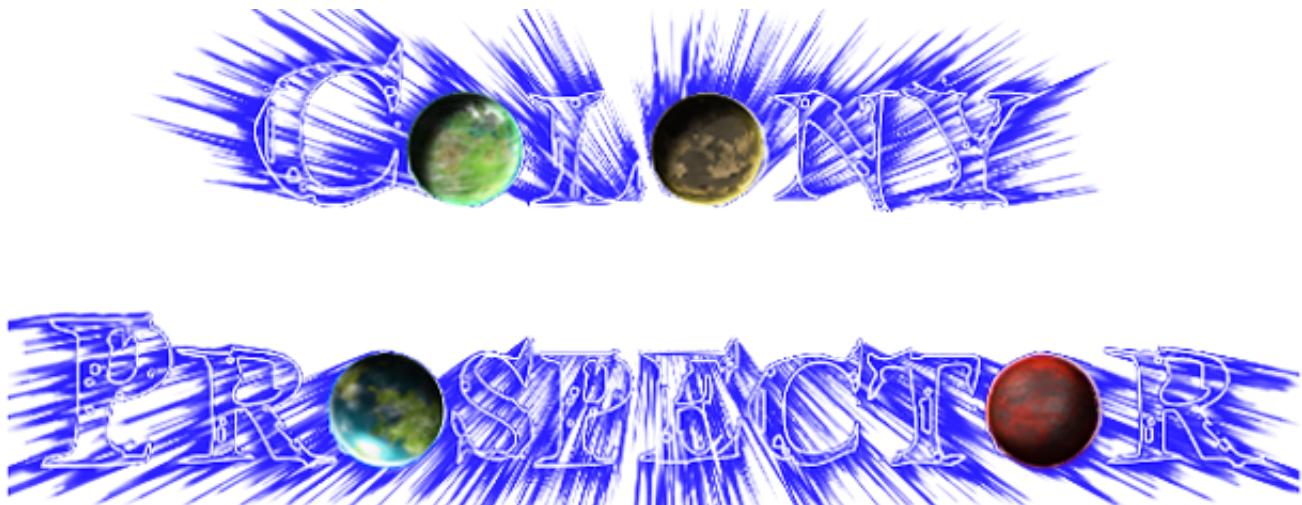

Colony Prospector Hack

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About This Game



“Colonisation failed... Un-aesthetic environment played a pivotal role”

Title: Colony Prospector

Genre: Indie, Simulation, Strategy

Developer:

Mykel Flynn

Publisher:

Mykel Flynn

Release Date: 25 Apr, 2018

English

colony vs prospector. colony prospector apk. colony prospector apk. colony prospector. colony vs prospector. colony prospector

