Ashes Of The Singularity: Escalation - Turtle Wars DLC Free Download [hack]

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About This Content

Bunker down and turtle up - it's time for war! This new DLC pack for Stardock's massive RTS features new unique gameplay scenarios and new maps to keep your skirmishes fresh. Prepare your defenses for any punches your enemies throw at you and be ready to launch a devastating counterstrike to seal your victory in Turtle Wars.

Features:

- **New Scenarios**

    - **Implosion** - Race against three enemies to be the first to crack the defenses of a crashed Post-Human and their experimental Turinium Generator.

    - **Eruption** - Cut off from your factories, you must command a single Hyperion Dreadnought and a scattering of defensive structures to turn the tides of battle.

    - **Mountaintop** - Exploit your resource-heavy advantage and create massive forces to climb the mountain to the enemy entrenchment and wipe them out.

    - **Turtle Wars** - Hold off the frigates swarming from indestructible factories and survive the siege. Reprogram the factories to your advantage before the enemy crosses the mountain and finishes you off.
- **New Maps**

- **Crack the Shell** - Hold the high ground and the Turinium against your enemies in this asymmetrical 3-player map, best for 2v1 matches.

- **Turtle Wars** - Enjoy a longer duel with your enemy on this epic-scale 2-player map. The open landscape with select chokepoints encourages huge armies and larger battles.

- **Eruption** - Choose your path wisely - one leads to the lone Turinium Generator, the other to resources in this small 2-player map.

- **Implosion** - One valley with an abundance of resources stands at the center of this large, asymmetrical map fit for a 4-player free for all with huge armies.

Title: Ashes of the Singularity: Escalation - Turtle Wars DLC
Genre: Indie, Simulation, Strategy
Developer:
Stardock Entertainment, Oxide Games
Publisher:
Stardock Entertainment
Franchise:
Ashes of the Singularity
Release Date: 16 Feb, 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

