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About This Content

Pummel your enemies into submission with brand new, heavy-hitting Juggernauts! These massive warships may be expensive to make, but they have the potential to dominate the battlefield and turn the tide of a war quickly. Even just one of them can devastate an entire field of units before backup arrives.

The Juggernaut DLC comes with a brand new juggernaut for both the PHC and the Substrate. Each warship is unique and complements the units that are already in the game for a more well-rounded army.

Features

New Juggernaut: PHC Agamemnon - Designed to annihilate swarms of enemy units and overrun defensive positions, the Agamemnon has the potential to hold territory against waves of enemies for long periods of time. With two rapid-firing laser batteries and tempest missile salvos, the Agamemnon can saturate a wide area with highly explosive shells. Advanced triple-barrel autocannons provide improved defense against air units, but take care when you deploy this ship - it lacks the armor piercing capabilities to be effective against other juggernauts or dreadnought destroyers.

New Juggernaut: Substrate Eye of Darkness - The ultimate manifestation of the Substrate's technological superiority, the Eye of Darkness is capable of rupturing the fabric of space and time to destabilize targets at the molecular level. Its full armor-piercing and high area-of-effect attacks make this warship devastating for ground targets. However, be alert: it is the only Juggernaut that lacks any anti-air weaponry, which means that a well-timed slew of bombers could take it down if you don't plan the accompanying army carefully.

Title: Ashes of the Singularity: Escalation - Juggernaut DLC
Genre: Indie, Simulation, Strategy
Developer:
Stardock Entertainment, Oxide Games
Publisher:
Stardock Entertainment
Franchise:
Ashes of the Singularity
Release Date: 14 Sep, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: 64-bit Windows 10 / 8.1 / 7

Processor: Quad-core Intel / AMD Processor

Memory: 6 GB RAM

Graphics: 2 GB GDDR5 NVidia GeForce 660 / AMD R7 360 or better (GeForce 900+ / Radeon 290+ for Vulkan)
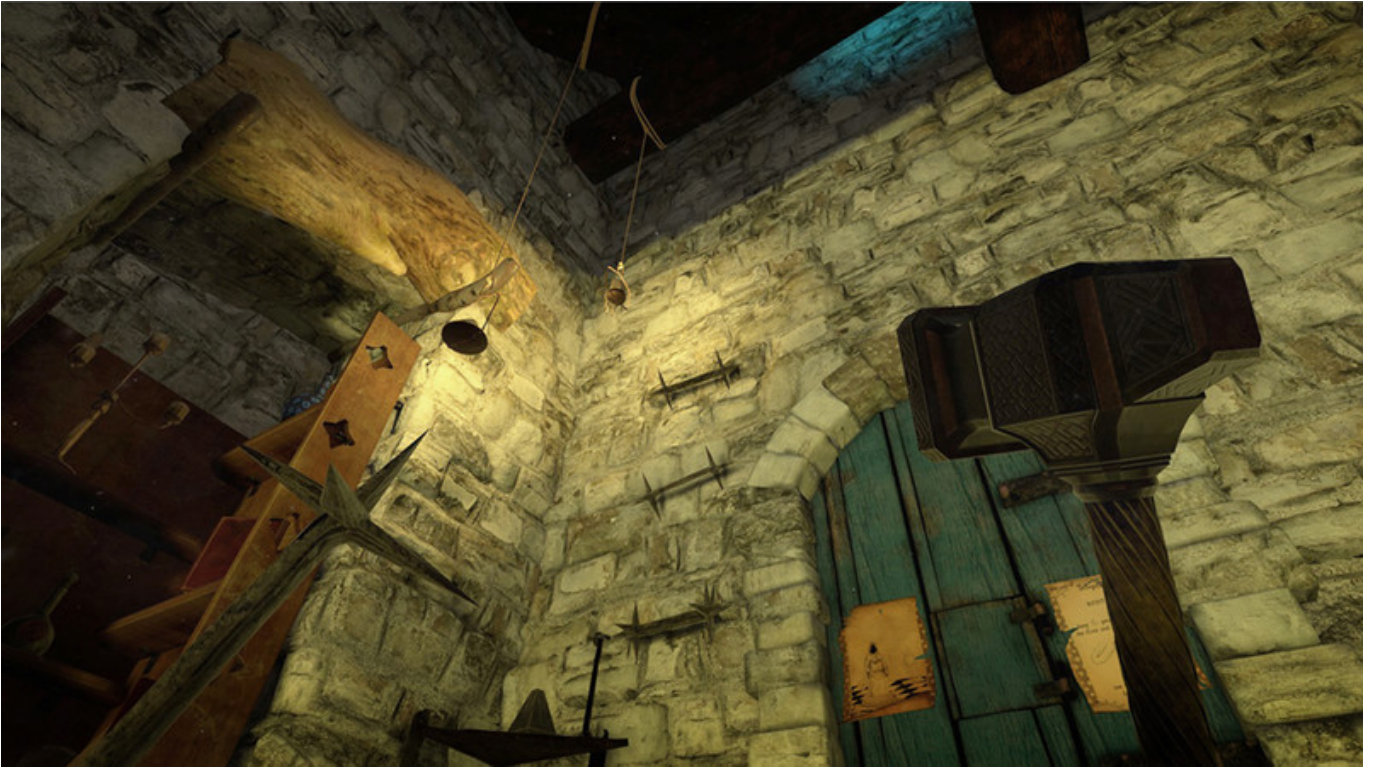
DirectX: Version 11

