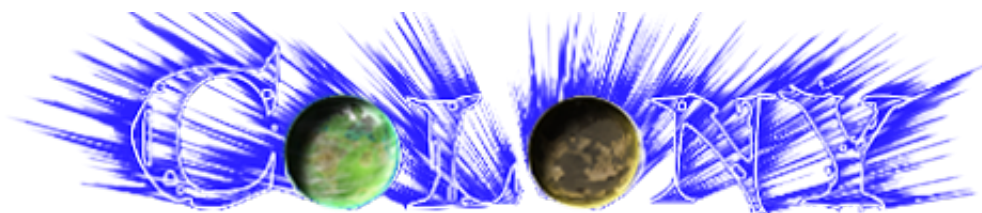

Colony Prospector Crack Serial Key

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About This Game



“Colonisation failed... Un-aesthetic environment played a pivota 5d3b920ae0

Title: Colony Prospector
Genre: Indie, Simulation, Strategy
Developer:
Mykel Flynn
Publisher:
Mykel Flynn
Release Date: 25 Apr, 2018

English

Honestly just buy this. Sparkbomber's sum up is spot on and I really have nothing more to add to it. If you want a laid back game for a fairly cheap price go for this one. I'm still diggin though the game and will probably edit this once I've hit the bottom. So far though I keep playing it.. This game is soooo cool. I absolutely love the concept and its very more-ish..just going to finish this batch of claims, then I'll go to sleep, for real this time. As I work through the discoveries and quests, I find myself wanting more. More of this, more pods more civilizations more planet things.more, please. Basically, you find planets, and scan them, and if suitable, fix them up and plonk colonists on it, and are rewarded with monies to buy things - things that improve your ship, make fixing up planets easier, or allow you to craft various things.so you can go colonize more planets. The click click click does get a bit of repetitive after you've made your first 50 colonies or so, perhaps a suggestion to discover tech to upgrade scanning drones that can do multiple sectors at once is an idea .earn your convenience! Same thing with the using many 5-10% kits to repair really damaged infrastructure, a way to do this in build would be a nice quality of life feature. I'd like to see more bookmarks too, perhaps a way to rename planets (though the names some of them come up with are hilarious). So yeah, some convenience things aren't there, but its still really fun. I'd absolutely buy a sequel or expansion to this. Please make more..

General: Rating: E Price: \$4.99 Genre: Strategy, Simulation Time played: 12.1 hours Youu2019re job is to find planets that can be colonized. Thereu2019s super beings and aliens and AI to contend with and good olu2019 hostile environments. Gameplay: 6 Youu2019re one of the few, the elite a Colony Prospector! In this glamorous job you travel around, look at planets, scan the sectors of the planet and then if you can send down a colony pod, more on those later. The chances of your colony prospering vary per planet, but at the time of this writing I had managed to colonize 100+ planets, it doesnu2019t tell you how many times you failed though. You have to buy claims to prospect areas from planet Earth. The prices and amounts change also the chances of habitable planets, gaia worlds and a bunch of other factors. Then you can jump through a wormhole provided at a small (or large) fee from Earth. The only free wormhole jumps are to Earth. The jump costs vary each time you jump so have to figure the cost of the jumps into how much money you currently have. There is 1 area that has 10 free claims but it is a very hostile area; lots of aliens and people trying to rob you. But once you actually get to a planet your ship will do an initial scan, it will reveal some basic info on the planet, the type, if it has an atmosphere things of that nature. Then you can zoom into the planet and there are 12 sectors and it will give you a break down of Gravity, Climate, and Atmosphere. Thereu2019s also Food, Water and Tech Level, these will change depending on what your sector scans reveal. Once you scan the sectors youu2019ll get a description of what the drone has found. Sometimes food, water or resources (tech level) other times thereu2019s extra payments from earth or other colonies for various things. You have to scan all 12 sectors, there sometimes can be a sector on the moon as well, and then you can decide to try to colonize the planet. Your ship will send down the selected colony pod and you enter hyper sleep (i think the ship supplies the colony power for 50 years or something) and wake up later to see if the colony succeeded, if so you get your payment if not nothing. Depending on the type of colony they will give you extra money and possibly an item to help you in further colonizing. At the time of this writing, I have unlocked all but 2 types of colony pods. The AI pod and Church pods. I wonu2019t tell you how to get the rest, thatu2019s part of the game. Also thereu2019s plenty of ways to make a u201cdetrimentalu201d planet u201chabitableu201d, I wonu2019t tell you those either. Part of this game is figuring things out. Thereu2019s not much of a tutorial or playing instructions. Story: N/A You are working off some debt or something by finding new planets to colonize. Graphics: 4 They are there, itu2019s not super exciting, but they arenu2019t bad either? They fit the game and donu2019t make it bad or good. Controls: N/A Everything is done through mouse/keyboard. Actually Mouse by itself will work, but you can use the space bar for lots of stuff to, for instance scanning sectors, click on the sector with the mouse, then press spacebar to confirm your selection. Thatu2019s really it. Repeatability: 3 At first it was interesting reading the various things that happen when you scan a sector, but then after about 2 hours they start repeating. So by that time iu2019m just pressing space or clicking the mouse to hurry up and see if i get things I need to colonize the planet. 12 hours in Iu2019ve almost finished finding all the various colony pods and after I finish that not sure if iu2019ll keep playing. The game is basically a time vampire, though it can be relaxing. Music: 10 The music blends well with the game, I barely noticed it was there and when I did pay attention to me it fit the game very well. Difficulty: 3 Maybe a little bit difficult at the beginning, once you start figuring things out (also not difficult) it becomes easier. Once youu2019re far enough that you have the money, you can colonize just about any planet using the various items you can find/buy/craft. Multiplayer: N/A Single player game. I suppose someone could watch over your shoulder? Initial Thoughts: 4.99? Thatu2019s not bad, Iu2019ll pick it up seems as though it could be fun. Hey iu2019m starting to get the hang of this and iu2019ve unlocked some new colony pods, Iu2019m the greatest! Wait itu2019s been 4 hours? Hmm. Soma Says: This is a .decent game. I mean I recommend playing it, but only to people who enjoy repetitive tasks. Thereu2019s almost no tutorial, no info online due to the game coming out only a few weeks ago. There are a few bugs, none are game breaking but they are a little annoying. And after a while I did get annoyed with clicking then spacebar over and over. Sometimes when jumping to a new planet youu2019ll get attacked by aliens or AI or even humans. At first I couldnu2019t even damage them and realized that all you have to do is just jump away. A few will block

