
X Rebirth Torrent Download [serial Number]



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About This Game

In the distant future, the X universe faces a period of profound and irrevocable change. While the universe stumbles towards an uncertain future, countless adventures await as new enemies rise in search of power. Enter a young adventurer and his unlikely female ally traveling in an old, battered ship with a glorious past - two people alone against the galaxy, playing a key part in the events to come. The fate of the universe rests in the hands of the player...

X Rebirth represents a spectacular new beginning for the X series, offering loyal fans and newcomers alike a vast, vivid and extremely detailed universe to explore throughout the game. Varied gameplay elements such as action-packed space combat, detailed trading mechanics and high-speed space exploration with fast travel allow players to experience a truly unique space saga that will keep them hooked for dozens of hours. **X Rebirth** features a whole new user experience - it is easier than ever to start with, and remains as deep as fans expect it.

FEATURES

TRADE! A fully simulated economy that means your actions really do matter. Travel the space highways to find profit in gigantic space cities, swarming with ships and drones.

++ Every ship you see has a task. Stop a freighter from reaching its destination and its cargo will be stopped too, causing prices to rise. ++

FIGHT! From small scale skirmishes to epic fleet encounters, battles in the X Universe know no limits. Choose to fight for the military, work for the police or be a lawless pirate, or if you prefer just fight when you need to defend yourself - it's up to you.

++ Take the action right into massive structures. Target turrets and shield generators to weaken your enemy, damage engines and jump drives to prevent their ships from escaping, or stop their factories producing to cripple their economy. ++

BUILD! Create your own empire! From trading stations to large factories, farms to hightech military complexes, everything can belong to you. Build for trade and profit or to strengthen your military presence and dominate your enemies.

++ Extend and upgrade your stations to make them operate more efficiently, with every element visible in glorious animated detail. Harvest your own resources to keep your empire running smoothly. ++

THINK! A rich, detailed history and a deep complex plot await you, but you are free to decide when and where to take part. Explore the universe at your own pace - choose your own path and create your own destiny.

++ Get up-close and personal with aliens and humans alike. Land on stations, meet people, then accept missions from them or hire them as crew members for your ships. ++

TRADE, FIGHT, BUILD, THINK... in the X Universe - the biggest sandbox this side of the galaxy.

Title: X Rebirth
Genre: Action, Simulation
Developer:
Egosoft
Publisher:
Egosoft
Release Date: 15 Nov, 2013

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10 (64-bit), Windows 8 (64-bit), Windows 7 SP1 (64-bit), Vista SP2 (64-bit), XP SP3 (64-bit)

Processor: Intel i-Series at 2GHz or AMD equivalent

Memory: 4 GB RAM

Graphics: Nvidia GT400 series with 512MB RAM or better, ATI 4870HD with 512MB RAM or better

