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About This Content

Create your own universes with the Map Pack's new Editor. The Map Pack also includes 8 challenging new maps for players to conquer that range in size from gigantic 18-player areas to intimate maps perfectly sized for two-player duels.

Features

- **Six Pillars** - A large map with six symmetrical clusters surrounding a super black hole; designed for large matches for up to six players.
- **Clash** - A medium sized symmetrical map designed for a large scale duel.
- **Snowflake** - Medium sized balanced map of near identical star systems, designed for up to 18 players.
- **Core** - A medium sized symmetrical map, surrounding a core of nebulae and resources, designed for up to six players.
- **Joust** - A tiny two-player map that is perfectly balanced for a duel, but with plenty of resources to keep.
- **Quadrants** - Small, four-sided and balanced. Divided by vast asteroid fields and optimized for four players.
- **Round Table** - Tiny and symmetrical. Designed for quick and balanced six player games.
- **Milky Way** - Explore the canon Galactic Civilizations galaxy, starting from Earth in this immense new scenario.

Title: Galactic Civilizations III - Map Pack DLC

Genre: Indie, Strategy

Developer:

Stardock Entertainment

Publisher:

Stardock Entertainment

Franchise:

Galactic Civilizations

Release Date: 9 Jul, 2015

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Minimum:

OS: 64-bit Windows 10 / 8.x / 7

Processor: 1.8 GHz Intel Core 2 Duo / AMD K10 Dual-Core

Memory: 4 GB RAM

Graphics: 512 MB DirectX 10.1 Video Card (AMD Radeon HD5x00 Series / Nvidia GeForce 500 Series / Intel HD 4000 or later)

