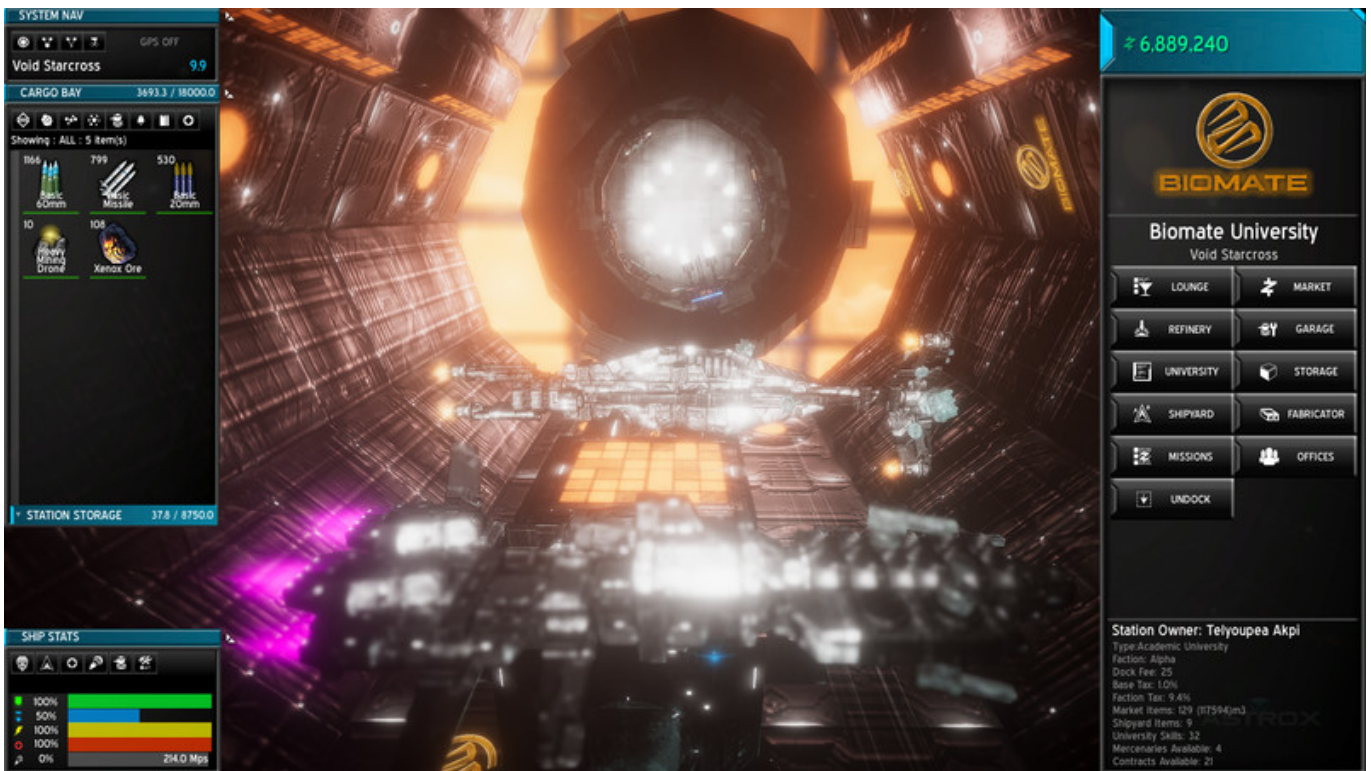


AstroX Imperium Download For Pc [portable]



Download ->>>>>> <http://bit.ly/2NGGxGI>

About This Game



AstroX Imperium is my attempt to create the space game that I wanted to play, but no one had created. I wanted a single player, open-world space game that is similar to games I enjoyed, like Homeworld and EVE, with economies, factions, and a story. A game where I could set all the parameters, and the universe would come alive with new challenges each time I played. I tried to take the best of what I liked from many of my favorite space games, and combine them into something simple but deep, familiar yet fresh, and enjoyably addicting to play.