DirectX: Version 11

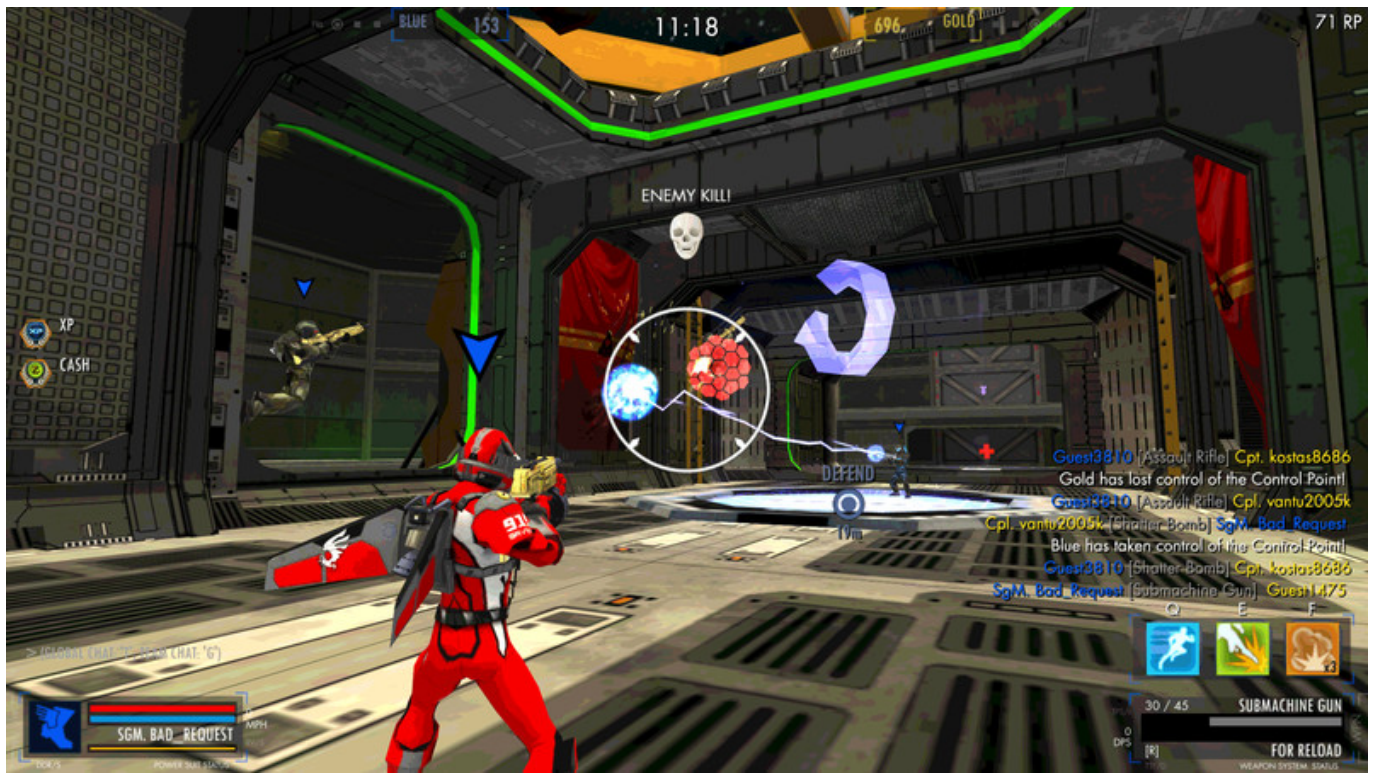**Network:** Broadband Internet connection
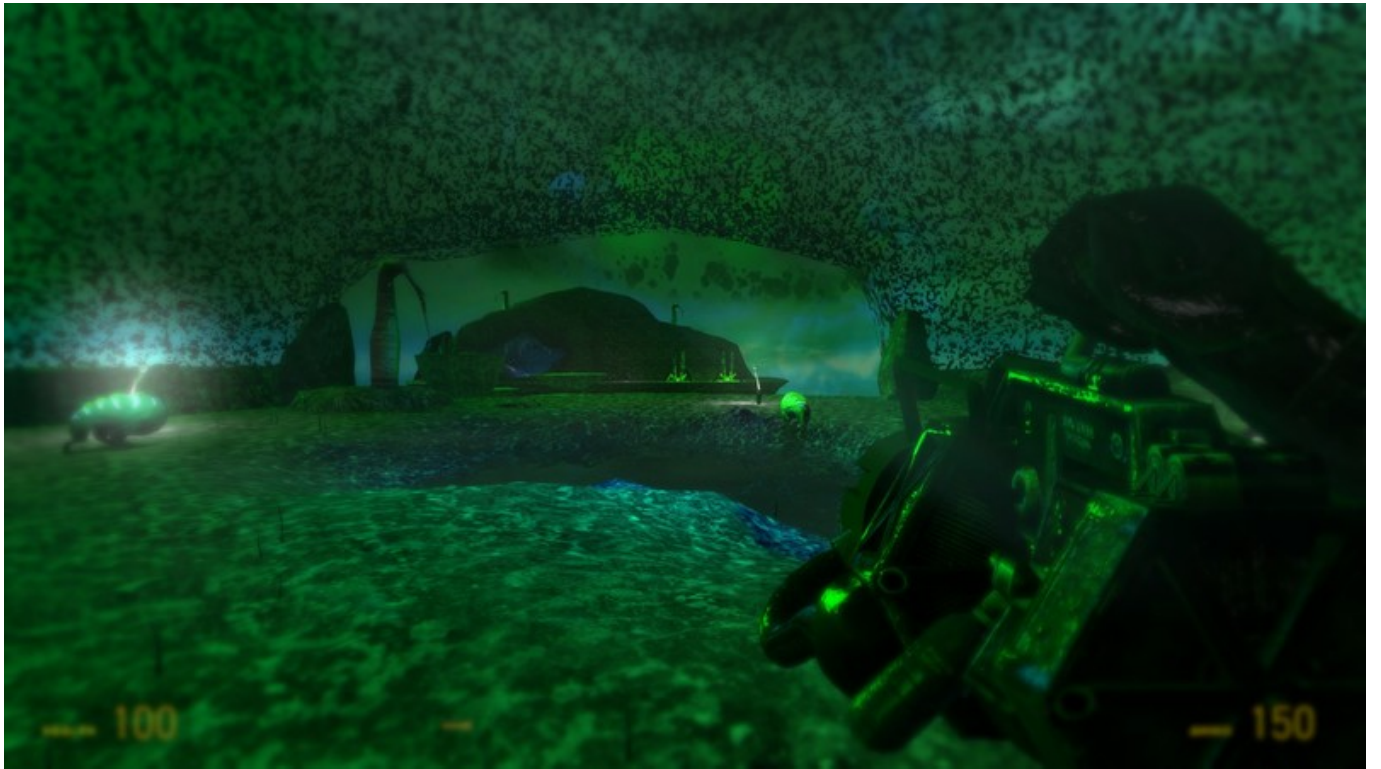
Storage: 27 GB available space

Sound Card: DirectX Compatible Sound Card

Additional Notes: 1920x1080 Display Resolution or Higher

English,German,French,Italian

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Inferior to modern source ports for Doom\/Heretic or any of those older games in nearly every way.

