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About This Game

Our goal was to make a game simulating space combat between large capital ships at extreme detail on the scale of individual crew members. We've spent multiple years building a custom in-house engine capable highly detailed ship interior simulations while still supporting real time combat between large numbers of ships in an open persistent world.

The result is a massive open world where any ship, station, asteroid, artifact, or wreckage can be entered by the player and controlled in real-time. Space battles are epic and immersive because there are no hit points, instead you have to try and survive as pieces of your ship are physically destroyed and ships can be cut in half or filled full of holes. Play as a renegade shooting up neutral supply convoys and scooping the cargo that falls out, or disable and board enemy ships to take back to your hideout. Research technology and upgrade designs to make your favorite ship into the ultimate war machine. The universe is full of loot and enemies and things to explore, and your character will have all the tools needed to design the ultimate ship and put together the ultimate crew.

We also look at progression from the perspective of RPG mechanics. Even though the game is a deep and detailed simulation, we want gameplay to have progression, customization, and specialization much like a character based roleplaying game. Instead of unlocking talent points you will find crew members that add unique utility to your ship as a whole, or you might find module blueprints that allow you to customize portions of your ship's design to suit your play style.

Title: Wayward Terran Frontier: Zero Falls
Genre: Indie, RPG, Simulation, Early Access
Developer:
Reason Generator Inc.
Publisher:
Reason Generator Inc.
Release Date: 11 Feb, 2016

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Minimum:

OS: Windows Vista or later 64 bit os

Processor: Intel Core 2 Duo 2.60GHz

Memory: 3 GB RAM

Graphics: NVIDIA GeForce GTX 470 / AMD Radeon HD 7850

DirectX: Version 10

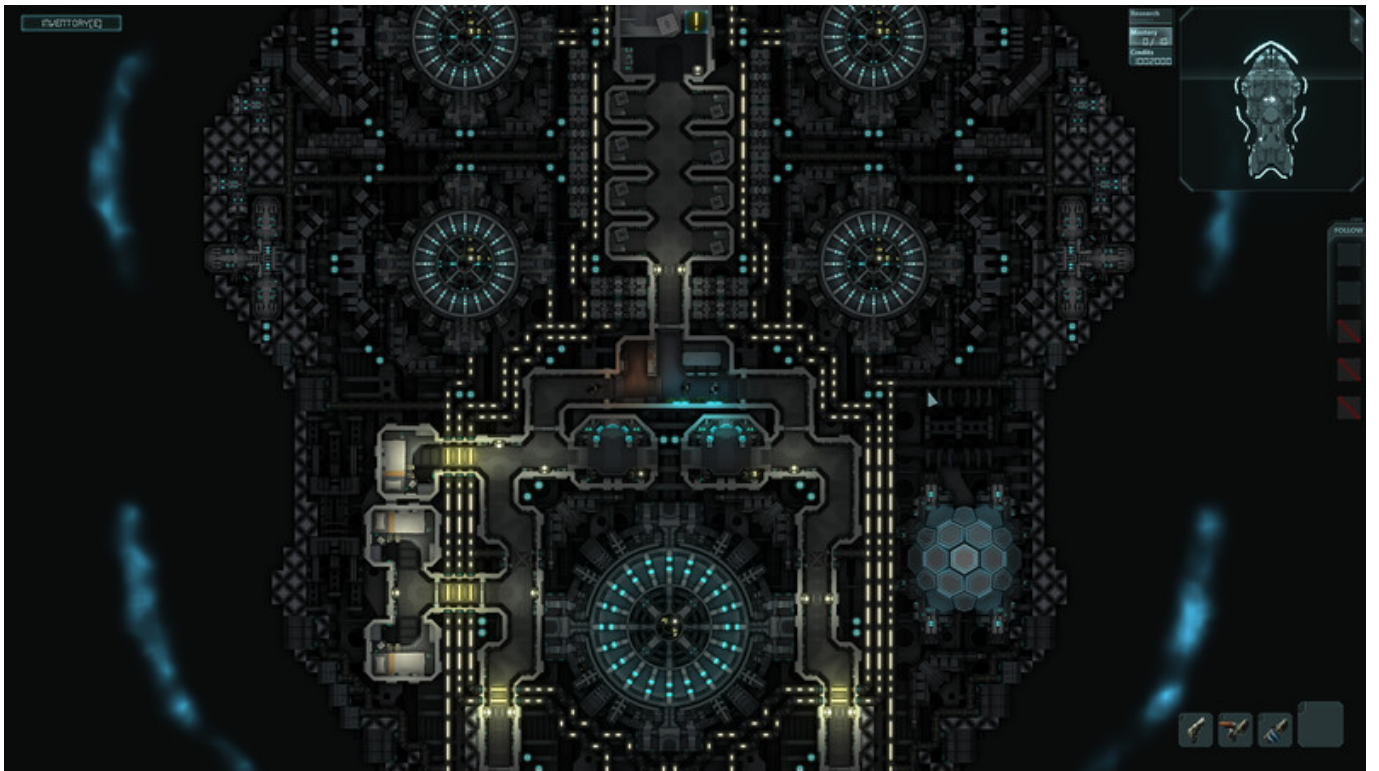
Storage: 700 MB available space

Sound Card: DirectX compatible on-board

Additional Notes: makes extensive use of multi-threading and 64 bit features

English







In development: 0.3.5 overview:

We've been hard at work on the 0.3.5.00 patch with a massive load of new content.

The full article is available over at our blog: <http://www.wtfrontier.com/?p=41442>. **0.6.3.00 patch notes:**

- the player mastery screen should now hopefully not crash when it is opened from outside of a single player game
- fixed a bug which may have been ruining some ship's save data in rare instances
- added a new type of module: engineering rooms, which allow you to reroute power in your ship
- added a new screen: the engineering screen, associated with engineering rooms
- added a new interface element to ship navigation: routes. These allow you to activate power routes you have created inside the engineering screen while piloting your ship.
- expanded ship data structures to handle storing designed power routes
- the game allows you to save a power route as the default so there is no need to configure a ship every time you spawn it. This will work on a per-design basis using pure magic.
- the game now remembers the most recent turrets you have applied to any specific ship design in singleplayer and spawns that setup by default
- when you modify a ship design in single player stored power route and turret setup data for the overwritten design will be lost even if you only change one tile
- fixed the tool tip for a missile magazine
- upgraded animations to allow different types of missiles to be visually loaded into magazines and tubes
- upgraded missiles to allow different size categories of ordinance
- added a much larger missile factory
- added a much larger missile magazine
- added a much larger missile launcher
- added stats to all bedrooms
- massive overhaul to session logic to support seamless transitions between sectors. The world should feel like one big continuous universe now
- multiple sessions can now be active at once and sessions that the player isn't currently in are simulated to a lesser degree
- improved the accuracy of the algorithm that constructs a map of boardable locations on a ship to require that those locations be somewhere a player might actually be able to stand
- completely rewrote the algorithm which places a crew member inside a ship when they are rudely inserted into the ship interior via outside forces such as EVA entry or debug teleportation. The algorithm is now much more fault tolerant for situations where the chosen position is not valid
- tool tips now clamp to the bottom and right side of the screen better
- increased the number of blueprints offered in SSC blueprint shops to slightly increase the chance of finding the one you want and ease the burden of the grind
- added better inventory debugging. now instead of giving you a random item it will offer you a selection of random items to choose from.
- upgraded backdrop rendering extensions code to have access to more render targets
- added a series of new procedural backdrops designed by jan to make your eyeballs explode. They interact very nicely with seamless session boundaries.
- added a chance for random NPC agents to show up in bars and ask the player for a ride
- procedural NPC taxi missions allow you to get credits and blueprints from transporting npc agents between neutral stations
- NPC agents that don't have portrait artwork will now load the default art missing artwork
- added some new portraits for generic NPC agents
- did a lot of work on the UI back-end code to enable future UI enhancements
- added a standard way for quests to give items as rewards
- extended the functionality of storage containers to include proper access permissions
- settings screen now displays the name of the graphics adaptor currently being used to render the game
- added a new type of mission: assassination. Available from shady dealers who sometimes show up in bars at random

stations.