The human struggle to survive is an all too familiar one. As the planet collapsed into an ecological depression, mankind as a whole is forced to expand his vision to the skies. A grand ship was built, and the 'Imperium' was scheduled to launch mankind into the future. With a new Quantum technology at its core, the Imperium was mankind's greatest achievement. Putting aside all differences, the people of world came together. Under a common goal, the efforts of an entire generation came to fruition. The

Imperium was ready to carry the dreams of us all, and with it, the hopes of finding a second chance.

Not any one person knows the whole truth, but from what can be gathered, here is what we know. The Imperium was destroyed, and many of the human pioneers perished during the event. The survivors congregated together and began to build a temporary home from the wreckage of the ship itself. At first they waited for rescue, but it wasn't long before the first ones accepted their fate.

It has been 230 years now, and mankind has been quite busy out there in the stars. The story of the Imperium, passed down through the generations, have all but faded away completely.



The main game play loops are fairly simple, and familiar. What makes Astrox Imperium unique, is the way that you can easily glide between the various loops to maintain a nice level of progression, without it feeling any more 'grindy' than you want it to. Sure, you can just mine rocks if you want, but Astrox Imperium provides you many different ways to progress your pilot.

As with most space games of this genre, mining is a big mechanic of Astrox. It is the easiest way to earn credits, and most players are familiar with how it works. You can also complete contract missions. These are randomly generated missions that offer a variety of task and objectives to complete. Some of these contracts are combat missions that will involve raiders, pirates, and sometimes regular npcs. The combat missions offer a bit more action to an otherwise relaxed game. The rate at which you choose to progress is up to you. You are given a number of game options allowing you to adjust 'the grind' and speed of the game. There are a number of small, interesting little mechanics sprinkled throughout the game that were given a lot of thought and care, but you will not find anything groundbreaking or innovative here. This game is meant to feel comfortable and familiar. The game play loops are designed to be simple enough to understand quickly, and complex enough to enjoy over many hours of play.



Many of the classic mechanics from the space game genre have been incorporated into Astrox Imperium. Basic interface controls were designed using elements from some RTS and FPS games. All the fan favorites and core game play elements have been included; mining, crafting, trading, refining, fleets, combat, exploration, survival, and more. This game will seem familiar to fans of the space survival / exploration game genre. Here is a list of features that are currently in the game. Check out our community forum if you are looking for more information about upcoming features.

Basic Features Overview

All features listed here are currently in this Early Access Release.

- Non-linear Story - Choose your own adventure... The ending is in your control.
- Open World - Free to do as you please, go where you want, do what you want.
- Exploration - Over 100 maps to explore, each with unique resources, stations, structures and secrets.

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- Flight - You can fly your ships with the mouse, WASD, or point and click. (Partial controller support)
 - Camera Control - You have full control of the camera. 3D rotational focus, first and 3rd person , and follow behind views with lots of options.
 - Mining - 12 different types of resources to collect.
 - Skills- 100+different skill to train.
 - Refining - Break down ore into raw materials and components used for crafting.
 - Crafting - Use those raw materials and components to create new items.
 - Trading & Economy - Profit from the simulated economy with trade.
 - Missions - 15 unique mission types. Contract missions for the 18 game factions.
 - Factions -18 factions, ratings effect all areas of life in the Astrox Universe.
 - Combat - Real time, dynamic, tactical and strategic. hundreds of weapons, ECM, drones, bombs , ships and more.
 - Smart AI - Intelligent, and plays by the same rules are you do.
 - Life support -expand your range of exploration, manage and upgrade your life support systems.
 - Ships-Currently over 70 ships and growing.
 - Drones -10 unique drones , each with special abilities. Automate their control, or manually manage their tasks.
 - Fleets - Build a fleet of up to 10 Merc ships. Command and control their actions individually or as a group.

What to expect during the Early Access phase of Astrox Imperium

- The addition of Structure fabrication.
- New mechanics to allow for towing large objects thru space.
- The ability to anchor large objects.
- The ability to retire a Merc into an administration position of a station.
- Administrative Mercs will generate revenue and bonuses based on their position and location.
- A complete story line for each of the 6 main factions
- New mod tools (Map editor, Skybox editor) and extensive modding documentation, along with tutorial videos.
- The addition of gangs, that work as a cohesive unit, to perform a specific task, from a list of nefarious options.
- Sandbox options, with various game modes.
- A broad number of tweaks, balances, and graphical enhancements.
- Optimization of ship turret math, and enemy AI logic.

