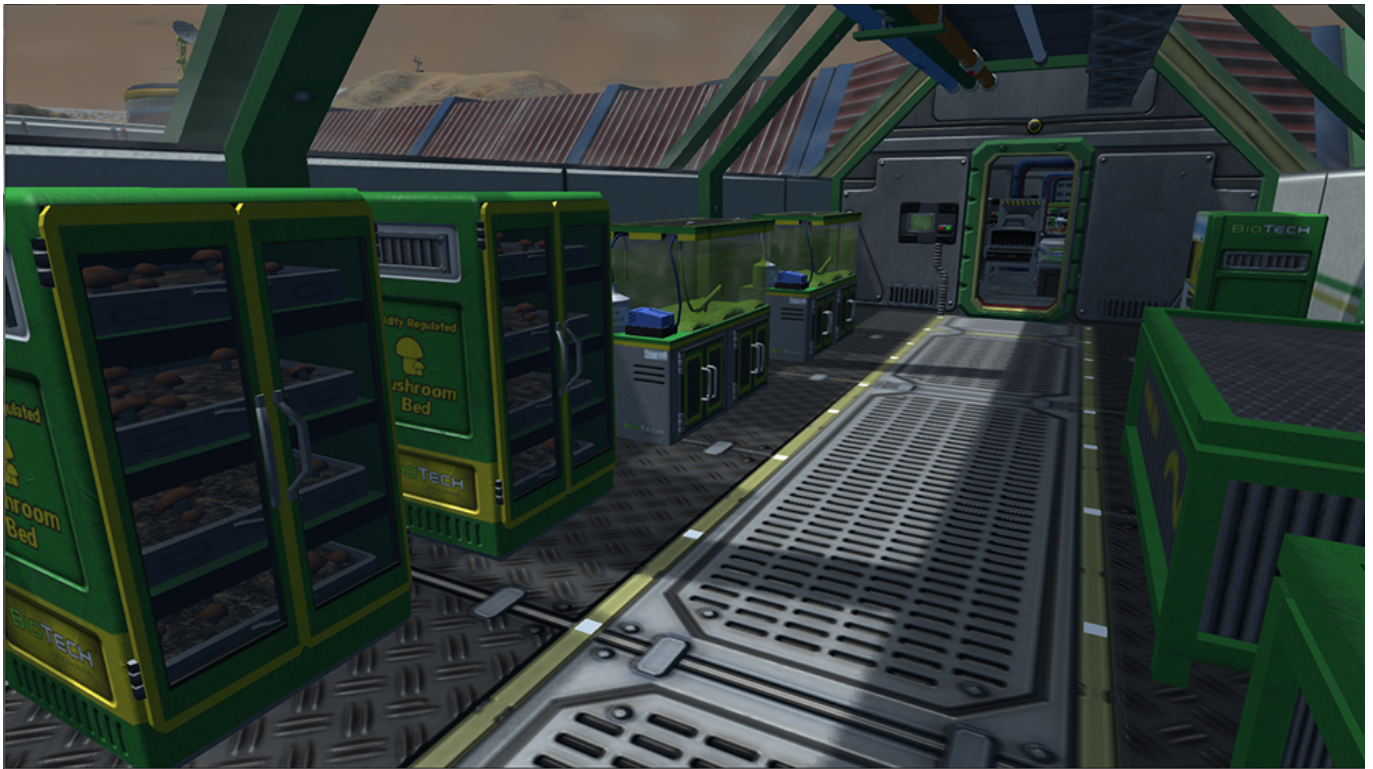

Mars Colony: Frontier Full Crack [Ativador]



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About This Game

In Mars Colony: Frontier you can learn the hard way what life would be like if you were stranded on the red planet. In this open-world simulator, you assume the role of an astronaut who has been sent on a mission to Mars only to have turmoil on Earth extend your stay indefinitely. Cut off from supplies from home, the colony must fend for itself against starvation, illness, radiation storms, and the inevitable death of irreplaceable machinery.

