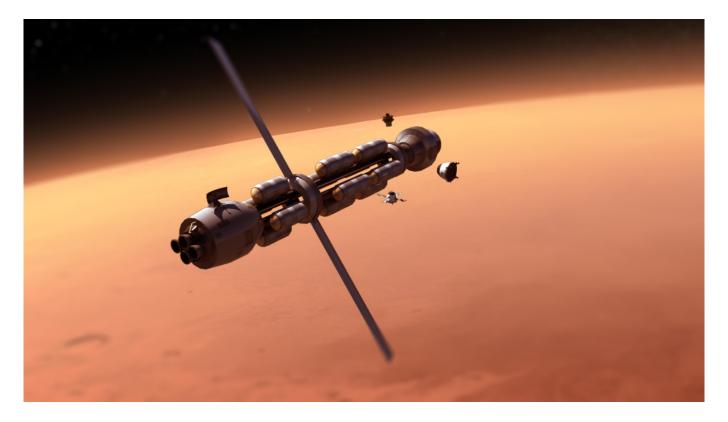Earth Space Colonies Download Gratis

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About This Game

Earth Space Colonies is a strategy-simulation game where you build space colonies around the Solar system. Your first destination is Mars. Establish a first self-sustaining colony and terraform a red wasteland into a green oasis. Balance your resources and expand the infrastructure. Build anything from high-tech factories, hotels, military bases to space elevators and terraformers. Colonize other worlds as well: defend a mining colony on a dwarf planet Ceres and explore the subsurface ocean on Ganymede, Jupiter's largest moon. Survive intense combat on Saturn's moon Titan.

Build space colonies on multiple worlds at the same time.

Three dynamic campaigns with different goals. Terraform Mars, defend Ceres, explore Ganymede.

Join cast of fully voiced characters in an engaging story about the next great adventure of humanity.

Train specialized astronauts: from builders and miners to scientists.

Explore the planets with astronauts and rovers while trying to survive devastating sand storms, blazing solar flares, rumbling quakes, meteor showers and other disasters in this extremely hostile environment.

Research new tech to unlock advanced structures and units.

Experience dynamic day-night cycles and weather effects.

Crafting system. Combine produced goods with raw materials to create unique and special items.

Establish interplanetary commerce. Build goods and trade items using rockers, maglev launchers and space elevators.

Game updates and expansions based on trending space related news. Maybe there is something on Pluto going on. Or Titan. There are so many fascinating worlds in the Solar system.

Title: Earth Space Colonies
Genre: Indie, Simulation, Strategy
Developer:
Persona and Pixel studio
Publisher:
Persona and Pixel studio
Release Date: 1 Jul, 2016

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Minimum:

OS: Windows XP/Vista/7/8/10

Processor: 2 GHz Dual Core

Memory: 2 GB RAM

Graphics: 512 MB VRAM (Shader Model 3)

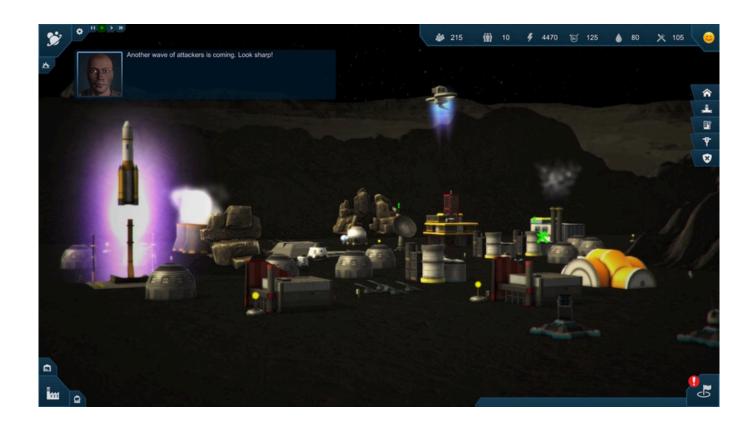**DirectX:** Version 9.0c

Storage: 780 MB available space

Sound Card: Direct X compatible sound card

English,Russian,French,German,Japanese

Another wave of attackers is coming. Look sharp!