-
- New missions, events, items, document, drones, weapons, etc.
 - New transitional scene welcoming you to the medical bay from the new campaign creation.
 - New unique endgame scene for each story line.
 - Improved Models and textures.

What NOT to expect

- Astrox is NOT a fast-paced space shooter... there is no mouse aiming.
- Astrox is NOT a Real-time strategy game, There is no band-boxing and group movement commands.
- Astrox is NOT an idle game. There are things you can do AFK, but this game requires user input to play.
- Astrox is NOT multiplayer. I may add some co-op in the future, but Astrox will never be a MMORPG.
- Astrox does NOT have AAA quality models and textures. Many are placeholders and will be replaced.
- Astrox is NOT another vaporware EA project. The original Astrox launched on March 23rd 2014

What to expect from me, the developer.

- I will listen to all feedback, and do my best to adjust the game to make it the best it can be.
- I will not leave for any extended period of time during the Early Access phase of the game.
- I will update the game frequently with bug fixes taking priority over new features and shiny do-dads.
- I will be extremely active, accessible, and available on our forums and discord channels.
- I will not ruin the game with in-game payments, subscriptions, or anything that requires additional payment.
- I will always be extremely thankful and grateful that you took some time out of your life to play Astrox. Thank you!

Title: Astrox Imperium
Genre: Action, Adventure, Indie, RPG, Simulation, Early Access
Developer:
Jace Masula
Publisher:
Jace Masula
Release Date: 22 Mar, 2019

b4d347fde0

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 (64 bits)

Processor: Intel Core® i5

Memory: 4 GB RAM

Graphics: NVIDIA GeForce® GTX 470 / AMD Radeon® HD 6870 / DX10 compatible GPU with at least 2GB VRAM

DirectX: Version 10

Storage: 1 GB available space

Additional Notes: Only 64 bits versions of Windows are supported.

English

SHIP HANGAR
SHIP MARKET
SHIP DOCK
SHOWING: ALL: 6 ships.
+ 6,889,525

SYSTEM NAV

Gate of Alphas 9.8

CARGO BAY 42241 / 18000.0

Showing: ALL: 7 Item(s)

- Basic 00mm
- Basic 20mm
- Basic 30mm
- Basic 40mm
- Basic 50mm
- Basic 60mm
- Basic 70mm
- Basic 80mm
- Basic 90mm
- Basic 100mm
- Basic 110mm
- Basic 120mm
- Basic 130mm
- Basic 140mm
- Basic 150mm
- Basic 160mm
- Basic 170mm
- Basic 180mm
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- Basic 680mm
- Basic 690mm
- Basic 700mm
- Basic 710mm
- Basic 720mm
- Basic 730mm
- Basic 740mm
- Basic 750mm
- Basic 760mm
- Basic 770mm
- Basic 780mm
- Basic 790mm
- Basic 800mm
- Basic 810mm
- Basic 820mm
- Basic 830mm
- Basic 840mm
- Basic 850mm
- Basic 860mm
- Basic 870mm
- Basic 880mm
- Basic 890mm
- Basic 900mm
- Basic 910mm
- Basic 920mm
- Basic 930mm
- Basic 940mm
- Basic 950mm
- Basic 960mm
- Basic 970mm
- Basic 980mm
- Basic 990mm
- Basic 1000mm

STATION STORAGE 0/0 / 9406.3

SHIP STATS

- 100%
- 50%
- 100%
- 100%
- 0%

53.3 Mps

RE-1 Integrator + 88,730	EC-1 Mining Cruiser + 8,222,251	EE-1 Mining Escort + 129,592	PCA-1 Pirate Carrier + 33,949,960	TF-1 Hexalon + 998,152	BC-1 Alphas Predator + 8,305,305
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4208

4286

4132

564

PCA-1 Pirate Carrier

Carrier
Assault

Pirate ships are not exactly manufactured in mass, but rather constructed in limited numbers based on the resources they have available at the time.

33,949,960

6

6

4364

Impact Res. 0

Energy Res. 0

Explosive Res. 0.3

Drones 5

SHIP SPECIALS
This ship has no specials.

