VoidExpanse Download In Parts

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About This Game

VoidExpanse is an open-world, science fiction action-RPG set in deep space.

Description

Take on the role of a spaceship pilot and navigate the vast reaches of VoidExpanse! Mine asteroids for valuable resources, trade to improve your ship, complete story missions offered by one of several factions with their own agendas, advance your character through diverse skill-trees -- and engage in fast-paced combat with hostile aliens, mercenaries and pirates in the rich and exciting Sci-Fi universe of VoidExpanse.

Key Features

- Open exploration of procedurally-generated galaxies in sandbox mode.
- Upgrade your ship using hundreds of different modules and devices.
- Complex real-time combat system.
- Factions that have their own agendas, people, territories and storylines.

- Character customization with a number of diverse skill trees and branches.
- Meaningful trading system involving trade routes and supply/demand simulation.
- Advanced asteroid mining with a multitude of ores and mining devices.

Every aspect of the game can be fully modded and expanded upon -- and new content can easily be added. For example, game logic can be edited by using our custom scripting API to modify *VoidExpanse* even further. In sandbox mode, you can create your own procedurally-generated galaxy or create persistent multiplayer worlds with custom rules and gameplay mechanics.

We want to keep polishing the game as long as people are interested in the world of *VoidExpanse*. Please join our forums so that we can read and address any feedback you might have! Tell your friends about *VoidExpanse* if you're having fun with the game. The more we hear from you, the more we can achieve together!

Title: VoidExpanse
Genre: Action, Indie, RPG, Simulation, Strategy
Developer:
AtomicTorch Studio
Publisher:
AtomicTorch Studio
Release Date: 2 Apr, 2015

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Minimum:

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

Processor: Dual Core 1.8GHz or equivalent

Memory: 2 GB RAM

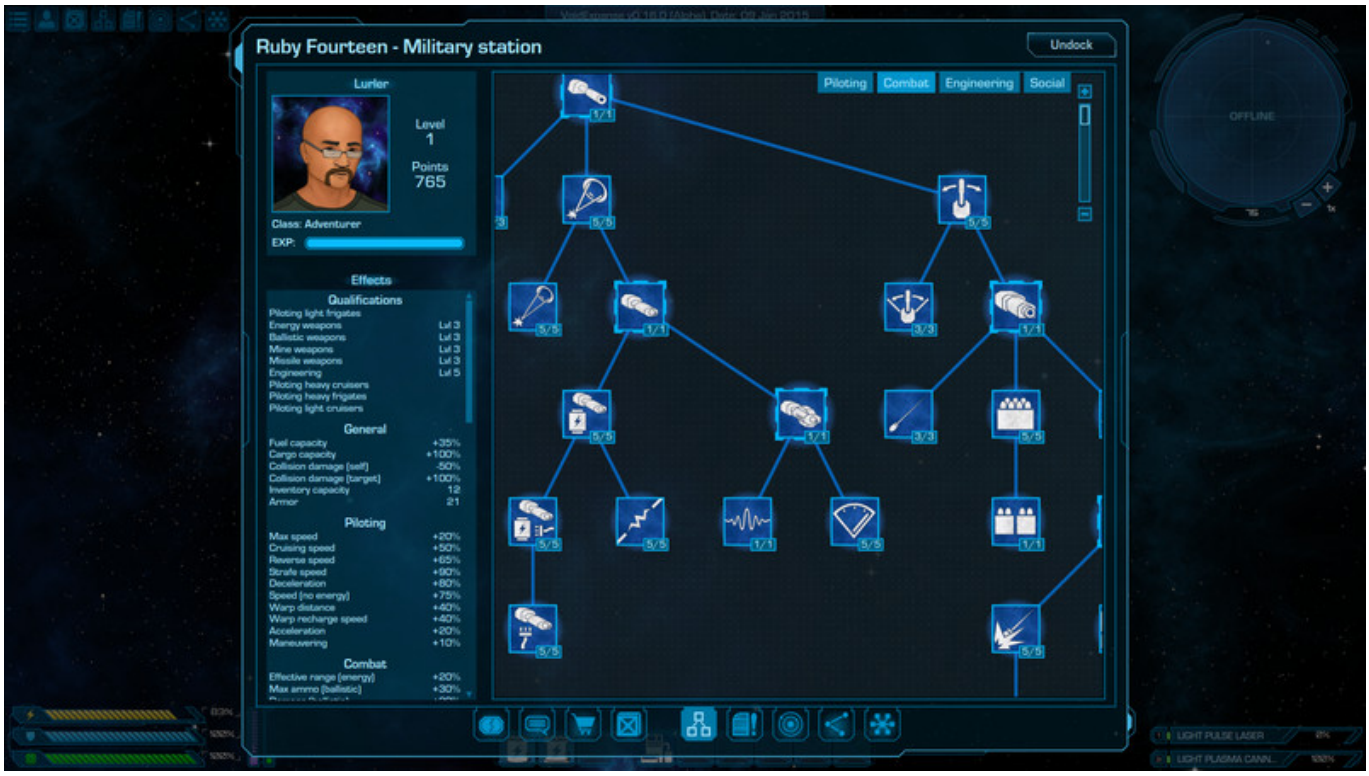
Graphics: 512 MB, NVIDIA GeForce 8800 / ATI Radeon HD 2600 XT

