
Colony Ativador Download



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About This Game

Colony - strategy with elements of the economy about the colony of ants. The player's task is to properly accumulate resources and manage them in order to overcome the colony of the opponent.

Buildings

A feature of buildings in the game is that they can not be destroyed. Opponents can only destroy each other's units.

Anthill

The main building that is displayed on the game map before the game begins. The anthill of the enemy is located symmetrically with respect to the center of the map. You can not put an anthill too close to the center of the game screen and the edges. The collected resources of the ants are placed in an anthill, if there is no more close storehouse. All new ants also appear in an anthill.

Laboratory

After the construction of the laboratory, the study of the sciences and the training of soldiers becomes available. The laboratory is an extension to an anthill and does not require manual positioning.

Stock

The construction of warehouses can increase the rate of collection of resources. Workers and architects deliver the collected resources to the nearest warehouse, or to their anthill. In total it is possible to build five stocks. The warehouse can be built anywhere, but not too close to the growing resources.

Units

Ants are created using the buttons on the "Build" panel. Work ants and Architects who do not participate in the collection of resources are displayed in the form of blinking spots on an anthill. Normally ants are not involved when there is no corresponding resource to collect, or they are outside the collection areas.



- *Worker*

Gathers food. Initially, you can create 40 worker ants and after the construction of each warehouse, this maximum is increased by another 15. Has one unit of health.



- *Architect*

Engaged in collecting wood. The maximum number of architects is the same as the maximum number of worker ants.



- *Warrior*

Designed to attack the enemy ants. The health of a warrior greatly exceeds the health of ants of other types and can be increased by studying the science of "The Might of Warriors". After studying the science of health, the already created soldiers do not increase. The maximum number of soldiers is not limited.

The movement speed of ants when attacking an enemy increases by 30% compared to normal speed. Work ants and Architects slow their movement by dragging resources by 30%.

Resources



- *Food*

Food grows from grains that appear after the growth of the previous group of plants and is collected by workers. If the food has stood untouched for a long time, then it turns into a wood.



- *Wood*

The wood is assembled by architects and is an indispensable resource for building a laboratory and warehouses, as well as for creating warriors and studying certain sciences. The wood appears from a long unassembled meal. To prevent workers from using food, you need to use the option "forest area" in the "order" panel. The food thickets chosen in this way will not be collected by workers.

Advice

Do not delay with the extraction of the wood - the earlier you accumulate the necessary amount for building a laboratory and warehouses, the more powerful your economy may be.

Build warehouses in places of large accumulation of resources and away from an anthill - so your workers and architects will more effectively collect resources.

If some resources are far from the delivery points, then you can clear or not create the collection zones in which they will be located until you build a warehouse nearby.

If you have studied the science of "resource growth," then try to have as many resources as possible to ensure maximum growth, since the increment is measured as a percentage of the current quantity and is limited.

The game is a unique example of a strategy where the user only needs to monitor the development of the Colony, and manage it, but not like in the normal RTS.

Control

Manage with the mouse and Hotkey.

('E' - build the worker, 'A' - build the architect, 'W' - build the warrior, '-' - remove the area, '+' - add the area, 's' - add the warehouse, 'f' - the forestry mode, 'b' - add trap, 'l' - build laboratory)

Title: Colony
Genre: Indie, Simulation, Strategy
Developer:
eugeniy_kh
Publisher:
eugeniy_kh
Release Date: 15 Dec, 2017

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Minimum:

OS: Windows XP

Processor: 1 GHz

Memory: 512 MB RAM

Graphics: Any

Storage: 10 MB available space

English







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A fun game in the Metal Slug tradition.

Terrific soundtrack.. Another fantastic DLC from the folks over at Kunos. well priced dlc and the cars and track included are amazing! as always they sound beautiful and provide a variety.. Nomad Games retroactively changes the terms of their contracts. I cannot recommend buying anything from this company nor will I do business with them again.

By popular request, here are the details for those who don't wish to read the comment threads:

To summarize, when Nomad Games released the Season Pass, the description said, explicitly and without exceptions or limitations, "Any future content released which is not listed here will also be included in the Season Pass."

Nomad then went and edited the page to add exclusions and then released a DLC that wasn't included in the Season Pass, despite their earlier written promises.

Unfortunately for them and their attempt to surreptitiously go back and change the terms of their promises, the full text of the original description is preserved for everyone to see.

