
Empires Of Creation Portable

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About This Game



Title: Empires Of Creation
Genre: Action, Indie, Simulation, Early Access
Developer:
Bundle Of Sticks Studios
Release Date: 31 Aug, 2018

Minimum:

OS: Mac OS X 10.9.5 (13F1112)

Processor: 2.4 GHz Intel Core i3

Memory: 2 GB RAM

English

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I'm decent friends with one of the developers, so when he mentioned a game he was working on with his studio, I was excited. He gave me an alpha build of the game, so I categorized my impressions. Since it was an alpha, I wasn't expecting much, and first impressions were not great when the Menu sped up to 10000% because they forgot to disable Admin mode for the alpha build. However, after around an hour, I could give it a positive review because besides a few glitches, it's a fairly solid game with satisfying controls. Stretching across the galaxy might take awhile, but you feel like you're actually doing something either way, and the space combat is satisfying, feeling almost like a multiplayer version of Asteroid! While there are a few problems, like how the lazer based ships feel like pointing a lazer pointer at the enemy, it's a competent game, and is only going to get better as it is only in Alpha.. This is is Great, I've been looking for something different and I've found it in Empires Of Creation. it take some time getting used to, but it's so much fun when you figure it out.. I don't know how to play it. I think i need something to guide me,because the guide in the game is hard to understand, i think.. First I would like to say this is the best FPS / Rollerblading Sim game I have played. I would really like to see more dragons in the ginger bread house mission as currently the few I have encountered put my skills to the test as far as this RPG goes. The only bad part about this game is the screen saver like feel I get (rarely!). The other players I've engaged the have shunned me however, no responses as of yet, but as in my social life I will patiently wait for acceptance. Mind you this is the beta and I'm sure more improvements are coming (more dragons, a more expansive hair style selection, and bigger ammunition magazine for potatoe guns), can't wait to see this game at the next MLG event.. I won this game as a part of a twitch stream, given only seconds to choose a game. Out of the corner of my eye I spied this game and decided on it being my prize. So lets go over the pro's and cons at this stage in development: Pros: - Unique concept of fleet battles where fleets race toward one another and a digital flurry of chaos ensues. - Music that highlights both the intensity of battle and vastness of space. - Captures the feeling of a retro digital space conquering simulator. Cons: - Notable game breaking bugs that impede progress and sometimes render save files useless. - While giving the player choices on ships, the player will soon understand that only a handful of ships are useful in combat. -Many of the systems and ideas are still at an early stage and function below expectation. This is not to say that I haven't been excited for this game. I still remain excited for this game. However, the last update from the studio seemed to indicate the company will be pursuing other games for the financial health of the company before finishing and completing this game. If you would like to buy this product and support the team, know you will be getting an unfinished product that will most likely remain unfinished for a while. Yet in the same breath, I wait with hopeful expectation for the end result of this game.. There's basically no game to play here. Right click in space, a ship icon representing the fleet flies there, nothing to interact with. If you stumble upon a non-orange ship icon, the game loads into a fight like on the video, but you don't have any way to interact with anything. I wouldn't even call it a screen saver.. Great gameplay and mechanics, enjoyable right from the start, poorly optimized for low end systems though. Arena mode is excellent and addictive.. The game in its very early access state is in essence a space dog fighting game, with a dynamic combat mechanism already in place. So if all you want to do is fly about on a starry background fighting pirates, using a range of ships then this is a solid game for you. Although I imagine Empires of creation has the capabilities of becoming a well-rounded game in the future, however some changes are required. These could include game objectives, a helper guide for new players and the fixing of some bugs (bugs include game saving/ may be just my pc). Most importantly it would be good if there was a way to win/complete the game (if there is then I have no knowledge of it).. it may take a while to move but it is a good game with lots to do and you have to take in mind that it is only a beta

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