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

English


Ruby Fourteen - Military station
Undock
Lurlier
Level
1
Points
765
Class: Adventurer
EXP:
Effects
Qualifications
Piloting light frigates
Energy weapons Lvl 3
Ballistic weapons Lvl 3
Mine weapons Lvl 3
Missile weapons Lvl 3
Engineering Lvl 5
Piloting heavy cruisers
Piloting heavy frigates
Piloting light cruisers
General
Fuel capacity +35%
Cargo capacity +100%
Collision damage (self) -50%
Collision damage (target) +100%
Inventory capacity 12
Armor 21
Piloting
Max speed +20%
Cruising speed +50%
Reverse speed +65%
Strafe speed +90%
Deceleration +80%
Speed (no energy) +75%
Warp distance +40%
Warp recharge speed +40%
Acceleration +20%
Maneuvering +10%
Combat
Effective range (energy) +20%
Max ammo (ballistic) +30%
Piloting
Combat
Engineering
Social
OFFLINE
LIGHT PULSE LASER
LIGHT PLASMA CANN...

Undock
One of the most ambitious projects in the history of the human race. About two hundred years ago the Federation sent probes to every part of the galaxy. They were to explore worlds and find useful minerals and resources.
About 50 years ago one of the probes sent data about this part of the galaxy. Livable worlds, tons of natural resources and serizonite - a very rare ore, on which our energy sources work. You can fly a middle-sized ship for a year on one cube of serizonite.
So, the Federation decided to colonize this part of our galaxy. It was rather distant from the core systems, so they've built two paired supermassive jumpgates and delivered one of them to Far Colonies.
Then colonization begun.
What happened next?
That's all I needed to know.
Advice
Better equipment
Factions
About factions
Order
Freedom
Fanatics
Races
Alien races
Xengatarn
Nharmars
Ergreks
Minor races
Locations
Xengatarn space
History
Federation
Lockdown
Suppression force
VoidExpanse
Far colonies
Goodbye
OFFLINE

Ruby Fourteen - Military station
Undock
Repair
Refuel
Undock

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For me it is one of life's great mysteries as to why this game is only rated as "mixed".
Graphics look good, combat is simple but entertaining, story is reasonably interesting... What more could want??
To conclude I have much preferred this to pretty much all of the other 2D spaceship games on steam, even those that have very favourable reviews!. The game is frustratingly half-baked. There are all sorts of mechanics that, instead of being fun, are just tedious. Trading isn't worth the effort cause you have to keep track of station prices yourself and the quantities so low that you can't make much money per transaction.

If you die, you lose everything on your ship without any way to recover it.
If you screw up on a key mission and, say, lose your escort, you can't go back because there's only one save and the game autosaves constantly.

It's a shame cause the game has the makings of something really fun.

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