

Interstellar Space: Genesis Download For Pc [portable]



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About This Game

Interstellar Space: Genesis is a turn-based space 4X strategy game in which you attempt to build a prosperous interstellar empire. Become the ruler of the Galaxy while you explore the wonders of space, colonize new worlds and expand your empire across the stars where mysteries await you.

You will discover that you are not alone in the universe. And, when you meet other sentient species, what will you do? Will there be peace, or will there be war?

Interstellar Space: Genesis (ISG) is a novel take on the classic "Just one more turn" formula of turn-based empire-builder games (aka 4X games - Explore, Expand, Exploit, Exterminate).

MAIN FEATURES

- Turn-based tactical combat. Control your ships in battle in a turn-based fashion.
- Design your ships, send them to battle and witness your creations in action.
- Deep exploration mechanics allow you to explore a more realistic galaxy, full of black holes, neutron stars, white dwarfs, rogue planets and more that you need to discover while you play!
- Send ships anywhere in the galaxy, so long the destination is inside supply range and there is no obstacle in the way.

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- Customize your own races with their unique advantages, disadvantages and special abilities.
 - Hire, manage and level up leaders with a full suite of abilities, traits and desires.
 - Develop and terraform your planets while building planetary improvements, empire improvements and galactic wonders!
 - Discover fascinating artifacts and unique technologies while exploring ancient ruins.
 - Option to play the game with random tech trees where each player will play with a different tech tree.
 - Meet plausible alien races that live in different environments and have different biochemistries and unique abilities.
 - Experience a rich and reliable diplomacy system where you can forge a multitude of treaties and engage in meaningful cooperation.
 - Shape the way your empire develops and explores the stars by choosing which cultural path you wish to take in each game. Will you be an adventurer, a tycoon or a knowledge seeker?
 - Mine asteroids for extra production, volatiles to help terraforming efforts or just study them for research.
 - Exploit interstellar tourism and secure strategic resources that unlock new key technologies and provide many advantages.

Note: The game is currently in Alpha, so all the graphics are not final.

PRAXIS GAMES

A word on our company, and our values. Praxis Games was born from the passion of playing video games for the PC, strategy games in particular. Single-player experiences at heart. We exist to please the fans. To make the games you want to play, again and again.

We believe that games should serve three purposes: to entertain, to inspire and to help educate. In that regard, our games are crafted to be a lot of fun, in order to make you lose track of time. They will inspire you by putting you in command and in control of something bigger than yourself. And finally, our games are deep, rich in detail and made as accurate as possible because we want to help challenge your critical thinking skills, stimulate your imagination and guide you on a voyage of discovery.

Title: Interstellar Space: Genesis
Genre: Indie, Strategy
Developer:
Praxis Games
Publisher:
Praxis Games
Release Date: Q2 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: 64-bit Windows 10 / 8.x / 7 (32-bit Windows not supported)

Processor: Dual Core Processor

Memory: 4 GB RAM

Graphics: Intel HD 4000 series / ATi Radeon HD 4650 series / NVidia GeForce GT 610 or better / or a graphics card with 1GB+ video memory

DirectX: Version 11

Storage: 4 GB available space

Sound Card: DX11 compatible

Additional Notes: Minimum 1280 x 720 resolution

English







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Bug fixes and updates:



Open the door to memory

Hello, I'm the 'INVITATION' development team of XIV STUDIO.

19 May, Korea time am 0:00 ~ am 8:00.

You have modified and updated your bug.

- Bug with first floor dolly not working properly.
- Bug with growing items in the drawer of the HR room on the first floor
- Bug that deviated from map in first floor B-B class
- Bug without 2nd floor laboratory
- Bug with larger items in drawers in the sub-center on the second floor

If you find a bug in addition,

Please let me know any time and I'll fix it quickly.

I'll be XIV STUDIO who always tries to make better games.

. **SUTAK Update:**



Open the door to memory

Hello, I'm the 'INVITATION' development team of XIV STUDIO.

Save

- Bug fixes and updates related to saving

 1. Supports 100 save files
 2. Fixed a bug that did not save properly

U pdate

- Update function to display clear time when game is cleared

Translate

- Fixed a bug where the inventory was displayed in Korean when playing in English version.

Alex Ai

- From today, Alex will show a little smarter.

Known

- Other known bug fixes and updates

A save file that already has a bug is likely to contain the bug. A bug can cause a bug to occur, please use another save file.

Sorry about the bug that made it difficult to progress.

A lot of bugs have been fixed, and we expect to be able to play comfortably.

Thank you for playing.. **19.05.26 Update:**



Open the door to memory

Hello, I'm the 'INVITATION' development team of XIV STUDIO.

2019. 05. 26 update.

Patch Notes 2019.05.26

1. Leech

- Adjustable attack distance of leech player
- Leech moving speed is getting faster

2. Alex

- 3rd floor Alex player attack distance slightly down
- Alex slows down on the third floor
- (All) Alex's breath sound down

3. Gameplay

- Reduced number of batteries
- Overall reduction in the phenomenon of pulling back the flashlight
- Fixed bug that can not operate mouse after clear
- Apply to the auditorium footsteps
- Fixed a bug that caused the X room to disappear after saving from the second floor
- Add an outline to the lab drawer
- Player Sitting and Walking Speed Up 1 -> 1.3

[Comparative standard]

Walking speed: 2

Running speed: 4.5

4. Text

- Fix hammer localization text
- Fix GYM PASSWORD typo

Jhonson -> Johnson

- Sullivan in newspapers, the phenomenon that was modified by Grevill Sully, correction of typos by Grabill

5. Ending

- Update the ending video
- Fixed the flashing light battery UI in the ending video

Thank you.. **Emergency update (Bug fix):**



open the door to memories.

Hello, I'm INVITATION development team of XIV STUDIO.

There have been many bugs and problems since the launch, so we have made an emergency update.

Updates :

- While watching the directing scene, modify the player so that it cannot move.
- Alex AI modification and balancing
- Evan AI modification and balancing
- Remove the bug whose auditorium door was open.
- Fixes of bugs that were not allowed to interact with the keys in the Sully locker after storage
- Fixing bugs on the map on the second floor that didn't match my position
- 1F X-room bug fixes after saving
- The others bug fixing

I'm sorry to all the users who purchased it.

We'll make a more complete game with fast bug fixes.

If you find another bug, we will identify and correct the problem as soon as you let us know.. **Bug fixes and updates:**



Open the door to memory

Hello, I'm the 'INVITATION' development team of XIV STUDIO.

2019. 05. 21

- Load data [delete] [Recall] scope modification.
- Up to 10 saves are possible. Add messages.
- bug fixes that no longer work when ESC button is pressed after ESUME.
- bug fixes that cannot be saved when leaving the room after saving the laptop
- After clearing the second floor, adjust exclamation mark and ear UI remaining
- Modify 3rd floor automatic door speed
- Modification of duplicate acquisition of samples and third-floor security card items
- Fixes leeches bug.
- Modify Dolly Interaction Range
- Fixing bugs that appear to be shutting down in two classrooms
- Move to the dungeon and add auto save function.

Other bug fixes

Now, in the area of play, the big burgers are thought to be gone.

Thank you for playing and sorry, despite all the bugs.

If additional bugs occur, please pass them to the development team and we'll fix them quickly and quickly.

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