
Geocore Download] [portable]



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About This Game

You are the pilot of a highly maneuverable fighter ship codenamed the “Fury”, after the Furies of ancient Mythology. The Fury is made possible by a super conductive core, fused of lava from beneath the surface of Earth and “cryo-lava” from Titan, one of the moons of Venus. Utilizing a newly discovered elemental binding, it has become possible to create a “Geocore” that can generate enough power to drive superconductive technology. An insanely powerful drive system allows the ship and pilot to create a magnetic sphere in which the ship can move in any direction freely and with no inertia. It is up to you to pilot this advanced machine to investigate the mines, where highly advanced robots and remote mining machinery have been deployed to gather the elements needed to make more Geocores. Nothing has been heard from either the robot crews or the mining machines in one of the main facilities, and you have been called upon to investigate.

Gameplay:

6DOF gameplay, setting the player free from the floor and allowing full translation and rotation on all 6 axes.

A focus on balanced multiplayer competition with stable and well tested netcode.

Single player where you stalk and be stalked by killer machines.

The action is intense, the skill level is high, and the rewards are lifetime friends and enemies. Join the ranks of the toughest pilots in the world, enjoy the company of veterans who can and will show you the ropes, and be proud of your status as part of the elite 6DOF community.

Title: Geocore
Genre: Action, Indie, Early Access
Developer:
Anarchy Interactive
Publisher:
Anarchy Interactive
Release Date: 31 Jul, 2015