DirectX: Version 10

Network: Broadband Internet connection

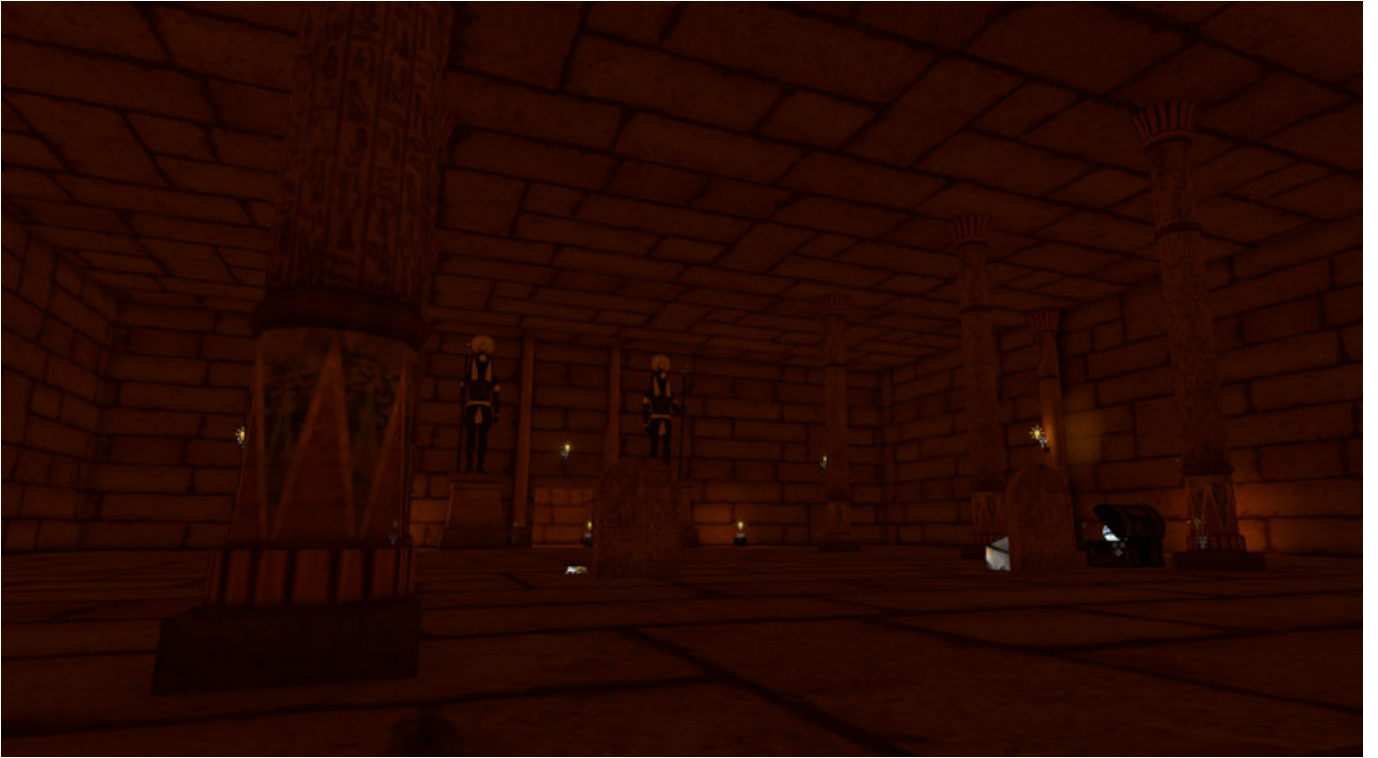
Storage: 12 GB available space

Sound Card: DirectX Compatible Sound Card

English,French,German,Russian







It's been 6 months and we still haven't gotten an update. I suggest waiting till there is some more content to buy this game. I'll change my review when there is.. Excellent spy game. Its a pretty decent title and somewhere between an arcade game and a simulator. Small download of less than 60 MB, and runs super fast on any machine, even really old crappy ones. A fun time killer to revisit again and again. Price is pretty decent too.... Cool quick introduction to Modo.

It does not cover every aspect of it (this would take a very long time - Modo is huge). If you are new to Modo, this is a great place to start. Tor is well known in the Modo Community.. Devs, thank you for this wonderful project! You`ve created a really educative app that let to look at works of art without leaving your home. I'm still impressed. It's GREAT!

Indie mastah-piece. Ok serious now, the game is like a one trick pony, except the trick was masterfully executed and you wouldn't mind watching it again for another 10 hours. The controls are fast and responsive. You are equipped with a sword that can slash as fast as you can click. Granted it would tank your stamina immediately. You also have a few guns to choose from. You can customize a few gear items, shoes, swords, and even cigarettes (GOTY). You also have an adrenaline bar that fills up as you cut down enemies and it can be used for 2 powerful moves. The gameplay is what ties all these together and makes something incredibly addicting. You can only slash for a certain amount of times before your stamina runs out, so it would be essential for a gun to be given to you so you can mow down enemies while recovering stamina. Your bullets can regenerate slowly, or you can kill enemies to get bullets back faster. This incentivizes using both of your weapons to last as long as you can. The combat has a ton of depth and if you pay close enough attention, you can find new and interesting ways to slaughter your foes. The soundtrack playing in the background is also a banger. Perfectly fitting with the cyberpunk tone. The music starts out calm, but as you rack up kills, it starts picking up to be more dynamic. The pixel art itself is well made and you can tell they put a lot of effort into the little things outside of gameplay. It gives you that sense that this world is real, despite it being in a game and all pixel art. There are even challenges you can do to unlock more gear. All in all, I've had a great experience with this game. Give these devs your money because they've got some really creative and interesting ideas.. I personally enjoyed this. While the game can be a bit slow at times, it takes a while to get tedious or boring. The wide amount of options for creating units means there's great room for variety in playstyle, and part of the tactics for this game is not just what units to send/place, but also what in what order or what combination of weapons will pair best.

The game may get a bit formulaic after a bit, but it takes a while and is great fun up until then.. A very well made board-like strategy game. Pick your favorite spacey soundtrack, grab a cup of tea and sit back and enjoy trying to figure out how to meet the victory condition before the AI opponents do.

If the game looks too slow for you don't worry: you can reduce the timer on all messages so they go by faster, or press "X" to instantly close a pop-up message, which really speeds things up.. graphics are amazing. the grammar of the devs is just awful. I'm yet to play the game, but discovered the music on a USB labelled "Video Game Soundtracks" that I recently compiled for my PS3 (which is little more than a glorified multimedia player these days). Lo and behold, this album is a bit of a doozy! Super-atmospheric, surprisingly melodic...a simmering, sinister mini-masterpiece that threatens to explode into full-blown apocalypse at any moment.

Put it this way: there's a lot of bass frequency, yet very little for your average ecstasy-addled raver in pink furry booties to bop to. EBM-loving goths, maybe...but even that's a bit of a stretch. This is some moody, broody sh*t.

If you're still in your teens and living with your parents, and are looking for a fresh new way to "rebel" against them, I strongly recommend purchasing this soundtrack. Your folks will immediately cease searching your bed for marijuana and wank mags, and start looking for razor blades and Anton LaVey autobiographies instead. Forget Metallica and Marilyn Manson: take a gun to school with a burned copy of THIS surly f*cker sitting at home in your CD player, and the cops and courts will have a field day.

There won't be any "but he seemed like such a nice, normal boy" testimonies from people who know you. Even your Mum will say: "Yep, I'm not surprised, given that depressing, Satanic crap he listens to. Now if you'll excuse me, officer, I was just in the middle of playing all my Beach Boys records in strict chronological order..."

Verdict: 9.5/10.

(PS Yes, the Beach Boys joke is a thinly-veiled Charlie Manson reference. No, I don't expect anyone except myself to get it. Yes, I am a sad, snarly b*stard who needs to get out of the house and watch happy-go-lucky Marvel movies more often.)

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