Network: Broadband Internet connection

Sound Card: DirectX Compatible Sound Card

Additional Notes: 1920x1080 Display Resolution or Higher

English,French,Italian,German

This is a good, solid, fun little retro game.

My first reaction to hearing about this game was "surely a game from a magazine listing from 1981 will be too simple to have enduring appeal", and the idea of someone selling a game that's from a magazine listing seemed... well, lazy.

For anyone who doesn't remember, back in the early 1980s when home computing was first starting to take off, computer enthusiast magazines would sometimes include game listings for you to key in and play. This was back in the days before they began to tape recorded media to magazine covers.

I remember typing in game listings - back in the early 1980s - and... well, I learned two things. 1) how to type accurately, and 2) that games you type in from magazine listings generally aren't worth the time they take to type in.

The other thing is - I wasn't playing on home computers in 1981. I was three years old, and there are Atari 2600 joysticks in my mum's house with my baby teething marks imprinted upon them. I was beating my parents at Space Invaders. The first home computer game I played was "Radar Rat Race" on C64, a clone of Namco's Rally X by HAL Laboratories. It came on a cartridge. Yes, more mazes and mice! It was quite good... but my ideas of what a home computer game from 1981 are, are - "very, very basic".

So this is how I came into SPACE MOUSE. No history of playing the game any time previously in its 35 years, and with the pre-conception that it probably wasn't going to be worth my time.

It turned out that my expectations were wrong.

The default version of the game that you get to play is the "NES ARR" version - i.e. the game as imagined if it were for the Nintendo Entertainment System (Famicon), and it's been given a few extra features and enough polish to make it feel as new as maybe.... 1985! The game also includes a few other versions, including the original PC-8001 version.

The basic game is - you control a little thingie that can only move left, right, and up, and you need to travel ever upwards through a maze-like level, while avoiding enemies that flow through the level in a predictable pattern - similar to those water flow puzzles you sometimes see. There is one power up, and it allows you to bust through walls for a short period of time.

I don't know whether that simple description does the game justice. Despite being so simple, reading the flow of enemies and the layout of the maze before you gives it challenge beyond mere twitchy arcade play - you're always looking for the best route as you traverse forwards, waiting for the perfect time to move.

The NES Arranged version adds a little complexity; music, nicer graphics, helpful messages to the player, keys and extra lives to collect, and a few little hidden secrets and mechanics. Also, you can ram enemies when powered up, to beat them and earn points. It really is a big improvement to the game.

The original developer of this game went on to work for Enix and Namco, before leaving the industry to become a medical doctor. I do wonder whether elements of SPACE MOUSE were combined with Dig Dug then inverted, to influence the creation of one of my favourite games - Mr Driller. It is all vertical scrolling to the goal while racing an ever-decreasing air supply, after all.