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: i5

Memory: 8 GB RAM

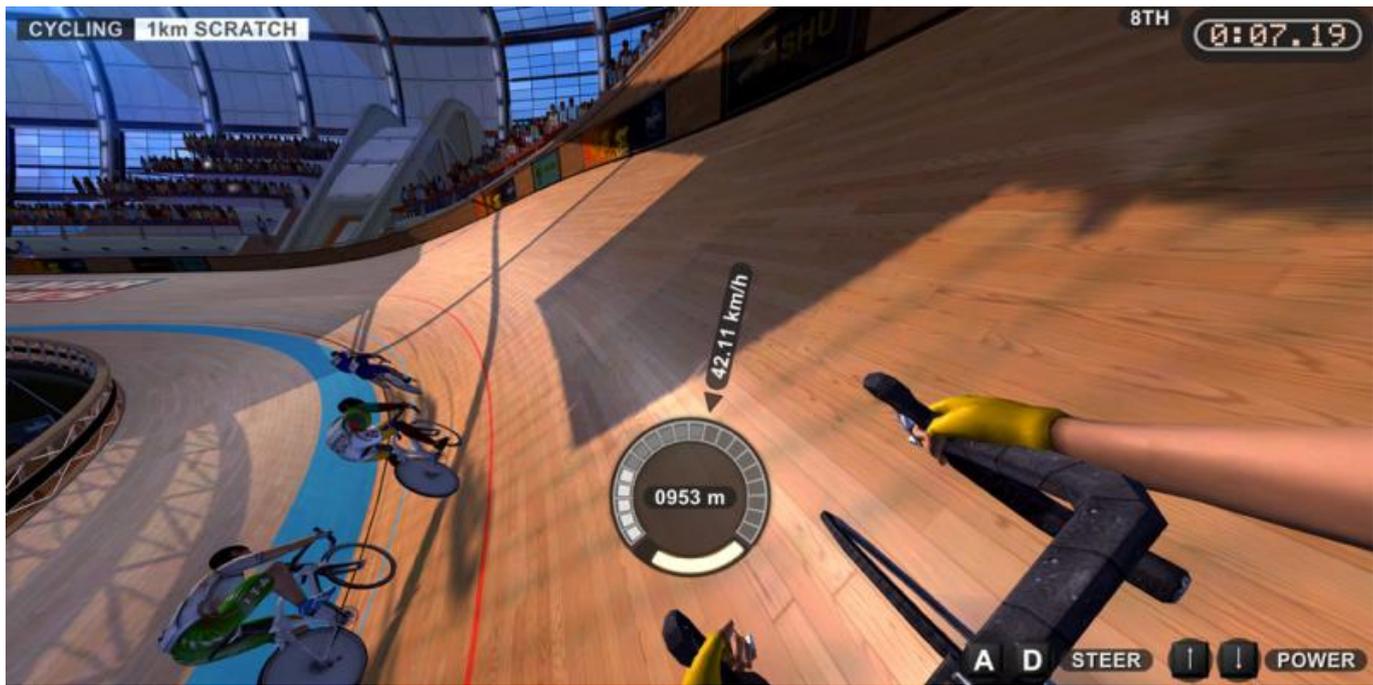
Graphics: Nvidia 500 series and up

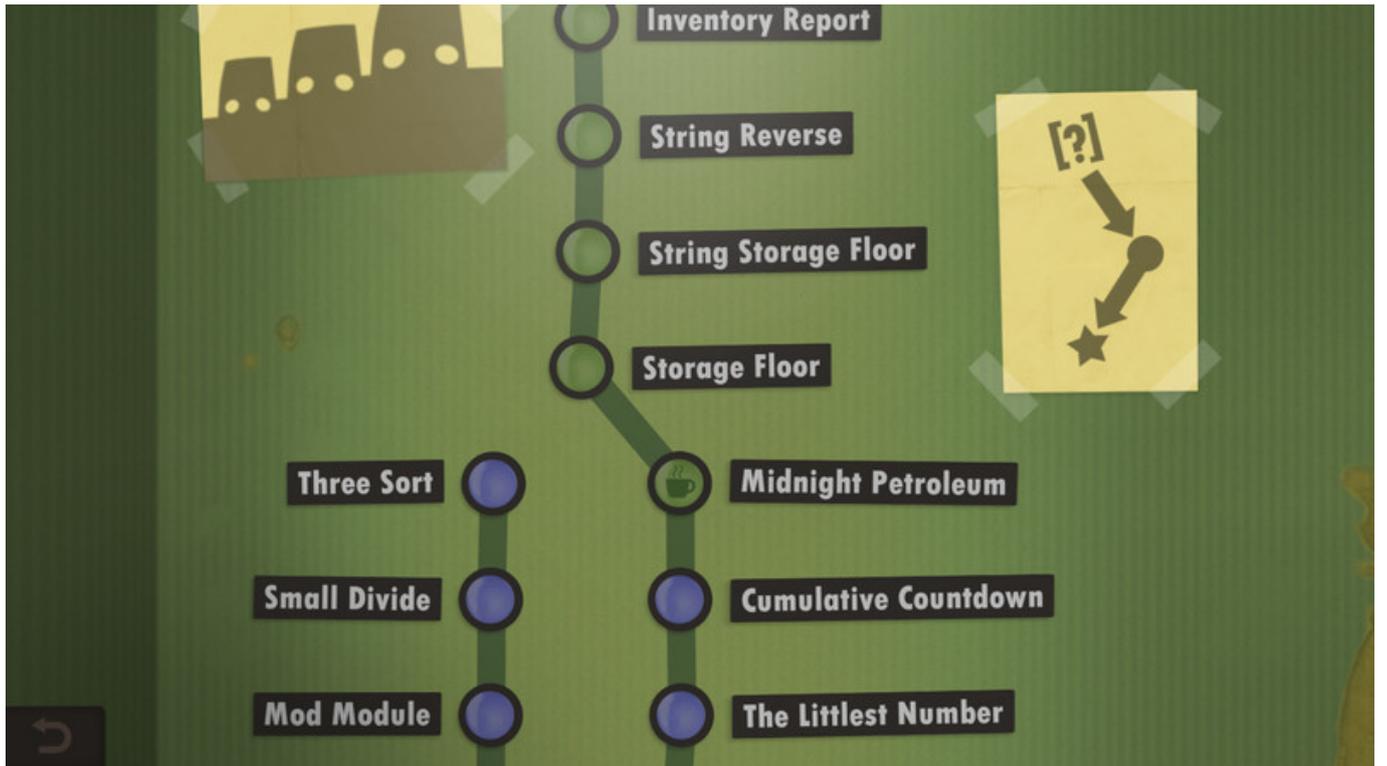
Network: Broadband Internet connection

Additional Notes: 64 Bit OS required

English







shout out to magicdweedo. I was pretty excited to see Space Empires 5 here after I got SE4 from sale on gog.com - But I was utterly and completely disappointed with this game. The new resolution messed up the UI badly and the icons that were previously very visible are now very hard to make out. Even if you get used to it, you'll find out that the game is in that regard fundamentally the same as the previous part and loads of the new stuff I've seen is largely superficial or outright stupid.

-Parts placement: In SE4, you just added components to the ships, here you have a 2D-View of your ship with lots of slots to put your parts on. It's utterly redundant though, as the placement doesn't seem to do anything (surround your crew quarters with engines? why not!) Additionally, there are three decks for these slots and the new view makes it hard to see what you got on your ship already.