I really enjoy tough games, but this is the bad kind of tough. The kind of tough where you die to something and you can't tell what it was, since there were no enemies around at all (I literally started to take damage at random, and then died). The kind of tough where a bullet-sponge boss is put right in your face at the beginning of a level, so that when you die after beating him, you have to cheeze him all over again and waste 5 minutes of your time. Giving an obscene amount of HP to a boss doesn't make for a good bossfight, it just makes it a boring bossfight, a staple of bad game design.

There are many other flaws too, such as: the lack of a minimap, maze-like incoherent map design, just 5 weapons apparently, confusing ammo system or representation, lack of save system, extremely dumb enemies, confusing projectile appearance that makes it hard to judge distances. Also, having to kill all enemies in order to proceed introduces the classic issue of hunting down the last two enemies that requires you to systematically search the entire map, which is excruciatingly boring. Weapons also lack punch and the sounds are really bad in general, although functional.

Of course it's not entirely bad. I like the art style, it's pretty old school. The music is also pretty alright, the MIDI soundtrack gives it the classic vibe the older games had. The simple run and gun gameplay akin to the older FPSes from Id is also a pro in my book and the main reason I bought this.

It's a nice tech demo to show off a personal piece of work in the spirit of the older games, but it's just not very well designed as a game. Stick to Zandronum\/GZDoom and explore some wads\/mods for the older games, will give you a far better experience, unless you really want to take the nostalgia trip and try something akin to Heretic but worse in nearly every way.. It has its charm. It's basically Sid Pirates meets Match 3 meets Puzzle Street Fighter. Which sounds a hell of a lot cooler than it is in practice.

The matching bit is poorly done, no combo system and the power up system is just barely enough to make it interesting at all. You go to various ports and do quests, fight ships, start wars, stop wars, all in a Sid Pirates way but you point and click to guide your ship and overall everything just feels half baked.

I still had fun but in no way is this game worth full price and it's almost ridiculously high enough to warrant a negative review for their over ambitious pricing for the game they delivered. However, i did have some mild fun and I got it in a bundle, For a buck or in a bundle this game isn't bad. It's just a shame since it could have been sooooo much better.. Found this game off finding its werid steam market items people are selling but in all very fun free to play thast can deffinetly frustrate you enough to come back for more in order to beat the game, 9/10 would toke to it again. I usually would try to write a longer in-depth review, but this isn't worth the effort. It's so frustrating to play this game, you can only jump one height high, there's no way to jump less high to evade stuff above you (just an example of what's terrible). Booooring platforming, lots of keys needed + when you die nothing respawns leading to boooooring revisiting of places a dozen times till you finally get through some annoying spot/have enough keys. The 5 types of enemies I encountered so far required me to use the complex technique of button

mashing. All of them. Some took more hits than others for a real change.
Excuse me, but I feel it's wrong to dedicate more full sentences to this game so...

TL;DR:
-boring platforming
-boring enemies
-boring fighting
-swords breaking so fast they must be made of wood
-boring find dozens of keys to open dozens of doors and cages that all look the same - "gameplay"
-boring artstyle
-boring jokes
-it's so boring I couldn't spend more time on this, it's awful

I cannot recommend buying this game under any circumstances. Avoid. this. "game".
I literally had more fun writing this review than playing the game. King Lucas is a chore to play.
I can't say anything positive about it. Who tf uses the X button on a controller to jump?
NO I won't spend more time trying this, I'd rather get a depression for an actual reason and not from this. Every game has it's flaws; well, most of them do anyway. This game definitely isn't an exception. The big one is this: some of these puzzles are just not at all intuitive; and if you absolutely refuse to use any guide then you might end up walking away from the game in frustration. I'd definitely wish the game was a little better about the puzzles' being intuitive.

In episode 1, it's that clues are really vague and don't really tell you what you need to know... In episode two, some of the puzzle solutions are even less intuitive, but the developer thought it could solve that by adding a narrator. You can ask the narrator to comment on quests or items, but in some cases he'll have nothing to say and in others it kind of remains vague. What's worse though; "asking the narrator" takes you out of the flow of the game, it's not fun and it's the wrong solution for the problem of the first episode.