Overall: this game really exceeded my expectations and is a lot of good, simple fun. I recommend it.. Not my style. It seems so simple, throw some discs around and dodge some enemies. After spending 3 hours trying to finish the first level in the campaign I had to give up and take a break. I am clearly not as skilled as I assumed I was, I needed some time to re-eveluate life choices and check where I went wrong. This game is a *very entertaining challenge for me, I'm hooked on it and picking it right back up after I finish writing this review!*

The gameplay is very smooth. I'm personally playing using keyboard and mouse but I really should get myself a controller for this. The art and music are very well done, and they blend in perfectly to add to that all-important gameplay, and really help to stay motivated.

Also, I can't wait to get some friends round and test the multiplayer on this, I foresee some very interesting chaos!. At first when i heard a new mafia game was coming out i was excited. i played mafia 2 when i was younger and it was one of my favorite games. When i heard you play as a black man and kill the mafia instead of playing as them i became skeptical. After release the game was hit with a lot of bad revieuws and even now people are very negatif. I wasnt intrested in this game anymore but when it was 15 euros in a sale i gave it the benefit of the doubt and oh boi was i stupid to give up on this game. It's actually an amazing game, great story line, amazing mechanics (i havent encountered a game where the driving was this nice), most importantly amazing music (wich is an absoluut must after the amazing songs in Mafia 2). Apart from this i still understand peoples complains. it just isn't what we expected after mafia 2. If this game was a stand alone game not belonging to the mafia franchise people would love it and be less critical. The bar was set really high with mafia 2. Apart from this people talk about bugs, i still havent encountered one although i thought i did at first. I could't continue with the misson and it wasnt marked on the map, but the issue was resolved with going to the objectives screen. Others call the game repetative wich i understand but it depends on the player. I havnt played a good story based game in a long time so i love all the extra jobs so that it extends the game, and it's still not as repatative assasins creed 1. somthing that i really missed from mafia 2 is the annying cops. it made the game so much harder getting a ticket for speeding every time and having to change the nameplate of the car. I can go on if i agree or disagree with the revieuws but i dont want to make this to long. In short:

Amazing graphics, great story, good mechanics and epic music blended in well with the cutscenes, maybe a bit repetitive and if you dont have any expectations an overal great game.. It's a good DLC. I love it alot. Lots of functionality and great sounds!. First Impression Video: https:\/\/www.youtube.com\/watch?v=i96p45rBxCw&feature=youtu.be

I was impressed by the trailer for this game, so I though I might as well try it out. The story is that you are a nano-bot injected into a little girl who is suffering from some unknown illness. Once inside the body, the game is pretty much a first person shooter that has the setting of being inside the human body.

You have two guns (right click and left click). Feels like one weapon does more damage to shields, while the other does more damage once the shields are down. There is also a grappling hook mechanic kind of similar to the Just Cause series.

With the game being on the unreal 4 engine, it looks very good. You can tell the devs spent a lot of time on making the levels look great. Audio is good too, with lots of voice acting (even if the accents do sound a bit fake).

One issue I did have was being unable to record with bandicam in full screen. It would crash the game on every load screen. The solution was to run the game in full screen windowed, which worked flawlessly. Not a huge issue, as I've encountered this issue on a few other games in the past. (engine issue perhaps?)

Overall, this feel like a solid game.. i have only played this game for about fifteen minutes, but a quarter of an hour is all it will take for you to have seen everything this game has to offer.

As you might have guessed from the screenshots, this is pretty much a Flash game. It may not be coded in Flash, but it is very much of the low-quality that one might expect from any of the thousands of free-to-play, web-based, simple mouse + keyboard games found on sites like NewGrounds.

Which brings us to the first problem with this game. It really should be controllable with a standard twin-stick controller, which it is not. Using the steam controller is relatively painless, once you have managed to get the damned thing set-up properly which brings us to issues number two and three.

This game really does not like you reconfiguring the Steam Controller while it is running. I managed to set up a working configuration, but I had to reset my machine a couple of times in the process as changing the config. caused my Steam Machine to get stuck on the configuration editor screen.