CANCEL
CONFIRM PURCHASE
33,949,960

HORIZONS

Gate of Alphas

LOUNGE MARKET

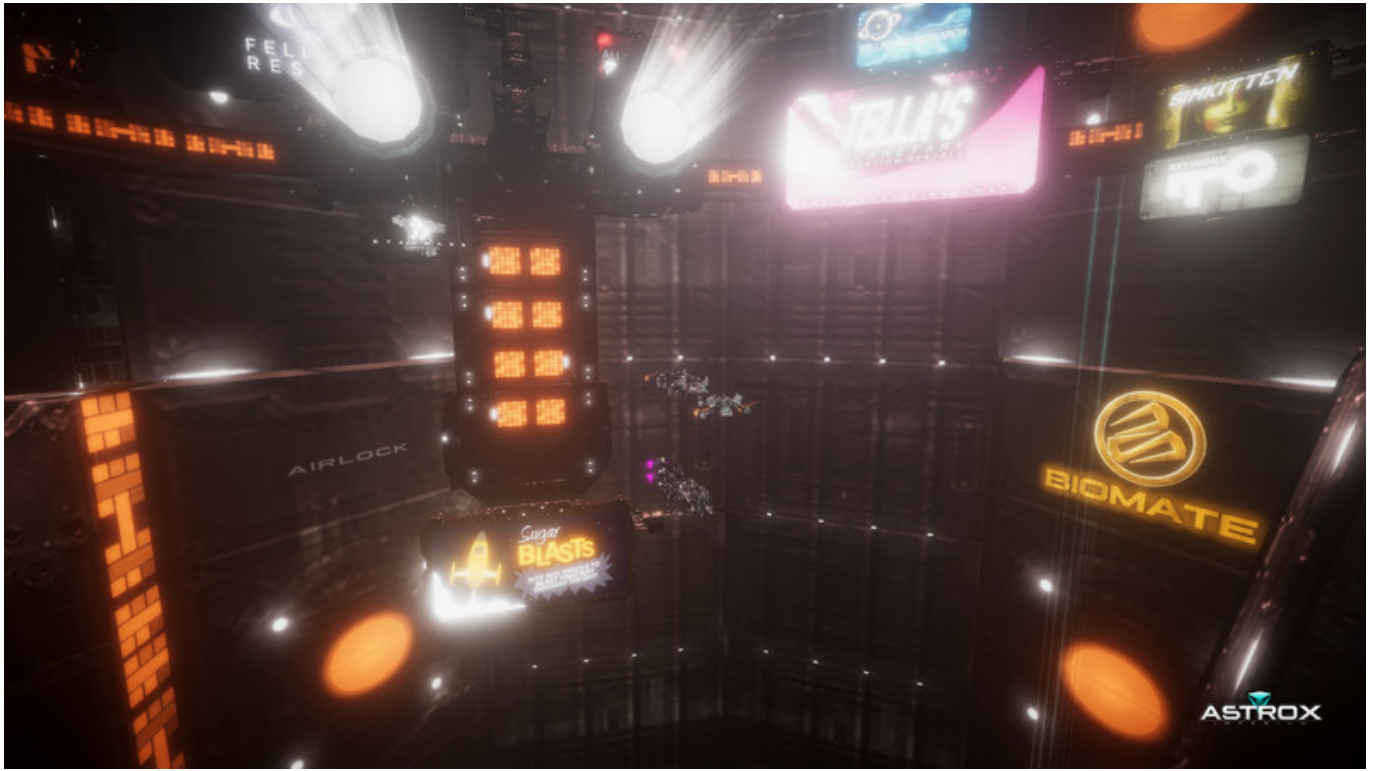
GARAGE UNIVERSITY

STORAGE SHIPYARD

OFFICES UNDOCK

Station Owner: Serzokom Qireno

Type: Headquarters
 Faction: Alpha
 Dock Fee: 100
 Base Tax: 1.0%
 Faction Tax: 9.4%
 Market Items: 61 (72,389/m3)
 Shipyards: 6
 University Skills: 6
 Mercenaries Available: 2



SYSTEM NAV

GPS OFF

Cherish 2.7

CARGO BAY 42726 / 180000

Showing: ALL: 7 Item(s)

