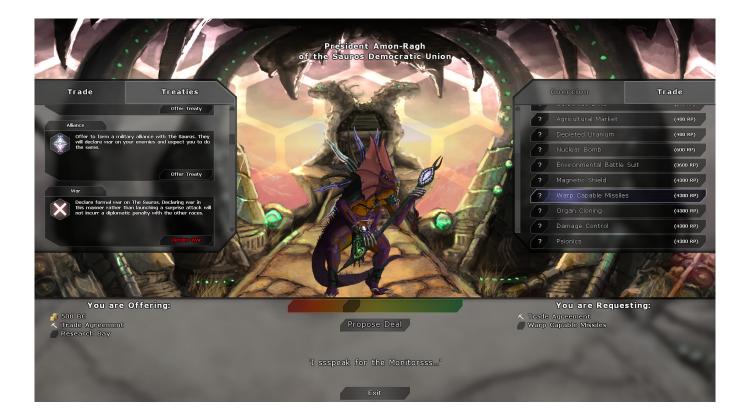Predestination Xbox Download Code

Download ->>->>->> http://bit.ly/2I00Slz

About This Game

Predestination is a **turn-based sci-fi 4X game** set in the distant past of our own galaxy. Ships from countless races are flung back in time by a powerful hostile race known as the Revenants, and must now work to rebuild their empires and somehow stop the Revenants in the past. **Explore the galaxy, colonise habitable worlds, meet alien races, and wage war.**

Predestination blends the gameplay of classic titles like Master of Orion II with a narrative storyline and new game mechanics 4X fans have been waiting years to get their hands on: A **3D galaxy map, turn-based tactical fleet combat, advanced planetary exploration and colonisation gameplay, terraforming, a seamless 3D ship designer**, and many other features.

Ongoing development plans

Predestination is now complete, with all major features implemented thanks to your support and feedback, but development doesn't stop here! We'll be adding regular free updates and new content throughout 2019 in additiont o our usual bugfixes and quality of life improvements. We'll release new challenge maps, further episodes singleplayer story campaign, bonus ships and artwork, and some content designed by our Kickstarter backers

Brain and Nerd is committed to supporting Predestination for as long as possible and we aim to begin working on DLC and expansions in 2020 with all new gameplay. We'll also be investigating adding multiplayer and modding tools in free updates after release. We have some very exciting plans for future content, such as space monsters and races with living ships, and constantly turn to our community for ideas. Stay with us and keep an eye on our development updates for more news as we post it.

Title: Predestination
Genre: Indie, Strategy
Developer:
Brain and Nerd Ltd
Publisher:
Brain and Nerd Ltd
Release Date: 26 Feb, 2019

7ad7b8b382

Minimum:

OS: Windows Vista, Windows 7, Windows 8 or Windows 8.1

Processor: 2+ GHz single-core

Memory: 3 GB RAM

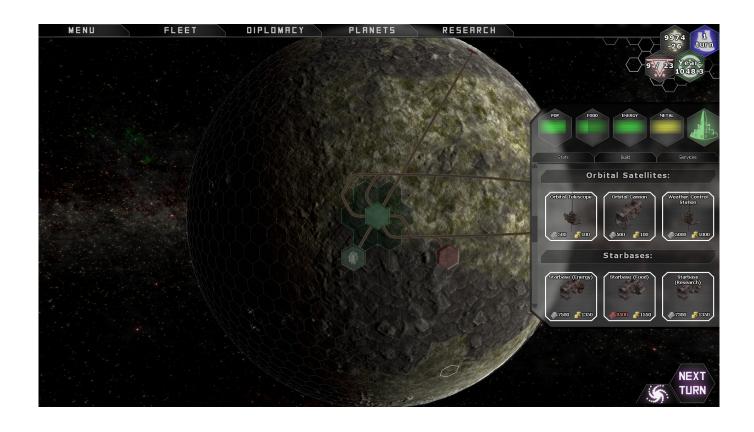**Graphics:** 1GB+ dedicated graphics card (DX9 SM3.0 compliant)
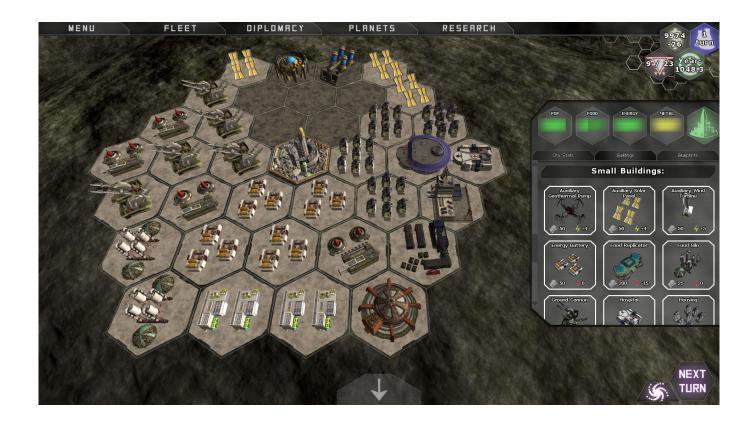
DirectX: Version 9.0c

Storage: 4 GB available space

Sound Card: DirectX 9 Compatible

Additional Notes: Some integrated laptop GPUs are not supported.