Players can either play alone, on a dedicated server, or run their own for others to join both online and LAN. Multiplayer mode can handle up to eight players on four teams to compete for control over all of the resources Mars has to offer. The dynamic economy reacts to current supply and demand, paving the way for one player or team to come out on top. Four career paths allow for players to either specialize in one aspect of survival or become a jack of all trades.

Features:

- Campaign Mode
- Sandbox Mode
- Single player
- Multiplayer with up to 8 players
 - Play over LAN or Online
 - Dedicated servers
 - Custom player-built bases
- Dynamic player-driven economy
 - Contract missions
- Dynamic weather and random events

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- Drivable rovers
 - Programmable cargo bots
 - Multiple career paths

Title: Mars Colony: Frontier
Genre: Adventure, Indie, RPG, Simulation
Developer:
HyperKat Games
Publisher:
HyperKat Games
Release Date: 25 Sep, 2015

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Minimum:

OS: Windows XP, Vista, 7, 8

Processor: Dual Core 2.0 GHz

Memory: 4 GB RAM

Graphics: Nvidia 8800 GTX

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 600 MB available space

Sound Card: XAudio or DirectX capable

English

Hello Hyper may I help you?
You have purchased Catfish
You have purchased Mushroom
You eat some food.

NE E SE S SW
1371

X > 369.9
Y > -63.4
Z > 128.9



EXTERNAL Temp: 20.0
Pressure: 134
Radiation: 0.01

Food Water Rad
Hyper Associate 00.0016
Health:
Stamina:
Player Market PDA

EVA SUIT
Oxygen: 45
Power: 45





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Great game! It's kind of like the Sims, but on Mars. If anyone out there likes science or has a passion for the destiny of mankind, or simply wants their kids to learn something while playing a game, I highly recommend this one. I got the last one, Mars Colony Challenger, and I've been looking forward to the release of Frontier for awhile. It did not dissapoint. The cool thing about this one is it adds an economy aspect and multiplayer competition (though I haven't tried the multiplayer yet). I especially like the fact that we can build solar arrays and either make or buy all those little things (nutrients for worms and mushrooms, GPR shots, etc) for which we simply had a finite source in Challenger. Plus, driving the rover just got way cooler in third person!

I was surprised to see a lot of negative reviews, mostly focusing on graphics and lag and a few startup bugs. Well boo hoo. I could argue down each of those gripes, but I'll sum it up like this: I use an outdated laptop, so I set the graphics on the lowest setting to begin with. I have almost no lag at all, the graphics are still great, and in the two weeks since this game was released about half the bugs I noticed have been fixed. That's better than I can say for most of the games I've played.

Keep up the good work HyperKat! Can't wait to see what you come up with next.. If you played earlier versions of this game and found them lacking in some way, you might want to give it another try (v. 1.016). I have played a game in the Competitive AI mode for quite a few hours now and have built a substantial base. Gone are the crashes and game critical bugs. It is a good balance between real Mars simulation and game play. Overcome the challenges our first actual settlers to Mars will face - in 10 years or so! I especially like tearing up and down the Martian mountains and through narrow valleys via my trusty rover. It is civilization-building in a life threatening environment at its best (think The Martian). Graphics and tutorial could use further improvements, but Mars terraine and inside base scenes are already great, and I'm confident the game will continue to evolve and develop. For just \$8+, this is your chance to get in on the ground floor of what your constructive suggestions could make into a very popular game.. I really enjoyed MC:C and believed the project should not have been abandoned as it was. However...

This game is too buggy. It has crashed on me five times already, three before even getting past the intro screens! The devs should not have released this game in such a state. I'm requesting a refund. Shame on the devs for not being upfront and transparent about this terrible buggy game! STAY AWAY - DO NOT BUY!!!