- 1200 Basic 60mm
- 826 Basic Missile
- 530 Basic 20mm
- 10 Heavy Mining Drone
- 217 Lokken Ore
- 22 Adgmyte Ore
- 96 Xenox Ore

SHIP STATS

- 97%
- 50%
- 100%
- 68%
- 0%

0.1 Mps

PILOT DETAILS

SKILLS
FACTIONS
MISSIONS
MEDALS
ASSETS
STATS
FLEET
PASSKEYS

momoquru

6,891,025

Experience Points
26415 of 27100

Level 7 Skill Points 39252

Showing (29) All skills. Skill Point Available 39252

- Projectile Basic Operation**
Weapons / Projectile

Operation Level 10
- Projectile Advanced Systems**
Weapons / Projectile

General Bonus +25 %
- Projectile Focal Range**
Weapons / Projectile

Improved Range +100 %
- Projectile Energy Optimization**
Weapons / Projectile

Energy Reduction +75 %
- Projectile Cycle Mechanics**
Weapons / Projectile

Cycle Rate +75 %
- Projectile Damage Calibration**
Weapons / Projectile

Increased Damage +100 %
- Projectile Maintenance**
Weapons / Projectile

Augmented Durability +100 %
- Laser Basic Operation**

Level 10

AUTOPILOT

9 / 20 TARGETING

- Xenox Ore
Asteroid
378.7 m
299.3 / 366.2
- Xenox Ore
Asteroid
378.7 m
- Xenox Ore
Asteroid
3643.3 m
- Xenox Ore
Asteroid
22933 m
- Xenox Ore
Asteroid
2763.0 m
- Labor United
Complex
2759.3 m

COMMAND

FLEET 0/00 DRONES 0/14

Payroll: 2200

Pilot Sono Xawari
EE Mining Hauler
Education

Indo Yides
Hauler

as Enole
ml

Laser Basic Operation

Type: Weapons
Class: Laser
Level: 10
Operation

Effect: Operation Level 10
Basic Laser Operation will provide you with all the basic knowledge about the operation, maintenance and upkeep of active module Laser weapons. The level of the Laser

I honestly don't remember how I discovered this gem, but I'm happy that I did.

To be honest, after the first 25 hours the game does become a bit repetitive.

Missions are the standard go here, do that, return for reward. Mining is the usual go here, blast rock, sell ore.

There are few surprises at this stage of development, but it's still quite playable and entertaining.

Because the developer is so involved with the community, bugs get fixed usually within days when they're discovered.

There is no story line to follow as yet, but I have no doubt it will be engrossing and enjoyable.

What is keeping me really interested is the developer's commitment to allowing users to mod the game to their liking.

You can create your own ships. You can script your own missions. You can create your own Space Stations.

Heck, you can even create your own Star System. I'm sure that there will be an Astrox: Imperium Workshop in the future.

In the meantime, I will be refining my mod and learning the ins and outs of the modding tools INCLUDED with the game.

I'm not sure if this will get removed, but I think there are already a few mods available for download at nexus dot com.

This game is pretty much the best \$15.00 I've spent in 40 years of gaming. Don't hesitate, buy it now.. Just one big grind. Not very fun.. Super game! Have played over 100 hours. I don't have all of the medals yet but I'm piloting an RDR-1 Nova Reaper and have amassed 21428 skill points and am at 284 level with 1.7 Billion credits in the bank. I've completed all of the training to level 10. Just wish I knew what to do now with all of the skill points I've amassed. It won't let me do more training above level 10. I just run around with my mercs shooting good and bad guys and structures making more skill points and money. Getting to where I'm at was fantastic to say the least! Still going to try and get all of the medals before I start over. (By the way I'm 75 years old and still gaming!). YES! so. I've been enjoying Astrox since #1. I was playing EVE, and lets face it, most of us "new" players of EVE get flat out bored with it. There are no exciting battles, that you see on the tube or read in blogs, Heck we don't even get far enough to even OPEN a spreadsheet, let alone make use of one, if we can even read how ti connects with the game.

So being the fun game server person I am, I started looking for a decent EVE PS, but they are sorely lacking big time. So did a search of "offline EVE" and what do you know - ASTROX came in to the results. While I did enjoy the first one, it did get repetitive, and did not quite have the EVE feel I was hoping for. The game in it self was great, but was still missing something.