DirectX: Version 9.0c

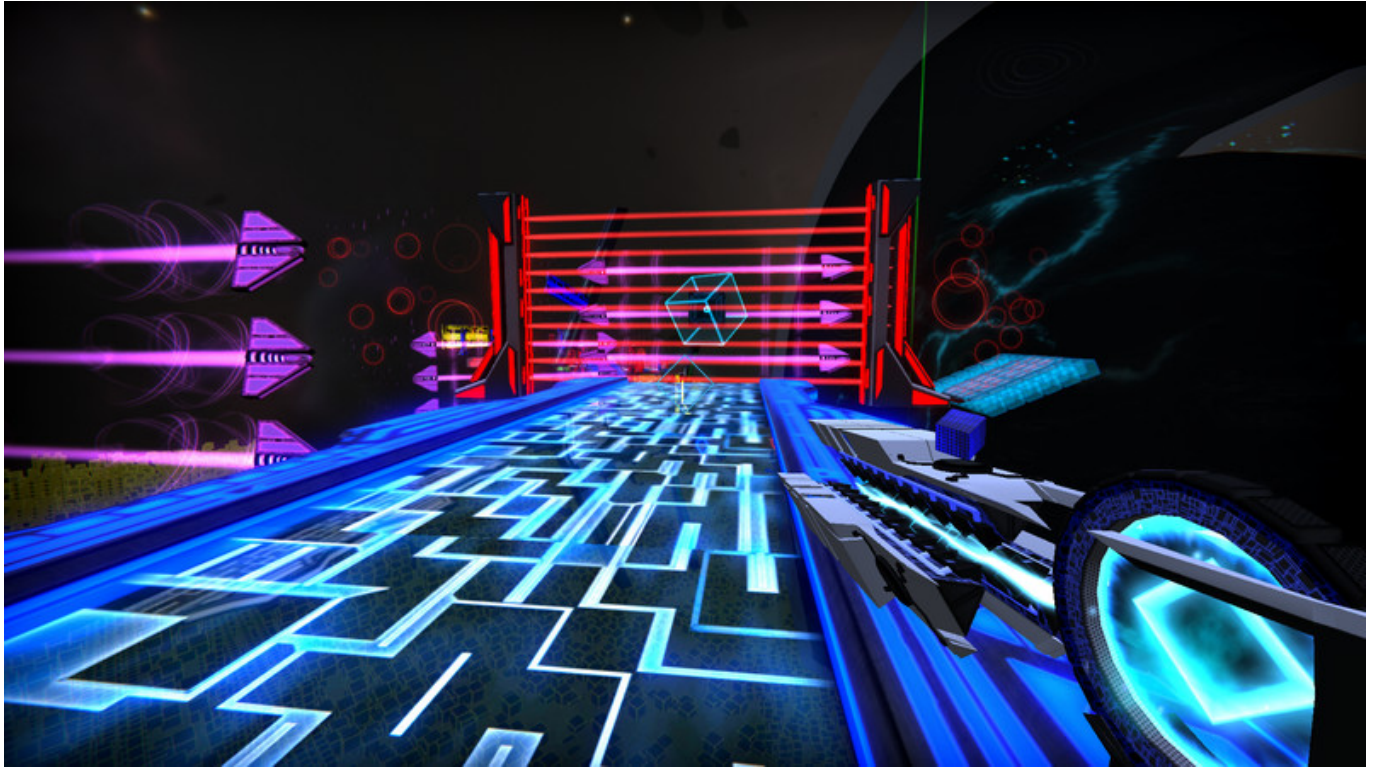
Storage: 8 GB available space

Sound Card: DirectX 9.0c Compatible Sound Card

English,German,Italian,Russian,Simplified Chinese,Traditional Chinese,French,Korean







Well there aren't any negatives, It's nice, apart from the price. But I got it in the sale so all is well. I'm kind of a poet but I didn't know it.. SUMMARY: very solid and polished early access game, but there are still a lot of things that I want to be improved.

Full review

I put Yes to recommend this game, considering this is an early access game.

BUGs

I got some minor bugs. Sometimes buildings do not being removed during railroad construction, but that's a visual bug and don't ruin the game. Right now didn't get any critical bugs.

Gameplay.

It's not a transport game - it's more economy strategy railroad game. So it has deep economy, but not so deep railroad construction features. For example, when you make a railroad junction, signals will be placed automatic. It's save you from routine signal placement, but sometimes I want to place them manual.

From other side - very nice train physics, that sometimes lacks even transport games.

-PROS

- it's really interesting to play
- deep economy
- multiplayer
- really cute animated buildings ^_^

-CONS

- no sandbox right now (but promised in future updates)
- no resource generation right now ((but promised in future updates)
- no manual signals
- cannot observe the map from a train. Yeh, it's OK.

The game is old-school turn based JRPG style, but the battle system is surprisingly fresh and fun. The equipment/stat building along with skill trees allows for customization rarely seen in a game of this type. It almost felt like Diablo, the way you would find a good piece of armor that has a lot of one stat, and then you'd think of how to rearrange your skill tree to best utilize that ability which leads to different game play types even among the same character. The fact that the characters can fulfill different roles as well as switch between play styles allows for a lot of customization (as opposed to optimization where there is only one viable build and you have to work to achieve it).

That being said, the story was bad. I stopped following halfway through because I simply didn't care. I lost track of who was doing what, and in the end, it didn't really matter. I was in the end game and started doing a lot of the side quests and then I thought, let's just check out the boss... I handily beat her in a few rounds and was glad I didn't waste time getting every ultimate weapon and catching every fish or whatever, because after I beat it I really don't feel any urge to pick up the game again.

So the game was worth a playthrough thanks to the surprisingly fun combat, but I'd wait until it goes on sale to get it.

- + combat
- + balance, customization
- + graphics, character design (love Joe Madueira)

- story
- first half of the game has little customization options so combat starts out by just continually tapping the 'A' button
- relatively short game
- little replay value

Fun, but probably won't last long in my memory~ 7/10

edit: my displayed play time is not real playtime. I left the game on pause when I went to work several times. I'd put playtime closer to the 25 hour range.. This game is alright, but I can't see myself playing it for more than an hour total. This game may be more suitable for kids. The price isn't too high for what it is, especially when I got it on sale for \$.89 USD. The steering for the penguin is done by moving your headset left or right which would be better if you had the option to change it.