This is a fairly new genre of game and I have tried nearly all of them. Sadly, all of them were lacking in one way or another. This game is not the same. I feel compelled to always do something to help my colonists. Be warned that there is a lot of micro management in this game and you will have to repeat tasks over and over again. With that said, there are realistic goals to reach and upon reaching them, there are new and bigger challenges. If you find yourself building a far too linear base and just wanna give up, no problem. Just start a doomsday event and watch your base burn. Overall, This game has serious potential to be a great indie. Devs, keep it up. 9\/10. This is a shame. I had high hopes for this one. The issue isn't it's early stage in development, it's the glaring lack of design work. The main thrust of the game is producing saleable products to fund your colony's growth. There is no support in the UI for this, however.

Each building is seperate, so you have to click on each building to view its status. Then for each unit of raw materials you want to produce, you have to click once per unit to add it to the production queue. There's no way to say "I want to produce these until I say otherwise"; you just have to click hundreds of times. And if it finishes, then you don't get a notification, so make sure you click more times than you need, or resign yourself to checking back periodically. Then, you have to click each manufacturing building to view its status, and if it's not currently manufacturing, you can tell it to produce one manufactured item. No queue there, so just remember to check each factory periodically to see if it's finished with its one item. Then to sell the items, you go into that building and click once for each item you want to sell. If you want to sell fifty units, that's fifty clicks. If you think all that sounds pretty tedious, you'd be right.

That the game has reached a playable state with no thought given to how it's going to be played makes me very doubtful that the game will ever fully mature. I'd love to be proven wrong. I am not going to hold my breath, however.. I'm going to give this one a qualified upvote. The graphics are well imagined, and the environments aid in the suspension of disbelief. The gameplay, as it stands in early access is what you would expect for a colony management game, but I have to say, that aside from a resource crunch now and then, I never really felt that my colony was on the brink of disaster or that a wrong choice could spell ruin for my colonists.

The game is, of course, early access, but there still feels to be a lack of content. I am by no means a super gamer, able to chew through a new game in mere minutes, but If you look at my play time, it accurately (as of the date of writing this) depicts how long it took me to go from early tutorial to beating the campaign mode.

I'd like to see more planets and colonies both in the campaign and the free-play modes.

TLDR: Okay for early access. Needs more content. Good for 8 hours of diversion.. Spoilers below.

This game wasn't half bad, until the defense missions started. With no direction other than "place some turrets" I spread them evenly around the map. Then enemy drop ships landed, and my turrets shot at them. The turrets completely missed their target, but they had no problem mowing down my entire colony with friendly fire (which I was given no warning to watch out for). It took hours to build, and only seconds to destroy. By the time I realized what was happening and thought to take control of my turrets, it was too late - I had too many turrets, and the whole colony is made of tissue paper.

It was a real grind to build everything up to the point I'd gotten to. Even if I reloaded my last save, I'd have to figure out how to place turrets to avoid crossfire and also manually control them for every attack. It's just too tedious. I'm honestly not sure how anyone could get through this poor design without saintly patience.

Do I recommend this game? Solid No.. I only paid 1.49 for this and I'm still considering asking for a refund.

Let me expound a bit...

This almost seems like someone had an idea for a decent Tapping Game on a mobile platform and then decided to turn it into a bare-bones PC port. This game, so far, seems to be nothing more than clicks. Want to make resources? Click to make one of ANYTHING, but you only get one per click, so if you want 40, click 40 times. Or you can just turn on automation and it will keep making things ad infinitum. There's no "process" to make anything. It's just clicks. You don't have to send out astronauts to mine ore, you don't have to extract anything from the soil. Well, maybe you do theoretically, but if you want to go that route, it's all in your imagination.

Want to build the more complicated buildings? Just wait til the automated counters tick up and build one when you have enough supplies.

I'm renaming this Earth Space Colonies: Click and Wait.. Earth Space Colonies: a haiku

Yay abandonware!
Horrible clunky UI
Building look randomly plopped and unconnected
Which they are!
Except they're not-
Power, water, and oxygen are just there!
This is not a game
It's just a concept!. Played it only shortly so far, but find it a gem in the rough.

The tutorial does not state that loading the 2 habitat modules with settlers frees up the cargo hold enough to build a modular habitat and say once needing to build a oxygen production that one needs extra settlers (inflatable habitat) to be able to run it.