English

9974
-26

1
turn

9 / 23

Year:
1048.3

POP   FOOD   ENERGY   METAL

Stats   Build   Services

Orbital Satellites:

Orbital Telescope	Orbital Cannon	Weather Control Station
500 100	500 100	5000 1000

Starbases:

Starbase (Energy)	Starbase (Food)	Starbase (Research)
7500 1350	8500 1550	7300 1350

NEXT
TURN

9974
-26

10
turns

9 / 23

Year:
1047.7

Terra
(Class K2 Star)

Stats   Your Ships   Other Ships

Select All Ships   Scrap Ships

Mining Barge   War Frigate   War Frigate   War Frigate

War Frigate   War Frigate   War Frigate   Bomber Frigate

Zilp
Kazzir
Kar Fimbul
Lalghin
Thales
Zib
Foruna
Cephee
Terra
Generfail
Bofferis
New Sol
Zarijan
MonkeyDen
The Singularity
Bethlehem
Satyr
Asura
Brachium

NEXT TURN

I´m looking new space 4x game what I want to play, Space Empires V was fun. but something was missing- it´s old, Galactic Civilizations III map sucks. are those realy star systems? no way! Star Ruler 2 I love map, I can make galaxy with freaking 6000 stars YESS!! but I don´t like ships... and everything is to easy... just take ship and wola planet is yours. Star Drive is good but short and epic? endgame battles crash game. Star Drive 2 I love WAR!? each m¤#)&%¤# faction is at war with me and more! there are pirates and other suckers who want to kill me. pff. Predestination planet management is SUPER, colonising new planets is SUPER. tech tree is... too easy more harder choices! but so far I LOVE IT!. Quite bad. The other reviews are questionable (I suspect biased reviewers). The UI, quality, etc. is all bad but i was expecting that from a small dev alpha build. The problems are deeper. The game isn't fun, and its unlikely to become fun. The design decisions are BAD. For example the planetary management seems like a great concept, but its poorly implemented and adds nothing to the game. Same with starting at prewarp building up a planet. There aren't any interesting choices or challenges associated with it.

Bad game. Avoid.. Imagine a world where Civilization and Master of Orion never existed. Where a developer set out to make the world's first 4x game with no preconceptions of how it should actually play.

That's the good part of this game. It has a hundred unique mechanics that you won't find in other games. The downside is that most of the mechanics are stupid, poorly thought out, or just incredibly poorly balanced.. too unbalanced for a 4x game. you have a limit to how many ships you can build based on your star bases which you can build at the expanse of limiting your planetary economy and it means that big guys would always be able to swarm the little guys (unlike sins where unit cap is universal for a certain level for all players).

some races have the ability to research everything while some dont, and if left unattended for long these races can have all the perks the game has to offer and can even colonize every planet while others cant and for instance would have to choose if they want to be able to colonize tundra volcanic or otherwise but once they choose they cant colonize the others.

tech tree is by far the smallest of any 4x game i ever played, even dawn of andromeda with its stupidly small and uncreative tech tree had alot more to offer, and it takes decades to research or build anything and by the time you get enough money to build colony ships the ai on medium already has a full fledged empire of at least 8 worlds and can come at you with fleets of warships while you barely had your first miserable corvette roll of the assembly line. DO NOT BUY OR SUPPORT THIS UNPROFESSIONAL SOLO DEV
****

I bought this maybe 9 months ago, and after playing it for a small time to begin with I realised just how unfinished it was with art assets missing, several crashes and generally a poor experience to play.

You literally find yourself watching time pass by waiting for something interesting to happen which invariably it doesn't.

9 months later I have tried the game again and it appears to me apart from a few art assets now appearing that the game development has stopped or stalled. Half the map sizes are unplayable still listed as unavailable for testing, and I expect they never will be because it is unlikely a year or more after "early access" that the game will enjoy a sudden boom of people willing to buy it.

My advice to anyone:

Don't buy this junk unless it is on offer for under £1 or $1. It is not worth more than that.

UPDATE:

So here we are nearly in 2018 - I notice they posted a Xmas update 'nearing v1.0'...

Well I just tried the game again and the first thing I noticed is all map sizes appear to be available when starting a new game...
The race choice screens still exactlly the same but now with spurious animations...
The game start, zoomed in on a planet - go to build fossil fuel plant - NO ART ASSET
Look at city - Resaerch lab, Population centre etc... NO ART ASSET

Run time on a few turns... wait, wait wait -swap research - nothing to do,,, more turns....crap gameplay. crap game.

