

Children Of The Galaxy Keygen Download



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About This Game

Children of the Galaxy is a traditional 4X turn-based strategy with hexagonal maps and a turn-based combat with tactical elements. A procedurally generated galaxy gives players never ending possibilities with multiple victory conditions. Gameplay is dynamically based on the size of the galaxy, number of stars, planets, number of opponents and research. Classic turn-based combat is improved with tactical and RPG elements. You can build defensively or amass an aggressive army of starships to dominate your enemies. The choice is yours.

MAIN FEATURES:

- Unique races - Each race has unique bonuses and different AI
- Turn-Based combat with tactical elements - We have 7 unique combat classes
- Procedurally generated galaxy - Each game has different number of planets and quantity of rare resources
- Planet colonization and customization - There are 7 planet types to colonize. You can customize planet with constructions.
- Research technology tree - Huge tech tree gives player many options how to play the game
- Modding support - You can change galaxy configuration, AI, races, missions, ships and planet constructions

Title: Children of the Galaxy
Genre: Indie, Simulation, Strategy, Early Access
Developer:
Filip Dusek, Empty Keys
Publisher:
Filip Dusek, Empty Keys
Release Date: 14 Mar, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 x64 / Windows 8.1 x64 / Windows 10 x64

Processor: Intel Core i3 2.5 Ghz or AMD Phenom II 2.6 Ghz or greater

Memory: 4 GB RAM

Graphics: 1 GB & AMD 5570 or nVidia 450

DirectX: Version 11

Storage: 600 MB available space

Sound Card: DirectX Compatible Sound Device

English,Czech

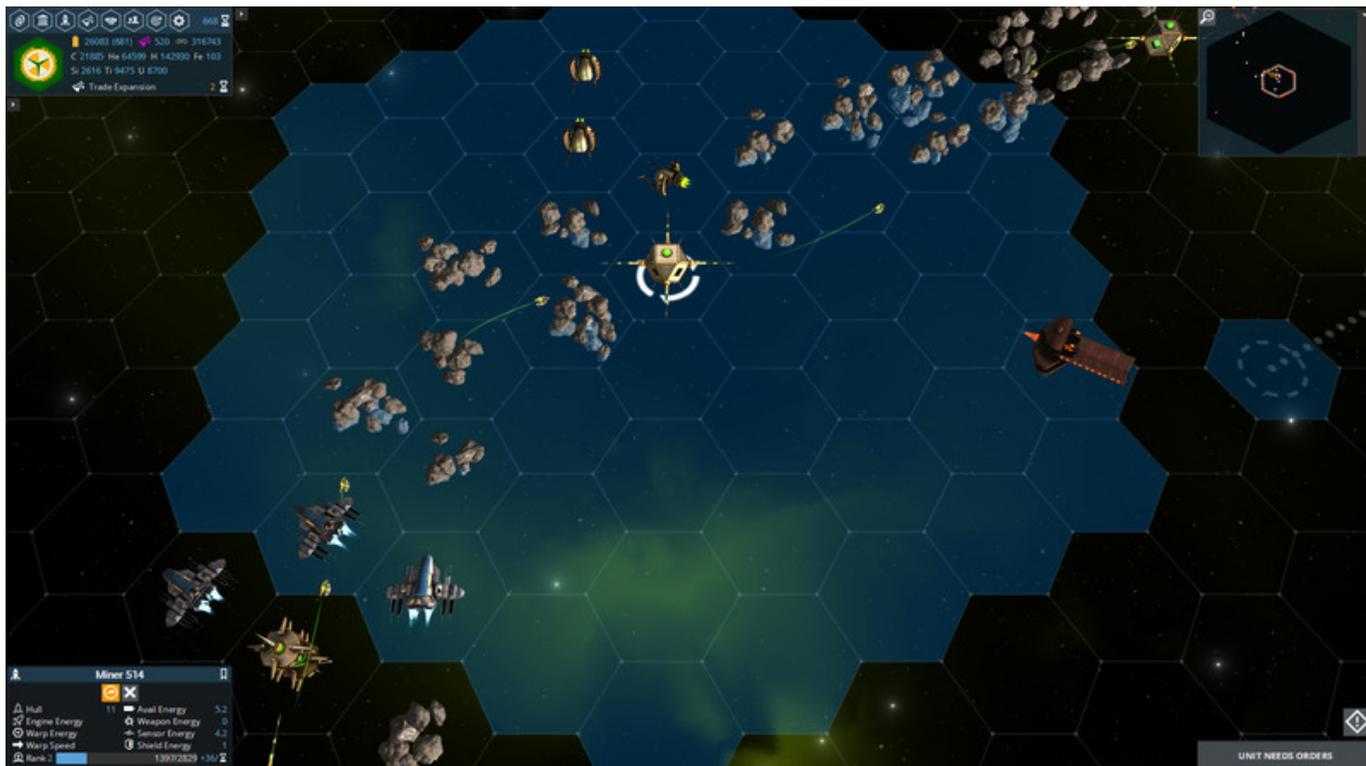
RETURN TO MAP

Engineering
 The language of experiment is more authoritative than any reasoning: facts can destroy our ratiocination, not vice versa.

