching a health potion from a shoulder slot and consuming straight away doesn't consume the potion

- Health bar is now invisible when picking up heads.

- Fixed an issue where killing a character while they were getting up caused animation issues

- Adjusted start positions so it should not be possible to start in the floor

- All potions now have glowing effect applied

- Fixed a few floating rocks

- Few slight level changes for better flow

This update is currently live on the beta branch (everyone has access to all branches). If a few days pass with no major issues, it will be passed on to the default branch.
. Polygone Strangers of the Power 2 The Morrigan **Update 1.5 - Boss battles now on Live branch**:
A new level has been added: 'The Gates' features two new enemy types, one of which is now added to the arena. The other being slightly too large...

As usual this will be live on the default branch in a few days if no showstopper bugs are found.
A few days have passed so this has been promoted to live.

Improvements:

- Hand interaction now a hybrid of 1.4 and 1.3 - should be easier to open doors but still have physical interaction

- Smooth movement speed increased

- Archers no longer backtrack when you're attacking them (as it was rather annoying)

- Hit numbers displayed for arrow impacts

- Arrow damage adjusted to boost headshots but lower body shots.

Fixes:

- Bow aiming back to 1:1 after a bug in last update

- Getting stuck in walls should now be detected and teleport to the nearest valid surface

- Better CPU usage at times when multiple characters spawn

- Enemies attack more consistently on stairs

- Arena nav tweaks to remove a few points where AI can get stuck.

. **Update 1.4 - WMR, Hands & Feet**:
We've started on some new content and we're glad you want more of The Morrigan! It would be easy to crank out a few similar levels to what we have already, but that's not what we're about. We do have some changes ready to share, however. As usual these will go on the Beta branch for a few days prior to live.

Here's what's changed:

- **Windows Mixed Reality support**! If you've used or intend to use WMR note that this is now a native WMR application and does not use Steam VR. The experience using the thumbsticks was far superior than using the touchpad (This was tested on a Samsung Odyssey). So if you use WMR via Steam VR the thumbsticks will not work - close Steam VR.

- **Hands are now physically simulated**, and hand placement on weapons is much improved. Hands

- **Enemies have IK foot placement**. No more floating feet. Feet

. **Update 1.1**:
This update is mainly focused on stability. As we approach launch we wanted to make sure we had a fallback update to go live with. The last main update added a few bugs that we've been fixing, and in terms of content, there's a new puzzle at the end of the church level. Also dialog boxes have had the placeholder graphics substituted for one that's more in keeping with the style of the game.

Bugfixes:

- Weapons should now always hit when they are supposed to and not stop working.

- Animation stability is hugely improved.

- Loading and saving should work correctly (note to self: autosave on exit is a good idea. Autosave on exit to load an autosave is a TERRIBLE idea). Also fixes the zero health on load bug.

- Control system has been updated in line with a more standard mapping on Vive and Oculus.

- Items should no longer get stuck in the wall/floor if you pick them up at an odd angle.

- Stamina system removed.

- Traps impact enemies consistently now.

- Player hit effect more obvious now.

- Plus smaller fixes.

Hoping to get a content update in pre-launch...
. **Update 1.2**:

We managed to cram a bit more content in for launch. Here's a rundown of what's new:

- Added new combat section to Bridge level

- Added new combat section to Garden level

- Updated physics death animations to respond better to killing impact

- Added fire arrows (you can light arrows with fire in the game now)

- Torches now go out when you put them away - and can be re-lit with fire in the game

- Charged attacks are back in: shields do knockdowns, blades and arrows do more powerful attacks

- Skeletons can kick down doors if they are blocking movement

- Smooth turn is now an option, as well as usual snap turn

- AI pathfinding is improved

- Enabled dynamic res on Oculus

- Changed config values to use integers rather than floats. Basically it means you can now set something to 100% rather than 99%.

- Health potions have new material to make them more obvious

- Plus smaller fixes

. **Update 1.3 - now live on all branches**:
Update 1.3 has been live a few days on beta and there have been no issues reported. It's now live for all. In case you missed the update notes, here's what's changed:

- Dropping items on the Vive is quicker

- Bonfires can now light torches and arrows

- Enemies pausing briefly at the pillars in the arena is fixed

- All breakable pots have a chance of dropping gold.

- Enemy weapon damage increased slightly. Health pickups increased to counter this extra damage

- Opening doors and interaction in general should be easier

- Skeletons should break doors reliably

- Fixed issue where health potion sometime made damage sound on consume if health full

- Fixed issue where switching a health potion from a shoulder slot and consuming straight away doesn't consume the potion

- Health bar is now invisible when picking up heads.

- Fixed an issue where killing a character while they were getting up caused animation issues

- Adjusted start positions so it should not be possible to start in the floor

- All potions now have glowing effect applied

- Fixed a few floating rocks

- Few slight level changes for better flow

We're on to a content update now.

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