It is playable, but like others mentioned, it is a clicking fest. Improvement to the interface is required to reduce the amount of clicking and increase the amount of playing. For example, instead of buring engineering items, why not also include a "repair all" button on earth? Your ship should automatically equip a colony module if it has none when it reaches Earth. It would save at least one click. and in this game, every less clicks is a plus. I would remove the random hostile encounters or at least give use several ways to avoid the encounter or it becoming hostile (with no randomness on success please). It is also shallow. There is not much to do other than clicking. The designer needs to add more muscle to his game. There are tons of English mistakes and OBVIOUS typos. The designer/tranductor needs to reread himself. I have played better games that were free on Kongregate, so seeing this at its current price is something I would not recommend paying. Until the game has more muscle, the linguistic mistakes corrected and the interface improved, I cannot recommend this game.. It is playable, but like others mentioned, it is a clicking fest. Improvement to the interface is required to reduce the amount of clicking and increase the amount of playing. For example, instead of buring engineering items, why not also include a "repair all" button on earth? Your ship should automatically equip a colony module if it has none when it reaches Earth. It would save at least one click. and in this game, every less clicks is a plus. I would remove the random hostile encounters or at least give use several ways to avoid the encounter or it becoming hostile (with no randomness on success please). It is also shallow. There is not much to do other than clicking. The designer needs to add more muscle to his game. There are tons of English mistakes and OBVIOUS typos. The designer/tranductor needs to reread himself. I have played better games that were free on Kongregate, so seeing this at its current price is something I would not recommend paying. Until the game has more muscle, the linguistic mistakes corrected and the interface improved, I cannot recommend this game.. This game is soooo cool. I absolutely love the concept and its very more-ish.just going to finish this batch of claims, then I'll go to sleep, for real this time. As I work through the discoveries and quests, I find myself wanting more. More of this, more pods more civilizations more planet things.more, please. Basically, you find planets, and scan them, and if suitable, fix them up and plonk colonists on it, and are rewarded with monies to buy things - things that improve your ship, make fixing up planets easier, or allow you to craft various things.so you can go colonize more planets. The click click click does get a bit of repetitive after you've made your first 50 colonies or so, perhaps a suggestion to discover tech to upgrade scanning drones that can do multiple sectors at once is an idea .earn your convenience! Same thing with the using many 5-10% kits to repair really damaged infrastructure, a way to do this in build would be a nice quality of life feature. I'd like to see more bookmarks too, perhaps a way to rename planets (though the names some of them come up with are hilarious). So yeah, some convenience things aren't there, but its still really fun. I'd absolutely buy a sequel or expansion to this. Please make more.. Fun game for murdering time.. Too poor. But cheap.. - Fly to a new planet - Click through all 12 fields on the planet. You can choose to ignore that but I can't find any reason for that except to avoid clicking which you have to do a lot (and I see no justification for so much clicking). - If you really want this planet you can throw in a few tech items to terraform it to good conditions and try to colonize it. - Gather your reward after colonization and move on to the next planet. - Occasionally be attacked by space pirates which you can't defeat, just retreat after taking much damage. - Add tons of clicking in all windows on top of that. That's basically the whole game. I really like the idea and I'd really love to play it more but it's too repetitive and I have too little influence on what happens during the game. Very nice event descriptions but I quickly became bored to read them. Ok-ish but definitely not the best UI on top of that.. Honestly just buy this. Sparkbomber's sum up is spot on and I really have nothing more to add to it. If you want a laid back game for a fairly cheap price go for this one. I'm still diggin though the game and will probably edit this once I've hit the bottom. So far though I keep playing it.. General: Rating: E Price: \$4.99 Genre: Strategy, Simulation Time played: 12.1 hours Youuu2019re job is to find planets that can be colonized. Thereuu2019s super beings and aliens and AI to contend with and good oluu2019 hostile environments. Gameplay: 6 Youuu2019re one of the few, the elite a Colony Prospector! In this glamorous job you travel around, look at planets, scan the sectors of the planet and then if you can send down a colony pod, more on those later. The chances of your colony prospering vary per planet, but at the time of this writing I had managed to colonize 100+ planets, it doesnuu2019t tell you how many times you failed though. You have to buy claims to prospect areas from planet Earth. The prices and amounts change also the chances of habitable planets, gaia worlds and a bunch of other factors. Then you can jump through a wormhole provided at a small (or large) fee from Earth. The only free wormhole jumps are to Earth. The jump costs vary each time you jump so have to figure the cost of the jumps into how much money you currently have. There is 1 area that has 10 free claims but it is a very hostile area; lots of aliens and people trying to rob you. But once you actually get to a planet your ship will do an initial scan, it will reveal some basic info on the planet, the type, if it has an atmosphere things of that nature. Then you can zoom into the planet and there are 12 sectors and it will give you a break down of Gravity, Climate, and Atmosphere. Thereuu2019s also Food, Water and Tech Level, these will change depending on what your sector scans reveal. Once you scan the sectors youuu2019ll get a description of what the drone has found. Sometimes food, water or resources (tech level) other times thereuu2019s extra payments from earth or other colonies for various things. You have to scan all 12 sectors, there sometimes can be a sector on the moon as well, and then you can