UPDATE: Hyper Kat finally admitted something. But I think most would agree that it should of been announced to the public first, the issues facing release and NOT released MC:F, instead of meeting a deadline, which, by the way they didn't do because the game is currently unplayable! To be proud of meeting a deadline instead of delaying UNTIL it is at least playable is not thinking clearly. Just as, in my opinion, the killing off of MC:C. I think Hyper Kat should of realized the public's attraction to MC:C and taken a step back, and re-approached the project with clarity of mind. So how can there be trust?. Got super excited about this game. Went into game, bought a tomato seed. Item description under construction. Tried to open my map, game crashed. Seems like it could be a sweet follow up to challenger, but in its current state, do NOT buy this. I will change my review if they fix the game and I eagerly await an update.. Been Waiting Months for what should have been in the damn game on retail release its not early access so really features like sandbox ? campaign mode ? they are non existant not to mention bases are not custom they are like a jigsaw puzzle no way to move say a power gen and place it where they oxygen room stuff is. took so many hours crashing to try to play a full game finally gave up been waiting months for what was and should be in game as advertised so i call false advertising on this one and even tho i have passed the playtime and the 2 weeks im going to attempt a refund on the reason for false advertising

Mars Colony: Frontier is my favorite game right now. It is obviously not that popular, but I think it's a very good game. I like frontier more than challenger because I think the graphics are okay and game play is good (Remember that some video game company's don't have a lot of money so they can't make really good graphics). Some people say that Mars Colony: Frontier has been abandoned, but they are completely wrong (no offense guys) due to the post on the MCF Twitter pageback in January. Here is what they said.

Jan 12

Mars Colony Frontier\u200f @MarsColony2

Working on a new version of Frontier hope to have it out in the spring

Game updates can take a long time because there is only one person (Howard Dortch) working on the updates. MCF also has a few bugs. Sometimes it will crash, and when you update base modules, they will move to the wrong spot. Just don't upgrade the until the next update)

Another reason why MCF is fun because there are random events and dust storms. You need to manage your resources in the game also.

Remeber, Mars colony frontier is under works. If it doesn't look playable right now, go do something else until Howard Dortch gets the next update out.. Mars Colony: Frontier is my favorite game right now. It is obviously not that popular, but I think it's a very good game. I like frontier more than challenger because I think the graphics are okay and game play is good (Remember that some video game company's don't have a lot of money so they can't make really good graphics). Some people say that Mars Colony: Frontier has been abandoned, but they are completely wrong (no offense guys) due to the post on the MCF Twitter pageback in January. Here is what they said.

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Keep up the good work HyperKat! Can't wait to see what you come up with next.. It is WAY too bugged, to the point it is

outright unplayable. It is a simplified yet flashy version of Challenger, which was not perfect itself. The devs talk about "dedicated servers" and "dynamic economy" as if they knew what that means when it is just silly looking NPC's staring at nothing selling or buying at fixed prices; and the only dedicated thing is the full fist from the devs. It has three game modes, but since they are broken, you can use only one. It pretends to be a simulation and is just a point fishing arcade with delusions of grandeur.

I feel insulted. A game like this should have never been released to the public, certainly not as a full release. Beta testing must be some kind of heretic ritual forbidden by the gods in the minds of the developers of this game, whose best solution to EVERYONE's common problem (to name a few, game crashing when entering map, player restarting famished and without EVA outside base (after game has crashed, the bug of the bug), or interacting tool stops working just 'cuz) seems to be a condescending smile and a pat to the back.

I waited a bit but no patch, no workaround, not even a fake apology from the devs. So what else to request a refund, and rant about a game so bad it hurts.

On a side note, my AVG picked this up as a virus. Must be a funny coincidence, but hey, it's there.

Run away from this and save your lives.. Way too buggy for this price. If it were in early access, maybe: I can see it becoming a fun colony sim, but at the moment the controls are clunky with not enough power to fix that, and the menus are too buggy to be comfortable using.

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