So quite rough, yet had my first alien attack allready and so far is looking good. (Laughed really hard when it hit my base, it destroyed something I not really needed, shrugged, moved on ;))
Slowly really need to micromanage everything more and more and is looking good playability feeling wise.

Some tooltips can be handy indeed showing what is needed for buildings and sometimes hard to see, but once the modular habitat is up you got a bit more room to wiggle and try out building certain resources.. I'm super bummed. This game has a lot of potential, but it's not a finished product at this point. Many basic game concepts have not implemented yet, and the players time quickly devolves into an unsustainable amount of micro-management. There's a strong imbalance between what the player must do manually and what is automated behind the scenes. For example:
 - When building habitation structures, new colonists instantaneously fill the structures regardless of whether or not the colony even has the ability to accept deliveries (extreme and illogical automation)
 - To construct a new building or object - of which there are many - each unit of material required for construction has to be manually produced by the player (extreme and illogical micromanagement).

I hope development continues on this project. It has the foundation to go far.. Great game, really well made, the crafting is very well built. I played this on my surface and it ran fine. The military aspect is really good, and after a bit of exploring the controls a bit you get a real feel that your running the colony. It has only a few flaws: I couldn't figure out how to turn the buildings, if you build to close the people get stuck and die, and you have to go back and forth between the planets.

Otherwise great game I look forward to the next update.

Where to begin? How about the thing that is really terrible about this game, the UI.

I start the tutorial which is OK, and at some point it asks me to build a modular habitat. Up until this point I just clicked on various icons and something would drop from orbit. I saw the habitat, but I could not build it. There is no explanation in the tutorial.

So after messing around a bit, I see that I can build a workshop (it is the only thing I can build at this point). So I make it and then try to build a habitat, and I still can't. Then I see that I can hit some automatic build mode thingy, and suddenly the thing starts cranking out a bunch of resources.

After a while I can now build the habitat because I have the basic resources I need. OK, so its just a poor tutorial at this point. So then I am instructed to build a few other things, some of which I can, but then I get stuck again because this workshop has produced a bunch of useless stuff and filled up my inventory.

I then figure out that I need to delete stuff I do not need to make room, but after I figured this out, an earthquake happens and blows up all of my water and oxygen. There is nothing in the tutorial about this. And so I start over after noticing I can turn that off in the options menu.

Anyway here is the gist of why the UI is horrendously bad. So to make some thing, you might need to make 10 iron, 5 glass, 3 wood 6 methane and like 3 gears (which take some amount of iron and titanium each). So you need to make resources for the gears and then make the gears and then make the resources for everything else to plop your building down.

You have to do all this manually mind you. So there is this UI which lets you see all the things you can produce and lets you produce things, but it DOES NOT SHOW YOU how much you actually have. IE: You may know that X thing needs 10 iron, but you can't see how much iron you have from that screen.

Then there is a screen that shows you how much you have, but you can't produce anything from there. Oh, and you can't see the resources you need from any screen but the info screen on the thing you want to build. So you would need to memorize everything and then manually make everything.

If the developer reads this review, you just make to make your UI sane.
I would suggest that the colony produces the resources it needs automatically. IE: I want to build a habitat, then I place the thing down, and it automatically makes everything I need.

You should also combine the build resources screen with the one showing what you have and then you should also add a storage threshold, so I could say, keep a minimum of 10 iron available at all times.

This would go a long way with making your UI much more user friendly. Also please clean up the tutorial, make it show you how to build more complex stuff and certainly go with building maintance and all that. Oh, please use more sensible graphics that fit with the elements they represent. IE: Iron in your UI is a white cube with some tiny dots on it. I would naturally in no way, associate that with iron. How about a stack of iron ingots or steel girders or something that a normal human would look at and think "Iron" instead of "What the heck is that supposed to be?". For those of you who enjoy resource games like Banished or Planet Base this is the game for you. It posseses many of the same features but taken to the next level. The layers of crafting are farily intricate. In addition you have the added dimension of a research tree and the problem of managing 3 colonies at a time where each colony is interdependant on the others. Throw that together with the threat of robbers and aliens and you have a game that will keep you entertained for hours. At the beginning of the game you have "advisors" they do a great job at stepping you through some of the beginning phases but the mechanics are designed where you need to be increasingly more creative. This system allows you to jump right into playing the game with a very easy learning curve. If you don't want to be constrained by the story they also have a sandbox mode. All in all I think this is the best resource game I have played. I think it better even then banished or planet base. One last thing the price point on this game is well worth it. Buy it you'll love it.. Buyer Beware game is ABANDONED!!!