- light shafts have been disabled and removed from the settings screen
- optimized terrain collision processing of beam weapons
- optimized terrain collision processing while in travel drive
- optimized terrain collision processing of bullets
- optimized world async update grid unloading quite significantly. It should no longer slow down as more of the universe is explored
- leaving the ship navigation screen no longer unlocks the current target
- mastery talent architecture made less stupid to allow some bugs to be fixed and other features to be made
- fixed a bug where talents from single player games would persist into other game modes
- terrain avoidance for AI slightly tuned down to account for their lower accel rates
- targeting UI completely overhauled and revised
- AI now assess their ship immediately on entering it instead of after 60 seconds, this prevents them from sitting around for a minute after spawning
- tweaked how AI react to terrain
- combat AI of small ships with fixed weapons was made 60% less stupid in one of many categories of their stupidity
- added a new game mode which was actually pretty easy thanks to enhancements to other game engine improvements, in this new game mode you can fight waves of enemies that grow stronger with each wave to see how long your ship can survive
- many small visual improvements made
- added camera smoothing to unlocked camera mode
- small pieces of ships now despawn slightly faster (5 min instead of 10)
- fixed a bug where ship mass wouldn't ever be recalculated in some circumstances
- fixed a bug where map waypoint indicators from singleplayer were showing up in the test arena
- fixed a bug where docking to ships that are docked to something else allowed 2 ships to have authority over the position of the same ship
- fixed a bug that should have caused the game to crash 100% of the time when saving a game but didn't so...dunno why that happened
- added a keybind for targeting ships
- engine output can be boosted by engineering rooms up to double output
- shield emitters now store a lot more shield energy. Their recharge is the same so they won't be any more powerful under sustained fire but they should be able to quickly patch holes created by burst damage now
- everett's coherence quest should now behave better when you find the ship before the clues
- completely overhauled main menu UI
- completely overhauled settings screen UI
- changed the behavior of alt+enter
- enabled true full screen mode
- fixed a crash caused by players who use debugging commands to swap ships while the singleplayer game is trying to open a dialogue
- added a quality selector for backdrop extensions
- you can now select backdrop rendering quality from the settings menu
- your entry fee for pirates cove now considers crystals that are in your player inventory in addition to your ship's cargo
- you may no longer trigger the pirates' cove entry event if you are flying over the zone in travel drive
- fixed a bug where particles were being updated while the game was paused
- added some more conditions to prevent sustained targeting of items that no longer exist
- different types of missiles now cost different amounts to produce from factories
- your crew now always leave their airlocks open for you when flying a ship
- added missile mastery in all of its full glory. Feel free to check out an entirely new tree added to the mastery page. Numbers and values were made in a hurry and should not be considered final.
- lots of work was done on windowed mode, borderless mode, and fullscreen mode to make switching resolutions a little less terrible
- added a new music track to the orange zone

. patch notes -> 0.5.0.03:

0.5.0.01. **What is Your Favorite Playstyle?:**

Hi again everyone,

There's something I'm curious about. What is your favored playstyle?

Zero Falls is optimized for two different playstyles: trading and piracy. You can either optimize ships for capacity and storage and go the Han Solo space trader/smuggler route, or else you can outfit your ships with every Kill-O-Zap death beam at your disposal and blast weaker ships into oblivion.

I started a new save recently, and currently, I'm favoring piracy. Looting abandoned asteroids and space stations and selling your cargo for spare cash is all well and good, but for me the excitement in Zero Falls comes from piracy and the high-impact space battles. I'm still not far enough through the early-game to really be an effective pilot in a death match and I often pick battles that I don't end up winning, but it's still satisfying to see the other sucker explode into a thousand different particles which go flying off into the infinite black in every direction.

I'm also currently in the process of outfitting the Vulture and Eagle blueprints with extra rockets and autocannons. I'm not very good at it.

So what do you favor? Piracy or trading? Or a combination of the two?. **Solicited blog rant: topic = game design:**

I was asked in an email recently, about player self-expression, system's mastery, and content exploration in Wayward Terran Frontier. It's the core principles of game design, and it's a good start for a blog rant, so I want to talk about it. This isn't going to be a "what's coming in the next patch" post, so much as a view into the mindset of us, the developers, on what we think we are doing and where we want to take the game in the far future.

That being said, I'm only going to cover player self expression and content exploration here. I don't want to start any more debates over docking right now, I don't think I can handle that.

So here are some of the things we want to add in the future which fall into the above categories

Player self-expression. **Added a video:**

Just a quick announcement that I've uploaded a video showing off sort of the status of the next update. It's up there next to the teaser trailer and all the screen shots.

As you can see from the video we have the core engine components and upgrades working, but there is a lot of polishing that still needs to be done such as fixing icons and UI elements etc.

This should serve as an indication that we are switching to a new development phase for the upcoming content update. It has moved from the design phase to the testing phase, and we will prepare it for release once we feel confident it doesn't make the game worse.. **0.7.0.07 patch notes:**

0.7.0.05. **Multiplayer release:**

Multiplayer will be free for existing Zero Falls owners.

That's the plan at least.

We don't know exactly how we are going to accomplish that, there is more than one way we can. Right now we are more concerned with making sure it works.

From our perspective right now the plan looks like this:

1. Get the core elements working

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2. Get some testers playing it
 3. Release a single player content patch for Zero Falls
 4.
 5. Figure out how to release multiplayer

It's hard to formulate a release strategy for a multiplayer game when you have never even stress tested a server to know how many people it supports.

Please be patient with us. We're like 2 guys and a cat doing this and neither of us likes social media (the cat isn't allowed to post because he's racist). **0.4.0.01 small autosave changes:**

This is just a small patch to change how autosave works in the hopes of resolving some issues people are experiencing.

- Autosave can now be turned off in the settings menu.
- Autosaves now happen when you first dock instead of when you move between ships
- Minor text changes

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