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About This Content

The Collector's Pack includes all of the wondrous sights and sounds of The Universim. The Art Book will take you on a visual journey through the development of the game, from concept all the way to final. You will get an exclusive look at sketches, concept art, 3D renders, and more in stunning quality. Additionally, while you peruse the artwork, you can treat your ears to the game's soothing Original Soundtrack. What's not to love?

We are releasing the Collector's Pack in two volumes to give us time to work on future content, but each volume is priced accordingly. Volume 1 of this pack includes the artwork and music of the Stone and Medieval Ages, which is available immediately. Modern and Space Age content will be included in Volume 2 at a later date.

This pack includes:

- The first part of the stunning Digital Art Book, featuring 150 pages of sketches, concept art, 3D renders, and more from the Stone and Medieval Ages.
- A folders containing over 1000 high-quality art assets to give you even more visual pleasure.
- The first part of the Original Soundtrack, which includes tracks from the Stone and Medieval Ages.

Track list:

01_Building a New World
02_Into The Wild
03_Mother Planet
04_Tribal Heart
05_Nugget Life
06_Harvest Season
07_Springtime
08_Far Horizons
09_Frozen Mountains
10_The Planet
11_Winterscape
12_The Planet
13_Passion
14_Installation
15_Loading Screen
16_Main Menu Demo
17_Main Menu Horizons
18_Main Menu Expandable Universe
19_Wild Village
20_Mid Age
21_Exploring Worlds
22_Research Menu
23_Never Released
24_The Creation
25_Unknown Worlds
26_The Beginning
27_The One

Bonus Tracks

1. Magic
2. Light univers
3. Dense Atmosphere
4. Fantasy Dream
5. Mystery Space
6. The origin of the universe
7. Legacy of the Future

Title: The Universim - Collector's Pack (Vol 1)

Genre: Indie, Simulation, Strategy

Developer:

Crytivo

Publisher:

Crytivo

Release Date: 28 Aug, 2018

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Minimum:

OS: TBA

English







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offline is so bad. Love this game, simply a HD version of Asteroids!. The empty potion sticker is very useful for me when I'm a supporter/healer of the team.. As much as I loved the original Invisible Inc., the addition of Contingency Plan was simply poorly executed.

Contingency Plan adds a new set of very challenging missions which start immediately after completing the 2nd-to-last mission in the main campaign. These new missions are not only much, much more difficult than the main campaign missions, but they introduce several new types of defenses for corporate security that you will literally have never encountered before starting these missions. Unless you go online and research all of these beforehand, it's highly likely that one of these brand-new mechanics will catch you off-guard and end your run.

The difficulty itself isn't a problem insomuch as the fact that if you lose one of the new post-campaign missions, it ends your run... and you have to start a brand-new game and play through the main campaign all over again to get even another attempt at the new missions. After playing through the main campaign half-a-dozen times, I have no desire to repeat the same experience over and over again for a single shot at trying out some new content. It's not fun.. Let's put it like this : it is way too expensive for the current content. That being said, it is a fun casual "End Boss Fight" game with a twist. It just desperately needs more heroes (with different powers, replacing the mine in the current one), and different bosses and locations.. First impressions is that it seems like a fun and challenging game. A very steep learning curve. I'd also recommend a controller highly, not sure if this is because i'm used to pressing space to jump but keyboard and pressing either shift feels unnatural for me. Trying to use a Steam Controller with this and it's okay and works, but i'm sure it's more to do with the actual controller rather than the game.

Gameplay is unique and a few minor bugs as you'd expect with an early access.

EDIT; Updated keyboard controls!. I liked it,...it's not a fast game,...but..if you like to try out think the enemy...it's fun..and keep in mind the era of play.. This will never be finished is it now? It must be about a year since I heard about moving this to new engine and I can see not a single thing changed. Time to list this. learn to communicate with your customers or learn how to be a dev studio OR don't pretend to be able to finish something that you simply cant.. I need more time to think... right... time to think.

EDIT: The dev says he will do an update to fix things, I'm willing to give it another shot when that happens. My anger in my review mostly comes from me disliking games that claim to be hard only to feel cheap when death arrives. If the dev can make something where I feel the deaths are my fault then more power to them, this review will be deleted and a glowing positive review will go in its place.

The entire point of the game's existence is to be hard.

We already have Super Meat Boy, AVGN Adventures and MANY MORE games sold on their difficulty AND MORE.

Also, those games control well and so deaths feel more justified.

I played for only ten minutes and literally a handful of problems came to me in the first minute.

It has no checkpoints, the enemies' bullets move so fast that you just have to pray you won't lose more health, the jump arc is a joke, the character is so floaty it's ridiculous and the amount of enemies everywhere nearly reaches those bad Super Mario Maker levels in terms of ridiculous. Its graphics look like something off of Newgrounds, rather than something that shares the Steam Store with the aforementioned Super Meat Boy and AVGN Adventures, but countless other games.

I want to clarify the dev might be a nice guy and all, but they CLEARLY weren't ready to post something on the Steam Store at all.. This might be the best game EVER if you enjoy playing the SAME nine holes over and over again!.

Who needs variety, anyways?! I was on the fence about this game at first but decided what the heck go for it...and am I glad I did!! I know some have had issues, but for me I have only had one game crash, and it ran flawless on my system. I got the expansion pack so I get to look forward to more future content..sweet!!! A fun short demonstration of movement and interaction in a micro-g environment. I would not have picked it up for the full price, but it's definitely worth checking out now that it's 90% off.

I was surprised how much I could float around without triggering some form of simulation sickness. Exceptions to that being cases where the game brings you too close to the floor (your character is horizontal, even if you're standing, in some cases it might be better to play crouched down). I occasionally also feel disoriented when I walk around while I'm floating, so I recommend stopping your flight before moving your head a lot (In future versions of the game, they should probably detect head movement beyond a threshold, and stop your floating movement at that point).

The game uses a fancy Inverse Kinematics rig to give you a body in the game world, which is pretty neat when you play with a friend. Combined with the effect applied to your friend's voice when they talk to you over the in-game radio, it results quite an immersive experience.

Those Inverse Kinematics also get in the way a bit unfortunately. Objects you hold are not tracked directly to your controller (I would prefer this in future versions). The in-game hands try to follow your controller as closely as possible, and due to some issues with the shoulder placement in the current version, that be off by quite a bit, so you can't rely on muscle memory or slight adjustments in your grip while shooting.. are they going to come out with more courses or not cause it would get really boring after playing the same map over and over again. superb, a bit difficult at first finding your feet with the cards but once it clicks it's fantastic. I only played an hour of this and found 4 blue balls. It was quite boring. The noise to find the balls gave me a crashing headache! I won't even finish this as it is too tedious. 4 out of 10 for me.. i need friend to play this. Pretty bland. Ya I do. It has available costumes you can make from finding materials in the mission, and free weapons. And the crown output isn't bad either.

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