wormhole travel and you have to attack them until you can jump away or destroy them. Hereu2019s where it gets wonky, I thought for sure i would die, my shields are gone they attack again and now iu2019m at -61% of Hull. Wait. -61? Is. is that possible? Apparently so. I let them continue attacking me got several of my sections (Hull, Engines, Drone Launcher) to a negative number. Finally jumped away. Iu2019m still not dead? Okayu2026 Then used repair kits. Yup have to repair -61 to get to 0, then 100 more to full repair them. Again not game breaking flaws/bugs but just odd. Also letu2019s say you use a 10% repair to fix something at 50%. After itu2019s done iu2019m at 67%, Iu2019m not genius but that doesnu2019t add up. Oh and sometimes youu2019ll find things through scanning like extra food or an extra payment from earth and it will lower the total payment or Food readout. All in all, itu2019s a good time waster, but very, very repetitive. Some might even call it tedious. If you enjoyed the review please check out my curator page ---> <https://store.steampowered.com/curator/28849369/> Update: Recently tried to play this again. It looks like they have added a tutorial which explains how the system works and such. However the game is still very very repetitive. Still worth checking out and trying if you're into that type of thing.. So far i'm really loving this game. It's very satisfying to play, filling the universe with human colonies and encountering strange, dangerous, and suprising events while doing it. It has some bugs though. After i've played through this a little more, i'm going to write a much extensive review, but i just had to give this a possible review since it's so f*****g good and i want more people to discover this game! A solid 7/10 so far.. This game is soooo cool. I absolutely love the concept and its very more-ish.just going to finish this batch of claims, then I'll go to sleep, for real this time. As I work through the discoveries and quests, I find myself wanting more. More of this, more pods more civilizations more planet things.more, please. Basically, you find planets, and scan them, and if suitable, fix them up and plonk colonists on it, and are rewarded with monies to buy things - things that improve your ship, make fixing up planets easier, or allow you to craft various things.so you can go colonize more planets. The click click click does get a bit of repetitive after you've made your first 50 colonies or so, perhaps a suggestion to discover tech to upgrade scanning drones that can do multiple sectors at once is an idea .earn your convenience! Same thing with the using many 5-10% kits to repair really damaged infrastructure, a way to do this in build would be a nice quality of life feature. I'd like to see more bookmarks too, perhaps a way to rename planets (though the names some of them come up with are hilarious). So yeah, some convenience things aren't there, but its still really fun. I'd absolutely buy a sequel or expansion to this. Please make more.. For the price, this is pretty cool! The UI leaves something to be desired in spots. Like for some reason you have to hit enter on the keyboard to confirm engineering when everything else can be done with the mouse. And there's some typos here and there. And the tutorial doesn't really explain everything, like that you have to unlock the other colony pods, I only stumbled across that in the quests screen. It feels a little early-access-ish, but it just came out and maybe there will be some polishing patches. BUT, for 5 bucks (three on sale right now), it's a really chill little "wander around the universe" game where you scan planets and maybe terraform them a little, and put down colonies to make more money to buy more stuff. And then occasionally you can like, use something called THE WORLDTAKER to basically a kill a sentinet planet and use its neuro network to build a really good colony and that kind of makes me feel like a monster, and that's fun. And I guess I could bomb the colonies that the other alien races set up if I ever find the stuff to do that? If this was priced higher, it would be hard to recommend, to be honest, but there's a lot there for cheap and so far it's been a really relaxing little game to chill out with while I watch tv or listen to a podcast. So, thumbs up.. General: Rating: E Price: \$4.99 Genre: Strategy, Simulation Time played: 12.1 hours Youu2019re job is to find planets that can be colonized. Thereu2019s super beings and aliens and AI to contend with and good olu2019 hostile environments. Gameplay: 6 Youu2019re one of the few, the elite a Colony Prospector! 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Fantasy Hero Manager Launch : THE PREMISE. Colony Prospector Mobile Edition - Available on Play Store and Amazon : Playstore: Amazon:. Void Monsters: Spring City Tales (already released) : Something to play before Colony Prospector comes out!

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