Apollo4x Download Crack Serial Key

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About This Game

Apollo4x is a game of transporting 5 resources between planets, and you have limited fuel to do so. It's a bit puzzle, a bit resource management, and some tycoon strategy. There are no build queues, and you are having meaningful interaction with your economy every single turn. There are no "other players" to compete against, but we've instead used a "time pressure" type enemy that consumes planets as it spreads across the map - because a fun game needs a challenge component, and we find symmetric AI opponents problematic in other games, so this was the best solution. Difficulty is fully in your control, and ranges from zero-challenge to something the creators can't beat, so you'll find your own best settings with experience.

Apollo4x has "4X" in the title, but this is not an indicator that we've made a "traditional formula" title like Master of Orion, or the games that follow that economic and combat model. Steam has a multitude of games that do, and do it so well that there's no point in us making a competitor to them.

The Idea

What we did is toss out the economic model of exploring a hidden map, having AI opponents that attempt to play the same game as the player (because they generally fail, and obviously cheat) and long build queues where you just hit "next turn" 100 times before anything significant happens. Rather than have you build a navy of spaceships and militarily conquer other simulated players, we made more of a tycoon puzzle economy. Each planet has three "exports" and you put two "imports" on them. Money is made by matching exports on one planet to imports on another, with the limitation of fuel availability, which is dependent on how upgraded each planet is.

The Enemy

Since we don't have simulated players to compete against, we decided on using a "creeping doom" style opponent. The enemy spreads out organically from their homeworld(s) at a pace you determine in the difficulty settings. You can, and will have to, slow their spread and defend your own planets from this steadily encroaching threat. Each enemy colony adds +1 army to their homeworld defense, so the player is encouraged to keep the enemy from growing into an impossible strength and speed of expansion by "pruning" their colonies. If your chosen win condition is to cleanse the galaxy of them entirely, you'll have to weaken them first through attrition.

Combat

We went out of the 4X realm and built in a tactical card game inspired in part by some of our favorite tabletop combat games. Morale, combined arms, and multiple possible tactics for each of the very unique units to choose from every turn. Four different enemy clans to battle, based on the four horsemen - death, war, pestilence and famine. Each has an entirely different set of units and tactics and requires a completely different battle plan to beat. War fights with brute force, while pestilence attacks with morale crushing horror weapons, and death gave up their bodies for machines and now are the unliving reapers. Currently there is no space combat or fleet building, being instead like Starship Troopers where your troops are "dropped in" and just fight the ground war. This is to keep things simple and not have two different combat systems in a game that's primarily a trading puzzle - but if Apollo4X does well, it's on the list for whatever sequel we make.

Winning

Winning the game is accomplished by either economic or military means. You can kill all the enemy homeworlds. Alternately, stockpile 300 of each market resource, or upgrade your colonies to produce a cumulative 500 "stellar network" points and colonize 20 planets. Military, economic, or expansion victory is your choice.

Game Difficulty

Finally, we allowed you maximum choice of difficulty. Tailor the game to your needs, so you feel challenged but not overwhelmed. If you think the economy could be more resistive, turn it up. If you want to not worry about enemy expansion you can weaken them, start them with less colonies, or lower rate of expansion. Or, if you really like the combat game, set the economy to easy and add all four enemy types to the map at maximum strength -- good luck with that, though. If you want to go fully casual, we even allow you to turn off economic failure, and have unlimited funds to experiment with. We, as players ourselves, lose interest in games that are too hard or too easy, so it seemed important to give the player full control of it. Since most people want to play on "average", we'll be listening to feedback about which difficulty settings are most popular and adjust the "average" levels to those trends down the road a bit.

We dared to be different in a genre full of excellent but too similar titles. If different is what you need, this is it.

Title: Apollo4x
Genre: Action, Adventure, Casual, Indie, RPG, Simulation, Strategy
Developer:
Digital Entertainment
Publisher:
Digital Entertainment
Release Date: 5 May, 2015

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Minimum:
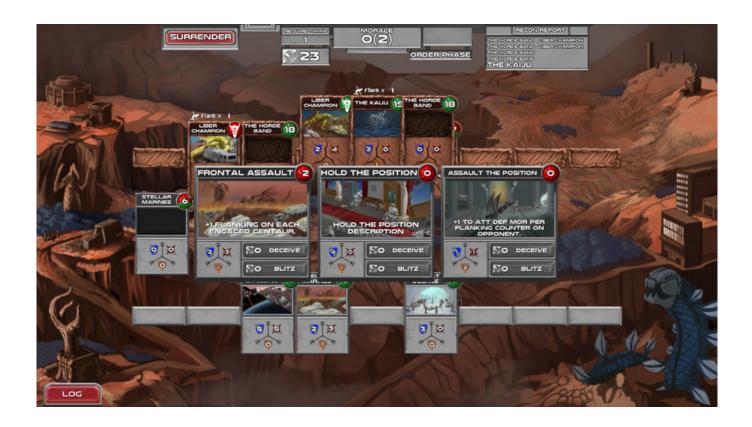
OS: Windows XP