The ASTROX IMPERIUM came out. NOOOOWWWW it feels a lot like "solo-EVE". The depth of the 3D effects, missions and just about everything but the boring stuff. Now is it a "EVE OFFLINE" - not really, if anything, ASTROX IMPERIUM is a compliment to EVE. it has enough to be it's own game successfully, yet scratch that EVE ONLINE itch most of us have.

Now it is said in the wiki that it has a mix of homeworld, but I could not feel it. Maybe because I was searching for something a little more "faster" than EVE, without it being EVE. ASTROX IMPERIUM is the ticket. Personally, I would compare this more towards the X series (earlier ones up to and including TC). However, I believe ASTROX IMPERIUM holds its own very well.

If you want a nice smooth space game, or a very close EVE "offline" style - this is for you. ASTROX IMPERIUM is built way better than the first. And no, you do not need to play the first at all. The first one is a game all its own as well.

Enjoy!!

PS

I know I mentioned EVE a lot in my opinion of ASTROX IMPERIUM, but that is what brought me here - I was looking for something that felt like eve, now I am hooked on ASTROX IMPERIUM and EVE has been shelved (prob permanently). Solid space sandbox. Very enjoyable. Think PvE Eve with out all the MMORPG mess. constant updates which are all making it better rather than reinventing what is already there. I can not wait to see what this wonderful game becomes with time.

Stable all 11.9 hrs first go.

I like it.

Has an EVE feel to it. Chose mining which works like EVE.

I can't wait to see how this develops.. its a good game even in this early stage.

graphics have just had a good update, an it plays like an easy EVE i guess.

after a while theres not much to do, but im sure this will change and get a bit more complex as time goes on, and for the price its well worth it to support this dev, as he always comes through and does a good job. Good game and value.

Good:

#1 Resembles EVE PvE, like playing with Hot Wheels cars alone -vs- Los Angeles PvP traffic on a friday evening.

Good UI, resonsive on my laptop, variable difficulty on a few things, some of the the guts in the game saves are in .txt files so if you wanted to cheat or repair a bad 15 minutes... It is user friendly.

Bad: not much to complain about (probably since I loved EVE PvE and that cost me over \$500 in monthly subscriptions on several accts 2006 to 2011). I had one tiny bug in a week+ of daily play.

Thumbs up. great game, i love it so much !!!

but with the super ship update, my game seems to be little broken...

the GPS system is broken and many ship have their elements non align...

but this is a very good game :)

(sorry for my english, i'm french). I purchased this game because I gas given a \$20 gift card and didn't have the spare funds at the time to add anything to it.

And I hesitated to buy it, because other experiences have made me very distrustful of Early Access.

I made the decision to buy mostly on the reputation of the developer.

As for the game itself, it has some way to go, but it is already worth the price.

There's a learning curve (which I enjoy), nice scenery, chill music, plenty to do even without the main story missions added yet, and a very helpful community. Not to mention a very active dev who is eerily quick to address any issues that come up.

Even if you are (like me) suspicious of early access titles, this one is worth your time and money.. Huge improvement from the the first title, love this series. The developer(s) are attentive and proactive. Keep up the great work and I will continue to support you! Thank you for the good time. Astrox Imperium is a quieter more reflective space sim. Astrox Imperium is Eve without grievers, gankers , fraudsters, real life spies and all the problems that make it toxically unfun . Fun, Calming and engaging. ITs early access but there is a clear vision, highly recommended if you prefer slower paced games. If you want a fast pace, petal to the meddle dogfighting game skip it. Enough talk time to get my inner care bear on.. I'm soooo happy to have this game. It's renders like Eve though not Multiplayer, but as solo, very relaxing and simple. I would encourage any Space Junkie to get this one.. ok, I have just over 3 hours in this game and love it. As a former EVE player the mechanics are very easy and familiar. The only thing missing is other players trying to kill you while you mine, which is a good miss for me. In 3 1/2 hours I have hit level 4. I have trained skills, and am saving up for my next ship. I highly recommend this game for people looking for fun; especially for EVE veterans who would like a single player EVE-like experience. Thumbs up. It is early access so be mindful this is not yet a finished product. It is however, from what I have seen, a one person operation - so please give him your support.

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