<https://web.archive.org/web/20140111132045/http://store.steampowered.com/app/258817/>

[Now, it's entirely your right to say that this isn't, for you, a serious enough violation of their word to change your decision about buying from them, and that's fine. We all have different tolerance thresholds for dishonesty. But I personally can't recommend doing business with a company whose word means nothing and who tries to deny their wrongdoing by pointing at a page they conveniently edited \(unaware that this doesn't erase their tracks on the Internet or maybe just hoping that people are too stupid to find it\).. Updated review based on current patch.](#)

[PROS](#)

[Its fast paced and fluid](#)

[A classic remastered](#)

[Choice of overlay](#)

[Playable with just a mouse](#)

[Amazing game, so glad I no longer have to get my 32X CD out to play. The developers have done an outstanding job on this title and the continued development is amazing.](#)

[I have updateed my review to reflect the game after its first patch.](#)

[Thank you. This game is a true gem in multiplayer, but the AI is not worth a dime. I would say, it is the best game of the Roman period on a strategic and operational scale. The standalone titles are pretty nice, especially BoR and PAR. Supply routes and weather conditions are substantial part of the the game, the command chain is well done and leader abilities can change the course of war.](#)

Where light is , there is shadow. The worst on this game is the unstable engine, especially, if you run other programmes in the background. Furthermore you can search a long time for opponents, if you don't register in Ageod's Forum, which can be difficult, because there are constantly error messages, when I have tried to register and wrote four damn letters to them, but they don't give a \u2665\u2665\u2665 about it, so I would suggest, you better try to register BEFORE you buy this game, because once you learned it, the AI will be no challenge and no fun at all and if you don't know anyone, who play it, you find yourself in a ugly situation.

What is the final score? I would give the game 8V10 (10-2 points because of stability issues) and 0V10 for Ageod Forum. Since it is concerning the game, because there is no pbem server, I would take it in the multiplayer part and my final rating is 8V20.

.Still requires a great deal of work.

Adjusting the sliders and then clicking on next turn over and over until you have randomly saved enough money to do another action is repetitive and becomes boring.

More interactive and consequential actions are needed. And actually playing Santa Paravia and Fiumaccio enough times to understand the mechanics (or looking at the programming which I think was in BASIC) might aid the further development.. Terrible atm, will try it again in couple months see if they have debugged.

Right now unplayable.. <https://youtu.be/zRRc7zt6x5w>

Split control between keyboard and mouse may take some players a bit of time to get used to, once over that hurdle this puzzle platformer has a lot to offer.

At first it was good, it was made by people with experience but then nothing happened we got one extra dlc map and that's it. The game has supposedly been abandoned. Shame it could have been something.. Really enjoying this game so far! I haven't played much yet, but I can see myself getting way into this game. It's a very simple game but it's super addictive. It also makes full use of room scale. Plus it looks great in VR! Very pretty setting and the dragon looks awesome.

One thing I would like to see is a global leaderboard (I don't think this exists in the game yet?). Also a daily global leaderboard would be really cool, similar to what ZenBlade does. Other than that, I really don't have any suggestions!

My other favorite games for the Vive right now are ZenBlade and QuiVR, also the Lab. I think if you enjoy any of those you will really like this too!. Just like first game, Escape Goat 2 is a delightful game. This game adds more polish than the first, with allowing which rooms you want to tackle without having to restart a set of rooms and new mechanics, such as differing mouse abilities. If you liked the first game, you'll definitely enjoy the second.. Another abandoned early access game :(Much more fun than it should be.. Fun, and sooo pretty! Not my usual choice of game but I got sucked into it quite quickly. The simple graphics are rendered beautifully. The messages on the walls, and the few short conversations you can have with the NPCs, give the whole thing a mysterious, mystical air. The levels are designed well and the upgrade wells are a huge help XD Needs more players to populate the leaderboard though! Get on it! :D. Thouroughly mediocre and simple puzzle-platformer that certainly doesn't live up to the 'inforgraphics' premise, but at least I got it for free in the Humble Bundle. I think this would be more at home on Kongregate or something.. A very nice game with tricky puzzles. The graphics are not the newest but its still a game which can be very enjoyable because of the story. In addition you must save your game with small breaks because of the lack of autosave and of game over situations (fire in the woods or the stealth part) where you must load the last save you made. Because of this issue I had lots of replays because I forgot to save my game and I had to replay 3 hours of the game again.. As long as you know what you are buying when you purchase, you will not have any regrets with this title. It's not a new \$60 AAA game, it's not a mobile game, and it's not a single player campaign story mode with a multiplayer mode. This game came out before the current crowd funding alpha-release indie scene blew up. You might want some more features after awhile, or expect a larger community, but what this game offers is polish. It's not a broken release with a promise of "Bugs will be fixed later," it's polished and *released* as a full game title.

Some people will not enjoy this game, it doesn't appeal to all audiences and isn't trying to. However, the people who don't enjoy the game generally don't enjoy the gameplay - the game itself runs and handles fine. If this game looks like the type of thing you might find fun to try, don't think the negative reviews are due to this being a broken mess with wonky physics and terrible graphics - this isn't Fireworks Simulator or something. If the idea of getting in some tanks and shooting friends in a soccer match sounds fun then this is a great way to do it. People who complain about the weapon unlocking don't realize that the first weapon and upgrade are some of the best in the game.

Metal Drift is what you make it, and I can tell you personally that it has a ton of potential for people who give it a shot.

Oh and if you're on the fence about it, there's a free demo.

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