Your structures constantly decay, so you must have lots of mechanics to keep everything repaired. However the biggest issue for me was pathing. The mechanics kept getting stuck, so my structures didn't get repaired and were destroyed. Reading the forums, this has been an issue since summer 2016. You can eventually make miners, scientists and utility vehicles, but what's the point,

since they're all going ot get stuck anyway, making the game even more unplayable.

I spent most of my game time building the items needed to train mechanics, you never have enough. Having to have 2 mechanics per structure is ridiculous, they're slow and take forever to get anywhere (providing you don't have a traffic jam somewhere (pathing!!!!)).

Oddly the habitats all connect, but the mechanics can't pass thru them, but rather have to go around them, causing more delays. They tend to lock in place, so you must build them all over the place instead.

This game needs a grid so you don't place buildings too close together causing even more pathing issues.

Seems to me the most useless building is the launch pad, you don't make any money, so then why would you want to sell anything??

Until atleast the pathing is fixed I highly recommend for you to stay away from this game unless you want a lesson in frustration and a lot of wasted gameplay.

Update 6\/16\/2017:
Last update was in Sept 2016 adding an overhead view and 3 languages, but no real update since it 's release from EA in July 2016.. I bought this game for $2 on sale, so in that sense, it's worth the money.

In a nutshell, build structures, spam click to produce resources that will let you build more structures...and that's the game.

It's not terrible, but can't recommend this one...unless it's on sale again.. At this point the developers seem to have abandoned this game. Not worth the money for a game that is far from finished. I cannot endorse this game and until the developers come forward, I am of the mind that I deserve a full refund.
. Interface is clunky and insufficient. There are no tool tips while playing that are useable. NOTHING connects to anything. There is no realism here. Oxygen and water and power magically connect to everything. NO airlocks just buildings dropped in crates until done. You can just Just drop pods and click away until you produce what you need. You can't set production you have to click each item one time for one umnit. THAT grew tedious fast. For all of it's faults, Sol 0 at $6 is far superior and Planetbase, which I own, is the king of builders in space. You may get some enjoyment out of this game but I found little to enjoy. At this point I cannot recommend.. Game shows promise, but interface is obtuse. Tutorials are inadequet and there is no manual. For me, the frustration of trying to do very basic things in the game rapidly overwhelmed any enjoyment I was having. Hopefully these issues will be resolved in the future and I can give this game a more positive review.. Honestly, I'm really sad about just how poorly this game has executed everything.

There's just such a lack of thought put into every aspect of the UI it makes it painful to play it. I'm constantly fighting the UI for information that just should be better explained.

More here:
https:\/\/www.gamingonlinux.com\/articles\/earth-space-colonies-released-out-of-early-access-features-full-linux-support-initial-thoughts.8306. I want to recommend this game but there are some HUGE flaws at the moment.

Drop a lander, build 2 inflatables, drop water, supplies, electric - so far so good. Build the next item... ok. Need some blocks foor that, but not sure which ones as they are overlaid with a stupid red obscurring blur (because thats always helpful). When you inevitibly select the wrong blocks, your screwed. Restart. Try another pair of blocks... ok, I have the blocks, except wait... that building needs a total of *12* blocks to make the next structure and storage can only hold *10* blocks - becuase math is hard?

One wrong mouseclick, you have to restart. Oh but how could you possibly click the wrong thing? I'm sure there are tooltips and useful contextual information thruout... NOPE! There are some crazy horrible voiceovers in the 'Tutorial' that made me choke on vomit a little, and which were no use at all. Had to resort to Guess & Click!! Serioulsy some super simple toolips popping up on hover would help a LOT! And its not like the developer doesn't know how to spamm the screen with garbage.

[Lose the friggin 'gameplay tips', or give the user an option to turn them off - after 20 or so restarts of the game, they get REAL OLD!](#)