Here is a video of gameplay:

https://www.youtube.com/watch?v=9MOsil_xJ7g. Overpriced even on half price. Don't waste money on this game.. In short, this is a great route. truly excellent. Let me explain why.

EDIT - I forgot to mention something in my original review. For customers outside the U.S.A. Metra and BNSF branding is missing because of licencing issues. Although I understand that having branding is nicer than not having branding. I didn't find the missing branding an issue and hence I forgot to mention this in the original review. Also a branding patch is available online.

The route is incredibly detailed, especially around stations. This combined with a truckload of new assets make many of the locations along the route very recognizable. Signage is also very nicely done, especially the whistle signs. I'm really hard pressed to find any faults with the route.

Now how about the included locomotives and rolling stock. Well, those are really rather good as well. I really love that the head-end power mode and the speeding and vigilance alarms are simulated on the F40PH. The only gripes I have with the F40PH is that the brake pressure gauges are a bit wonky (the brake cylinder pressure gauge always pops up to 64.5 psi even with the smallest possible reduction of pressure in the brake pipe, however if you check the F5 HUD, the actual brake cylinder pressure does rise with a reduction in brake pipe pressure properly instead of immediately popping up to 64.5 psi. After some reading on some forums, I learned that this might be a bug in the core simulator. If that is true, I can't really fault this DLC for that) and the cab signalling display seems a bit wonky as well. The cab signalling works great on relatively simple track layout, but as soon as the track layout becomes a bit more complex, the indicated aspects are all over the place and more often than not don't correspond with the wayside signal aspects. Because the cab signalling works pretty well most of the time, I didn't think this was a huge issue, just a minor gripe. The cab car is nicely modelled as well and, strangely enough, doesn't suffer from the same wonky pressure gauges.

As far as sounds go, I'm not that familiar with the real life sounds, but as far as I could tell the sounds are quite recognizable.

In conclusion, I only have a few minor gripes and I really can't recommend this route enough!. Good but \$13 is too much for what it is. Wait for a sale or get it on iOS where for some reason it's only \$5.. Alright well, two decades of flat monitor gaming didn't exactly put me in the best shape of my life. This game aims to change all of that. I got more of a work out in half an hour than I have gotten in possibly years. It's also very smooth and a lot of fun. I love the theme and loved the Rocky movies growing up so this game is a super win for me!

are there any lobbies for multiplayer that i dont know about.. Really enjoyed both Leaves games - The Journey and The Return. Graphics very different and refreshing. Game was flawless in terms of controls, ability to manipulate items or puzzles and the puzzles were a good mix of not too difficult and challenging. Very relaxing and enjoyable games. Wish there were more like it out there.. This games hasn't aged well. I love Might and Magic V and VI, and this seems like it would play a lot like them, but my love for those games is definitely founded in nostalgia. If you haven't already played this game, or the PnP game it's based on, you probably won't enjoy it.. i think that the controls are poo poo doo doo but maybe i'm just really bad at this game

or both. For what it is I had loads of fun. Bought it on sale for \$0.50 and the 2.5 hour campaign was pretty enjoyable. A decent little shooter at a great price that makes me go out and buy the sequels. Recommended, for this price don't expect AAA quality, but just have fun!. Clandestinity of Elsie is a unique rpgmaker horror game. It\u2019s got a good creepy atmosphere, and good story, and combat was ok. And even though it was short game it felt bigger when playing. Now for not really the bad but could have made better. One more monsters in the game, there are only four types of monsters, why\u2019ll the ones we got were somewhat unique, just could have used more. Then there are no bosses in the game, I don\u2019t know with story you could have had very unique bosses. You all so only have one weapon in the whole game, and sometimes the game can feel a bit unfair with how the monsters can come out of no where and get you. The game all so hold\u2019s your hand by showing you what you can interact with and the game is short. But with that being said the game is still a good and scary rpgmaker horror game and I would recommended it if you like monsters, creepy atmosphere, a good story, and rpgmaker horror games. This is the game for you.. Cool puzzle for smart boyyyyyys. It is a quick cute game. Almost gave me a Katamari feel. You start each lvl with a hole consuming more to get bigger with easy mild puzzles in each lvl.

I just wished there was more challenging puzzles and gameplay.
. I like da smily boulder's face: c:

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