Processor: 2.0 Ghz

Memory: 2048 MB RAM

Graphics: DirectX Compatible

DirectX: Version 9.0

Storage: 200 MB available space

English

End Turn | 20 Colonize | 4

Colonial Demands

3 | 12

Subsidize Carthage
3 | 5

Riots in Independence
4 | 6

Invest in Next-Generation Ships
4 | 2

Dynasty Annexation Drama
0 | 19

Cancel | Confirm

MINERAL 1
1 UPGRADE

LABOR 1
1 UPGRADE

DNA 1
1 UPGRADE

JIN-FAUST AGENCY 1
1 UPGRADE

J.J. MORGAN INCORPORATED 1
1 UPGRADE

STRUMILLIN A
0

ADD FLEET
ADDS 2 FLEET TO THIS COLONY'S FLEET RESERVE. +2
1 PURCHASE

ADD STELLAR NET
ADVANCE THE STELLAR NET DOMESTIC AGENDA, AND GAIN 1 CLOUT. +1
1 PURCHASE

ADD A CITY
ADDING CITIES GIVES YOU DEVELOPMENT POINTS EACH TURN. DEVELOPMENT POINTS GIVES YOU THE ABILITY TO UPGRADE YOUR COLONY.
3 PURCHASE

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apollo 4200 gen9. apollo 4200. apollo 4 launch. apollo 4 wheeler. apollo 4200 gen10. apollo 440 stop the rock. apollo 4510

Basically, it is impossible to figure out how to play this game. No explanation of how corporations work or how they relate to the planet $ values which also aren't explained. No useful tooltips. No in-steam manual and the link to the manual on the company website is dead.

Might be a good game I guess just no way to find out.. I bought the game over Christmas. It is... not good. In my first 2 incomplete play throughs (both stopped due to game-breaking bugs), I found huge UI issues, multiple serious bugs\/performance issues, and a smattering of typos & basic english mistakes. On top of that, the basic gameplay loop is just kind of boring. In general I'm a huge fan of board games and indie games, but this not a good example of either. It needs a large amount of rework and polish before I'd consider it ready for a general release.. Good 4x game.. This game is a new kind of 4x. My first run beating the game it crashed 0 times! Pretty good for a Steam game these days. If you are into 4x games and dont mind card based battles buy this. Make sure to watch the video and read the manual.

9/10. Sure, some aspects of the game don't change, like the way you trade and make money. But there are many options to make the game harder and when you do you have to be smart about how you use your resources and favors. I like the art work too... it's kind of old school and different. I used to be heavily biased toward "positive" reviewed games, but I've learned to take a good look at a "mixed" review games because those are the ones that often dare to be a little different. Unfortunately some people just want the same formula over and over again and freak out when a game isn't the same old thing they are used to.. Basically, it is impossible to figure out how to play this game. No explanation of how corporations work or how they relate to the planet $ values which also aren't explained. No useful tooltips. No in-steam manual and the link to the manual on the company website is dead.

Might be a good game I guess just no way to find out.. iIt just isn't what I expected when I purchased the game. The failing is the card-based combat system. it takes the fun out of the game. I refunded it.. Bad game.
It's good for trading cards

While an intriguing break from standard 4X space games, this game lacks the guidance and sophistication that are needed to truly break new ground. There is no tutorial and the interface gives very little guidance as to what buttons do what and how resources interrelate. Even the manual (which is a separate download under "User's Guide") only gives descriptions of buttons, not how they work together.. nothing new or special here, just your typical ♥♥♥♥♥♥ rehash. would pay 0.15$, and im glad i got it for free. this is a great game kind of hard great if you want a challenge. 1) UI is a mess, camera is horribly broken 2) Trade routes have to be founded each turn from scratch - no long-term development. And it's a pain in the♥♥♥♥♥ because of (1).

Guess if you like to rethink your trading each turn it's an ok game, but if you prefer to build and develop - it's not a game you want.. read one of negative reviews i got nothing to say.... Yet another game that I bought, played for 10 minutes and gave up on. WHEN WILL THE PUBLISHERS STOP ASSUMING PEOPEL UNDERSTAND THE GAME AND PROVIDE USEFUL TUTORIALS??? If you have not played this kind of game before do not try and start with this one.