And the game is just really poorly coded in general, really amateurish in almost every aspect, even for a gag-game. How a game of this quality makes it to the Steam Store is a mystery. Except when one considers the marketing value of using a well known meme as your premise. So if this is some kind of cynical marketing excercise by valve then "Boo Valve!"

Which brings us to my more subjective criticisms of this game. Being meme-based is not necessarily a bad thing in itself, but

this game gives me the distinct impression that the author spent about as much time working on this game as one might typically spend on producing one of the simple comic strip images which this game is based on. I would be surprised and a little disappointed if the author spent any longer than 15 minutes to half an hour working on this.

That kind of production quality might be fine for what basically amounts to free content on a social media platform, and might be a laugh if played for free on the afore mentioned website NewGrounds. But this is Steam, and even for two US quarters this games is overpriced by at least 100% .

Even if you have several gigabytes of rage meme images on your hard-disk I might still advise against purchasing this game, the only enjoyment I see myself getting out of this game is the small amount of joy I get from identifying bugs and then laying the boot into a poor game.

2.5 out of 10. i actually had fun playing this.... 10\10. Final Take is a Slender Man rip off game that has an interesting concept, but a pretty bad execution.

Story:

Final Take puts you in the shoes of two different characters, a man named Adam but you mainly play as a girl named Sarah who wants a job in a mental hospital, but when she arrives there she finds the place abandoned and someone stalking her throughout her exploring the place.

The story is nothing impressive, it's rather generic stuff and it's a typical cliche of mental hospitals have a bad history and is the result why it's haunted in the present. Not to mention the story doesn't really do anything special and in less than an hour of playing it all comes to a close.

Graphics:

Final Take is a by no means bad looking game, it's a decent looking game, but the VHS filter that is constantly distorting the screen is actually really annoying and makes certain areas hard to see even with a flashlight. In the second chapter this actually makes it much more difficult to play as you have to avoid an enemy you can see through a camera and with the darkness and the vhs distortion makes it hard to see her.

Audio:

When talking about Audio I'll start about the music as I don't have much to say. It's pretty much a single generic track that is played throughout every chapter and it's very mediocre, I can pretty much say this about all the SFX in this game, it's all very generic indie stuff that the more you hear the less scary it becomes.

Now the voice acting. The voice acting is absolutely atrocious. Sarah's voice actress talks way too much and she when she talks she says a lot of nonsense that makes you cringe and not get scared. For example her scream is so bad that I would say it's one of the worst screams in all horror media. Also when the actress talks she talks so loud that you can hear the mic feedback when playing the game. As for Adam he rarely speaks, but his actor is pretty bad as well, but at least when he speaks there's no mic feedback.

Gameplay:

Final Take is pretty much a Slender Man rip off, to the point where in the second chapter the goal is to actually collect 8 pictures scattered across the hospital. The game is only 4 chapters long and you can finish the entirely game in under an hour, maybe 30 minutes. There's two chapters where you have to get a certain place and two slender man rip off stages and the walking chapters are extremely short less than two minutes long.

Not to mention when doing the pages chapters you have to avoid an invisible enemy, in chapter 2 you're given a camera to see the enemy, but in the last chapter you can barely see her, so avoiding her is way harder, which makes it a really frustrating chapter to play.

Verdict:

Final Take is an insanely mediocre Slender Man rip off, it's incredibly short, not scary and frustrating to play. Honestly when you can play the original Slender Man game for free or even buy a fairly decent remake for cheap on a sale, I'd say it's not worth bothering with this.

Final Rating:
3\/10

Pros:
+ Story is okay

Cons:
- Frustrating gameplay
- VHS filter makes everything hard to see
- Voice acting is atrocious

If you liked this review please consider joining https:\/\/steamcommunity.com\/groups\/completingthebacklog and https:\/\/steamcommunity.com\/groups\/ImperialReviews. It's Quake, it's a classic. But this steam port has issues:

-Has the default controls from 1996 before people had even figured out that mouselook was actually good. You'll have to edit the config file to actually have sane modern FPS controls.
-Likewise to get it running at a reasonable widescreen resolution takes some tinkering.
-THIS STEAM RELEASE DOES NOT INCLUDE THE CLASSIC TRENT REZNOR SOUNDTRACK. There's no music at all. May support CD audio if you still own the original game CD or burn a copy of the soundtrack, but otherwise you have to go looking for 3rd party mods to add the soundtrack back in.

