Free Download PeriAreion

Download ->>->>->> http://bit.ly/2Jo8BdO

About This Game

Explore a new and unforgiving frontier. Lead an international team in establishing humankind's first foothold on another planet. Extract raw materials from the Martian surface to refine and use. Survive dust storms, accidents, and hypoxia. Achieve complete self-sustainability, or die trying.

PeriAreion, an astronomical term for the closest approach to Mars, aims to blend real-time strategy gameplay with a little simulation and science.

Key Features

Construct Your Base

Build and upgrade a variety of modules to help your colonists survive. Each module provides unique activities and research for your colonists to engage in.

Explore Mars

Choose from three landing sites: Candor Chasma in the dusty Valles Marineris, Mawrth Vallis at the boundary of highland and plains, and frozen Hellas Planitia close to Mars' south pole. Each map has different weather and hazards, along with difficulties for navigation and resource location. Find points of interest, missions, minerals, ice, and photo opportunities as you explore. All terrain has been generated from satellite images of actual locations on Mars.

Research Colony Upgrades

Spend research points in five different trees with 71 possible upgrades. This includes three different colony specializations that determine your path to sustainability and change the way you win the game.

Learn About Mars

Unlock articles in the PeriAreipedia containing the latest research and science about Mars. Get new articles for completing missions, constructing modules, and performing research.

Title: PeriAreion
Genre: Indie, Simulation, Strategy
Developer:
TBA Games
Publisher:
TBA Games
Release Date: 19 Feb, 2015

 b4d347fde0

English

Another game that I've backed way back when on Kickstarter. There's a lot of fun things to do, missions to complete, a base to maintain, and upgrades to be had. If you like base managment games with a little bit of sci with your fi,, then this is a gem.

Bonus- You can make me suffocate on the surface of Mars if you use my character :P. Well all i can say is that this is a MUST HAVE DLC!
with Performance DLC you have:
Engine Swaps
Tire Swaps
Dyno
A New Shop
and 3 New Cars
with that DLC the game will be more fun!. Good Graphic. PeriAreion is a complex survival game on the surface of Mars. This game does a great job of getting all of the practical science aspects correct. The creators have done their homework as far as understanding the actual challenges to creating a living community on Mars. The movement and visuals in the game seemed to flow very well. There are a lot of variables to consider in order to "win." For this reason, I would say this game is a little more difficult than most games are. One of the main benefits to purchasing this game is that the developers are very responsive. They want to create a game that the consumer likes and improve the game accordingly.. I've got the Flying Scotsman loco and cars and the scenario and I got to say, this is an awesome pack for ECML.. I had to try it..it will just be 3.99 in my steam wallet..This game is bad..Zombies crawl around and thats kinda cool. Thats it, they spawn from nowhere, you cant leave your zone, when they attack they dont even need to be next to you or be swinging at you. They just need to be close to cause damage. The graphics are horrible with no way to change it ..you get high medium low..thats it no options. Game doesn't restart right, I also had to quit using task manager quit button doesn't even work. There are some games that are so bad they're still fun to play..Not this one. I figured 3.99 why not..It's really not good. I blew the leg off a zombie and this sucker just skated across the terrain lol, didnt even hop. I may keep it for a few days and see if it gets patched because the basics seem broke. The way they attack ruin it..I will update this if they fix anything and anyone cares. The graphics are so off color evrything blends together, I dont know if its lens flare chromatic abreation or what but I find the color scheme annoying. It's really cool! Fast paced combat, intense gameplay, and fun controls! I highly recommend it!. Resynth is a great little music puzzle game that encourages you to think about what your most optimal next move is in order to achieve a better outcome, but doesn't lock you out from still completing the puzzle and enjoying the great musical rewards for taking your time!. Engaging puzzles, structured into bite sized pieces. Easy to jump into, with multiple progression paths available, leading to satisfying brain teasers. Symbiotic audio provides a melodic reward as the player progresses through each of the puzzles. The game doesn\u2019t attempt too much, instead executes well on the core gameplay mechanics. Well worth checking out.
. Not a finished game. Many better options available today.

Really enjoying this developing game. It is imaginative, logical, and fun.

As updates come along it is a bit like "The Martian", as each new challenge is worked out.

I think it's a neat little game, and should really be great as new things are added.. wooooooooooow m8 dats pwetty gud. cant finish first stage. My fingers hurts *remembers the nostalgic times as a kid* Ohh... now it makes sense.. First of all, this is a solid, well designed game that I would recommend to anyone interested in educational RTS style play that doesn't involve shooting things. Its real strength comes from realistic approach to balanced resource management (expand too slow or too quickly and you die). There is plenty of challenge build into the game play which will probably keep anyone intrigued by potential Mars colonization glued to the screen for hours.

Having said that, the game does need some polish. I haven't encountered any major bugs, but I felt that camera rotation and individual colonist management could be made more intuitive. The tech tree and achievement system are adequate but seem a bit disconnected from the game play. I found graphics to be more than sufficient since I don't believe more visual realism would add anything to this type of game. Finally, I think that this game could focus a bit more on Mars exploration that promotes fantasy and curiosity elements of play. In other words, less grind, more unexpected discoveries and surprises with larger maps.

Overall, this a great start and I look forward to future updates.. so for the first 20 minutes, it's pretty fun. island to island, fight this and that, loot, back to your raft and fish up debris.... buuuut then islands are 45 minutes away unless you want to spend all your coins, debris only floats by for about 5 minutes before you have to go to land again (spend your coins) then back to your raft for another 5 minute stint of fishing up debris at 1x whatever you pick up. upgraded weapons don't do more damage. loot boxes that are impossible to obtain on islands. severe lack of resources. it would be a good dual screen game where you just veg out and binge netflix on your other screen