- Builder**
Builder is designed for construction of stationary units.
- Hull Upgrade**
Stronger hull for the ship. Available from Rank 1.
- +1 Research on Rocky planets
- Research Cost: 202
- Tech3

Progress Pool: 0.0%
 Research: 4 Plan: Balanced
 Defense Towers: 100
 Search for Technology...
 NEXT TURN





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Great game, having a lot of fun.. Since I'm the only one who actually play Children of the Galaxy in my Steam community or whatever it is called nowadays, I think it's fair to write a review for it, even while it's in EA atm of writing and even when it's far from finished.

I'm in good standing with the developer of the game, since I provided some feedback in EA in a casual way and the developer always responded friendly, helpful and always was willing to implement suggestions if he thought it made sense.

While the development of the game is very slow (compared to most games in EA I played), there was at least an update every month. They were named by the month, so it was easy to know when a new patch or update arrived. December update January update etc etc

But since last year December updates became less frequent and communication from the developer in the forums went from less to zero.

If I remember correctly there was an invasion of space 4 x games in 2016 - 2018 and CotG was one of them. Polaris Sector, Galactic Civ, Endless series, Stars in Shadows, Master of Orion and many others arrived at the same time and I believe all of them in a way have more to offer then Cotg atm.

So it's probably fair only 1 out of 140 Steam friends owns the game on Steam now.

All the time I ask myself the question what it is what this game lacks, but I believe that is the wrong question. The question should be: "What makes this game unique" for example. And if I only had to answer that question my review was very short.

It's almost impossible to describe what Cotg does better in any way or more unique or original then any of the other space 4 x titles around.

If you search long enough, there is one word that describes Cotg at best I think. Abstract. The game is abstract in every way, which is a compliment and a problem with the game at the same time.

You need to use large parts of your brain were the imagination channel is triggered since that's the only way to be able to play the game. There is really nothing going on. Space is as empty and large as we know it as mankind. There is not a single image in game represents any ship, character or planet in the game outside the 3dV2d images on the map, which are not impressive.

So the game is fresh in lacking content.

Another aspect from the game, and that is the interesting part, is that it feels a bit like a boardgame more then the other space 4x titles mentioned before.

It's just a large map of hexes, probably random generated planet and star systems under the surface of those hexes.

It's very difficult to see the differences between multiple games I started in terms of variety and meaningful content that makes one game different then the other.

It's the same image of stars, the same way too small -planets- that only diverse in size and color mostly.

But it might be my own fault if this represent real space and it might be simply as boring as it is.

Do not expect aliens, do not expect various races, quest elements, many different ships, logical resource gathering or anything else then clicking -next turn- a few hundred times before you notice anything on your screen you played the last four hours was changed...

Cotg isn't a bad game at all. There is just not enough to do, specially in early game which can be hundreds of turns, it get's boring pretty soon.

This feeling of being bored, was accompanied by some annoying UI decisions that made me click, drag, scroll large area's on the map to often. Warnings are hidden, ships set to auto explore when on different planets are hidden when you are on the world map, the drag speed for world map planet map is not consistent and various but numerous smaller problems made it feel hard to play for many hours.

It's very hard to supply a developer with support and feedback if the feedback from the developer is so limited. There isn't really a clear path\direction it seems anymore. Probably the game is not a big commercial success and probably the developer moved on. Not confident anymore that under the surface and with a little more dedication there is still room for another space 4 x game.

But the developer should promote the game imo, work on it, give feedback on his Steam forum and improve the game, so one day he can get out of EA and label the game as released.

I'm very tolerant towards indie titles, I can live with very slow progress, I can also live with not all my feedback will be implemented in any game. But I cannot stand the fact that updates get less frequent, less robust and less interesting every month without any community feedback and real ambition to improve the game.

The December Update:

The last update of this year comes with UI changes and features based on the feedback. You can play it on the standard default branch (select None in Betas tab in Steam client). It's not compatible with previous June 0.6 version. If you want to still play older version, you can find it in Betas tab.

- Military panel - Fixed XP bar out of screen
- Hiding report window if you dismiss reports (right click on warning button)
- HUD - Builder shows range of selected item in factory panel
- HUD - Selecting unit will select it in Galaxy panel too
- Galaxy panel - shows sleep and move unit actions
- Research panel - new UI with research queue, you can select multiple technologies by using CTRL-Left click

Merry Christmas!. **The May Update #1:**

Hello everyone! The May update #1 has been released. The game was updated to the Xenko 2.0 engine and a new FXAA feature added to options. Empire designer has a new Fleet section, where you can set attributes of your starships.. **The June Update #1:**

The June Update #1 has been released. There are 4 new planet constructions for diplomacy and a diplomacy plan. Diplomacy action Trade Embargo was implemented (no UI at this moment) and more achievements is available now. All changes are available only if you start a new game.. **The March Update #3:**

This is the first update after release. It comes with UI changes and some fixed bugs. You can find release notes on [forums](#).. **The April Update #2:**

The April update #2 has been released with more UI changes and a new implementation of logos for races. This feature is important for the race designer, which is the next main feature coming soon.

You can find release notes on [forums](#).. **The October Update #2 - Diplomacy AI:**

New update is out. Latest release is on the Next branch again. This update is all about Diplomacy AI (friendly and neutral). So opponents can propose different actions, accept propositions and get better diplomacy rating between each other. There are tweaks to relation values too, so you will see more battles.

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Hello everyone! The first update in April is out. There are lots of UI changes based on feedback. Trade view has more info about opponents trade routes now. Also each construction has unique icon, each race has unique military unit names and much more.

You can find release notes on [forums](#).

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