So, that's the big problem with this game... But despite that I still recommend it. Why? Well, the game has a ton of "charm". I really like the visual style, the voice actors\/actresses are good, the game has a really good sense of humor, the characters are fun and all different, it has funny references and the short videos are well placed, humorous and don't take too long.

Heck, you know what? In a lot of aspects, this game reminds me of Day of the Tentacle. If you're not familiar with that game, it's one of the best classic games in this genre. The fact that this game (AR-K) reminds me of DOTT I think is indicative of the great atmosphere this game creates with it's scenes and characters.

I might not recommend this game if it were an expensive game; but let's be honest. The game is cheap enough that, even if you don't like it, it doesn't hurt the wallet too much. Personally though? I really enjoyed \/ enjoy this game (am currently playing through episode 3).. This game makes an amazing stress reliever.. Good game. Not really fair to compare it to BV:H because the flow of the first one was a slow build toward success and this one is cyclical. The pros are- you get to control more ships; you get stations; marine assaults; you get to select your balance and tech trees. Some of the negative reviews I see make some good points. The one warning I would offer is that if you are heavy into RTS games with tons of detail this may not be for you. The reason I am a fan is the slow lumbering battles that sometimes come down to the last pixel of a health bar.. Okay it starts decently, clicks new game, ultimate lag in video and sound causeing game to crash. My computer my be a little outdated but i get little to no lag on eso and bdo(unless im in a city, then its a disaster of lag). Even with oblivion and skyrim(unless you download mods) their is a lacking of lag. Though Theif does give lag later on in the game, at least i can play it.

Most of the negative reviews are seriously erroneus! Bought it at 6pm, started playing by 7pm cant stop at 1am.... Awesome tech tree \/ well thought out \/ everything works for me! Spent 35bar before I started showing a profit.. research research research & development and get the goods to market....and VOILA 28K a day profit. One of my competitors went out of business, LOL. Gonna start again in the morning on hard :) BUT there is undeveloped potential and lots of 'wish they had this' and 'wish it did that' but if you like tycoon economy games and are not too small minded to be satisfied with an evenings worth of solid entertainment thats all you'll get..... You'll enjoy the depth; you can mine or grow simple raw materials, you can produce primary product, you can use that to make components and you can assemble all of that to produce motor cars - AWESOME! WELL WELL WELL 10 hours in I find out the AI competition is not competition at all, it just throws in the towel for no reason at all. there is now no point to the game at all, just start another production line and make some more money and carry on alone on the map. ridiculous and I guess whats worse is the devs dont even respond on steam SO A BIG DONT WASTE YOUR TIME WITH THIS PIECE OF JUNK!. Mahluk is a surprising platformer, especially considering it's price point. A diverse set of levels and enemies populate this game, in it you will find many shadowy creatures to destroy. The levels are well designed and present a fair but fun challenge. Be careful so you can get your revenge against that evil god dude.

Overall 10\/10 would buy again! <3 :D <3. Freebie is a timing-based arcade game, where you have to shoot a ball at a spinning little bar to hit it towards the green border and avoiding the red one, there's nothing more to it other than trying to beat your own score in each game.

It`s a simplistic game, to be played when you have little free time and want something simple to be entertained, besides, it´s cheap.. As much as I liked this game, I have to say I am really disappointed by its length. Took me 2 hours to finish it and that's pretty much all there is to it, as there's no replayability whatsoever.

Also, one of the puzzles requires you to cripple a kid/man for life. I know that this is a video game and the characters are fictional, but seriously? That's pretty mean for a protagonist who's trying to save the world from destruction, if you asked me.

Still, Chronology is a solid and colorful platformer with a clever use of the time traveling concept. While controlling the snail, you can also stop time, but I honestly feel it's not used much throughout the game.

I will recommend this game, but I'm not sure about its price tag. It's not that 4,99€ is a lot of money; it's just that I've played many similar puzzle/platformer games with the same price tag that took me a lot longer to finish. Maybe get it while on a discount.. Wish i had another but this was all i could buy still. ENG:

If you like playing around, like adventure, excitement and challenge you, and you're a nerd and you like coding, you like to try out the hacks, by far the best hacker simulation, where you can legally hack! Testimonial!

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FIN:

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