2 years later this junk game is still junk - I've got other 1 man dev games that have come along more in a month than these guys have done in 2 years. Terrible developers - will probably blame BREXIT next for this crap farce of a game.

DO NOT SUPPORT.

EDIT: 16/10/2018 - So I recently learned the Dev here in an Eve Online player "Nyphur" and writes atricles for Massively... A 'big Ego' in Eve and as an experienced ex-Eve player myself I know this 'Predestination' project is the side project to finance his "real life" which focussed on playing Eve Online and writing about it.... Sad.

Totally unprofessional to accept money from people on the promise of making game then proceed to spend most of you time playing a differnet game to the detriment of your own project, when adding the making excuses for slow progress by blaming family bereavement (fair enough) but then taking on more side projects (writing for an Eve Blog!?!) seems unethical too IMHO.

He also retweeted a twitter article from another failed solo-dev about "all those Negative Steam EA Reviews disappear over time" so money keeps trickling in as new people find and try the game"... This flagrant attidute for other people makes me hate this guy even more - prompting this ragey edit... It feels this game more belongs as a scam in Jita rather than on Steam.

ONCE AGAIN -- DO NOT SUPPORT THIS UNPROFESSIONAL DEVELOPER.. Thoroughly enjoying the game so far, tutorial guides you through the game well. Played my first game for a few hours and just started to colonise the rest of my solar system & expand to other stars. The city blueprints help to cut down on micromanagement and you can tweak the city format to suit the situation. Good to see the devs active on the forum and the promised updates and support bode well for the future development of the game.. After waiting an entire year as of 29th of June 2017 I can definitely say this game is absolutely not worth your money.

-OLD UPDATE-

Currently waiting for an update to the game to give a second look at the game. Hoping for another update by years end after which I'll look through again.

-OLD REVIEW-
As of 18th June 2016 I cannot recommend buying the game yet.

The current gameplay systems are very barebones. However if you love 4x games and don't mind EA titles please go ahead and buy it, you will probably enjoy it. But if you are just an average 4x player wait until the game is more complete. This review will be updated as time passes and the game progresses.. Thoroughly enjoying the game so far, tutorial guides you through the game well. Played my first game for a few hours and just started to colonise the rest of my solar system & expand to other stars. The city blueprints help to cut down on micromanagement and you can tweak the city format to suit the situation. Good to see the devs active on the forum and the promised updates and support bode well for the future development of the game.. Released too soon. Crashes totally destroy hours of play.. EDIT: I've written a more detailed review.

PREDESTINATION is a very unique, and original take on the series. The first distinctive feature is the planetside focus of the game. Every planet has its very unique map, in squares. Squares may hold special resources in them, have different adaptability for colonization, wind power, etc.

Given all the factors and complexity of a single planet, you need to make most of it to create effective and useful planets for your empire.

And now, you have MANY systems, each with own unique planets. Varied types as well. Carve out your galactic empire out of this, keeping the production, research, income and happiness.

Now we have fleets. You are given a free ship designer, and within "schematics" (meaning simply max size of the ship) you may

add the looks, and components at will. Each faction has its unique look. (NOT YET IN THE GAME).

Now, story wise, this game is very unique. The plot tell about an ancient empire brought alive by plundering humans. Humans use the time machine and fail - sending united fleet of all races back in time. You CAN rediscover this ancient empire planet, and reawaken the threat again. You sometimes get "temporal rifts" opening up in space, from the future (no, you can't go into the future) but many things may get out of the rifts. Good or Bad.

Combat wise, its Turn Based as well, each ship taking its turn in special order (determined by the ship speed), also based on hex. Planetary invasion is also kinda developed, where you can first bomb special military centers on the planet to reduce defense of the garrison (shields, weapon emplacements, hangars, etc).

This game is surely still in its early states of development. DEV are active in the community hub and discussions. Patches are not very often, but are big ones nonetheless.

This is a very unique Space Strategy game, and is definitely worth supporting.

This doesn't deserve mixed reviews - it's the only early access game I haven't regretted buying. The devs make substantial patches and many aspects are extremel satisfying -- I feel confident that by the time we're out of early access, it'll be the 4X I've always wanted to play.. Great game, Already very playable & fun. This looks like it could be the ONE! A sucessor to MOO!. Good initially, but is very incomplete, and seems to have been for many months. Has lots of promise, but it's not ready yet. Unpolished, flawed and ugly. I love 4x games, but this aint it... yet.. I have to admit I donated $50 when it was first announced. Supposedly you got to choose the name of a star system and your name would be listed as a crew member, and I could give a friend a copy of the game etc. I have yet to see any of that stuff although I may have missed it.

It sounded quite different and exciting. I also realize it's a small, devoted team and they are doing the best they can.

I only have a couple hours into it. I just dont hear that "one more turn" voice inside me when I play it.

I am only giving a thumbs up because I respect the Devs and the effort. They are trying. But the game is just not fun to me... YET. I think it has much potential however.

I will keep my eye on it.. I cannot wait to see this game complete! Love this game!

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