This is not a simulator at all and will not teach you how hack any systems. Getting that out of the way I only recommend this game if you like:

1. Command Prompt Games

2. Challenging puzzles

3. Figuring out the story through context

4. Repeating the same puzzle multiple times

5. Linear game play with minmal margin for error
   Not sure what the creator of the game was thinking, probablly wanted to push out another version of the original, but this one is easier IMO. The first one had many stopping points as the clues were not as intuitive as in this version, but this version is very linear in nature. The first one allowed you to make upgrades to you machine early on without sacraficing parts for trace cash. If you make two or more mistakes with finding your servers, you might have to sell your upgrades or completely fail.

   My only complaint is that I couldn't upgrade my machine like I did in the first one, and had to just stick with firewall level 1. I did enjoy the chanllenge of the game overall, but it's not everyones cup of tea.

   Note: Edits made only for typos.. good game 10/10. TL:DR - They are rocky & glowing shard creatures with rocky & glowing shard ships who disable half parts of the game for a partial benefit. I think its pretty good

   In my first and only game i used the harmony class without realising. it has some restrictions like no dust speedups, no retrofitting (annoying) and no heroes. Some of the benefits of them hating dust are good like no upkeeps and the ability to get certain stuff without dust. This is further improved by how when you get the dust conversion into other resources you can generate a small amount of resources instead of useless dust. (in the tech tree its in the weapons part so i didnt unlock it till fairly late game as i was upgrading the explorer part of the tech tree). There is no approval rating on planets which is awesome so you stop worrying about that. something slightly annoying is how whenever there is a random event that gives dust you get nothing but atleast whenever you make \/ improve something that requires dust you get it for cheaper....

   The loading times between turns felt too long and there was a minor memory leak i think as it started to be slower after i played for over 15hrs without closing it.. Not worth it at all. Im running a NVidia Geforce GTX 860M graphics card on an alienware 13.
   I cant optimise the graphics settings via the NVidia programme, The preset video settings are too low and the game crashes everytime I load a track. I get an error mesage saying the games resolution is too low.

   Do not waste your money on this game because it will most likely NOT work.. Pretty fun game. A bit complicated to start it.. Wow....This game is sooo far from finished and not even everything in English...bugs bugs, nonexistent UI.

   Let me clarify since my initial review was typed with 1 hand while multi-tasking...

   This game is the worst pile of steaming crap i have ever even seen. Half baked doesnt even begin to describe the state of this game. UI is totally non-existent and you cant even read anything because not only is half of everything still in russian but it overlaps the tooltips and info into a jumbled mess. The initial station level features a maze of identical hallways and rooms that repeat the textures and confuse you completely. I am just lucky i guess that i only spent 2.99 on this but still not sure why after only say 15min i wasnt able to refund it from steam....whatever.. Was quite confusing to start as no instructions at all. I would enjoy if not for having to click each store to get the sales $$. once you ahve a few levels of the mall it is stressful not enjoyable having to click click click. Crossing my fingers they change that function as I would enjoy it otherwise. Not likely to play again if not changed but for $3 oh well... Definitely worth it at the reduced sale price. Detailed buildings plus AI aircraft and static figures make this add-on an immersive island-hopping experience.

Five islands each with a unique and characteristic airport make for fun flying. Highly recommended (at the sale price).. keeps on crshing can't play :[. This game is an absolute horrible mess. The overall feel of the game is like some asset flip someone is trying to desperately defend as a work they have invested significant time into. The zombies appear to be just a bunch of random assets given glowing eyes. There is no theme or feeling of depth to any part of this half baked product\u2026

 But do not worry there is already DLC for the game!

https:\/\/youtu.be\/2oQVNTz1fZg