decide to try to colonize the planet. Your ship will send down the selected colony pod and you enter hyper sleep (i think the ship supplies the colony power for 50 years or something) and wake up later to see if the colony succeeded, if so you get your payment if not nothing. Depending on the type of colony they will give you extra money and possibly an item to help you in further colonizing. At the time of this writing, I have unlocked all but 2 types of colony pods. The AI pod and Church pods. I won't tell you how to get the rest, that's part of the game. Also there are plenty of ways to make a planet habitable, I won't tell you those either. Part of this game is figuring things out. There are not much of a tutorial or playing instructions. Story: N/A You are working off some debt or something by finding new planets to colonize. Graphics: 4 They are there, it's not super exciting, but they aren't bad either? They fit the game and don't make it bad or good. Controls: N/A Everything is done through mouse/keyboard. Actually Mouse by itself will work, but you can use the space bar for lots of stuff too, for instance scanning sectors, click on the sector with the mouse, then press spacebar to confirm your selection. That's really it. Repeatability: 3 At first it was interesting reading the various things that happen when you scan a sector, but then after about 2 hours they start repeating. So by that time I'm just pressing space or clicking the mouse to hurry up and see if I get things I need to colonize the planet. 12 hours in I've almost finished finding all the various colony pods and after I finish that not sure if I'll keep playing. The game is basically a time vampire, though it can be relaxing. Music: 10 The music blends well with the game, I barely noticed it was there and when I did pay attention to me it fit the game very well. Difficulty: 3 Maybe a little bit difficult at the beginning, once you start figuring things out (also not difficult) it becomes easier. Once you're far enough that you have the money, you can colonize just about any planet using the various items you can find/buy/craft. Multiplayer: N/A Single player game. I suppose someone could watch over your shoulder? Initial Thoughts: 4.99? That's not bad, I'll pick it up seems as though it could be fun. Hey I'm starting to get the hang of this and I've unlocked some new colony pods, I'm the greatest! Wait it's been 4 hours? Hmm. Soma Says: This is a .decent game. I mean I recommend playing it, but only to people who enjoy repetitive tasks. There are almost no tutorial, no info online due to the game coming out only a few weeks ago. There are a few bugs, none are game breaking but they are a little annoying. And after a while I did get annoyed with clicking the spacebar over and over. Sometimes when jumping to a new planet you'll get attacked by aliens or AI or even humans. At first I couldn't even damage them and realized that all you have to do is just jump away. A few will block wormhole travel and you have to attack them until you can jump away or destroy them. Here it gets wonky, I thought for sure I would die, my shields are gone they attack again and now I'm at -61% of Hull. Wait. -61? Is that possible? Apparently so. I let them continue attacking me got several of my sections (Hull, Engines, Drone Launcher) to a negative number. Finally jumped away. I'm still not dead? Okay. Then used repair kits. Yup have to repair -61 to get to 0, then 100 more to full repair them. Again not game breaking flaws/bugs but just odd. Also let's say you use a 10% repair to fix something at 50%. After it's done I'm at 67%, I'm not genius but that doesn't add up. Oh and sometimes you'll find things through scanning like extra food or an extra payment from earth and it will lower the total payment or Food readout. All in all, it's a good time waster, but very, very repetitive. Some might even call it tedious. If you enjoyed the review please check out my curator page --> <https://store.steampowered.com/curator/28849369/> Update: Recently tried to play this again. It looks like they have added a tutorial which explains how the system works and such. However the game is still very repetitive. Still worth checking out and trying if you're into that type of thing.. Fun game for murdering time.. A cool little concept of a game, excellent graphics given the resources used to create it. A challenging but not complicated one. Though most would see every planet design within 3 hours of gameplay. Only knock I have against it is simply could add more random events like asteroid fields.

Colony Prospector Mobile Edition - Available on Play Store and Amazon : Playstore: Amazon: Void Monsters: Spring City Tales (already released) : Something to play before Colony Prospector comes out!. Fantasy Hero Manager Launch : THE PREMISE

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