-Race Creation: They put in new options for race creation. Mostly, it's cosmetic and allows you to e.g. describe the physical make-up of your species and can choose the ship designs independently from each other (unlike SE4). The new social structure your empire has ultimately added just a little bonus to various aspect. Instead of making each government unique and stuff, you just have a sliding scale of peaceful/research bonuses vs. war/combat bonuses (for some reason Anarchy is on the far end of peaceful gameplay and Hivemind is for aggressive play, everything in the middle is when you are indifferent). Oh and you can of course give your leader the title "Grand Emperor Führer Overlord" if you are in a peaceful democracy, because that totally makes sense and all.

-Research: Oh god. In SE4, you just picked all areas in which you research and then the game allocated all your research points automagically. Either split evenly or one after another. The new system requires you to allocate the points with sliders which is incredibly cumbersome and you can't just enter the amount you want with a keyboard either. The option to automatically (re)allocate points is missing entirely. This is furthermore worsened by the fact that the Research tree was broadened to include stuff that no player would ever research unless he knew the techtree. I mean if you research Energy Beam Weapons, you know you can lazOr your enemies harder afterwards. But please tell me why you would research Ethics in a game like that? Would you have known that it protects you from espionage actions? Also, gaining new ship hulls is now a crawl, while you could get the base ships (Death Star-Sized warships) within 7 research steps in SE4, you now need five times as much, because each shiphull size is now it's own research field.

I could elaborate on every aspect this game has to offer now, but given the amount of content it predecessor already had, this could probably fill a book.

What I noticed about this game is that loading between turns and other stuff (e.g. generating the maps) is much longer and low-end machines might perform rather slow, a problem SEIV doesn't have.

Ultimately, if you like 4x Strategy games and this game seems really interesting to you, get SE4. There is no reason to choose this game over the prequel.. BIG ♥♥♥♥ING YES. Looks for Multi-Player games on Steam

Finds this

Finds it doesn't yet have Multiplayer despite the tags & description. I can't believe this game don't have more reviews and following. It is better than Don't Starve IMO. Please keep working on it and don't stop.. " The game of year " I really enjoy to play it :). Film Noir inspired Adventure Game.

Graphics are simple. Soundtrack is great, Voice Acting is good. The Interface is very primitive (tip: highlighting is F1). Writing is pretty good. Characters are ... interesting: lets just say that Characters are written to be "period appropriate". Puzzles aren't exactly self obvious (I guess that is a good thing) - and could be accused of "pixel hunt".

This one is for Adventure Game veterans and Film Noir fans... Me, otherwise avoid.

Trex VS Giraffe, Penguins VS Brachiosaurus, Raptors VS Dingoes and all of this in a soccer field with a giant soccer ball... How do you not already have this game! Come join me in one heck of a soccer match that can only be described as Rocket League meets Jurassic Park.

<https://www.youtube.com/watch?v=MzilFcjicGc>. If Adam Sandler was to make a video game, that would be it.

Nothing in this game makes any sense. Real roads from somewhere in the middle east with balloons everywhere. Real cars on the screenshots and videos, but badges are missing in the game (to avoid paying licencing I suppose). The 'rubberband AI' seems to crash constantly. UI design looks as if it was drawn by a 12 year old with crayons. His favourite colours were obviously toxic green and pink.

I wish I could say something about the handling, however the game doesn't really have 360 controller support. It does seem to detect the input, but there is no way to reassign key mappings. I used to accelerate with the 'X' button back in 2002, trigger support please. The arrows seem to control both the car AND the chase camera. I dont understand how in a team of 10 people that made the game they all thought this is a great idea. If I want to steer my car left, that also rotates the camera left and I have no idea where am I going anymore.

On the plus side, congratulations to the developers for trying. This is the first game I have ever played from their country so I applaud their enthusiasm. However they should have started with something simpler. A Mario Kart clone maybe?

My review is negative for the obvious reasons, but by all means please buy this game. I suspect it will be taken down due to licensing in the next few weeks. Now is your chance to get it and show it to your friends after you have finished watching 'The Room'. A cringe classic in the making.. This game will never be too old to be played, it's worth its price and the multiplayer is still populated. The only bad note is that players will always try to "cheat" avoiding rules, cornercamping ecc... so play with your friends, others can't be trusted.. A little rough around the edges, but that's to be expected for a game made with RPG Maker. Apart from the lack of custom character models and custom music. This is a fairly decent casual/slice of life rpg. It that has an interesting narrative about bitcoin and has content that fits the low price of the game. Simple, yet enjoyable and I hope to see a mobile version one day..

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But seriously this skin is awesome!

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