



Excelia is the opposite of Vinty. Tall, pretty, successful, yet fake in many ways. She matured through the events in WOWI2, but there are many more lessons ahead.

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About This Game

Space Flight Mining Simulator, with a Psychological Survival horror twist.

Live the life of ordinary Deep Space Asteroid Miner, that wakes up everyday enslaved to mine asteroids for precious resources and minerals, while being under surveillance and supervision of an advanced alien A.I. controlled mega mining corporation A.R.M.

All while the Andromeda Galaxy is doomed to collide with the Milky Way, is all hope lost. Is there no way to stop it? Can some unlike heroes from different species set aside their differences and utilize each other strengths to endure fate, adapt and overcome destiny. Find a way to escape the mining prison barge, and safe your Family!

ARM will be remembered as a unique Classic of being a vulnerable space miner trapped as a prisoner aboard a mining barge converted into a prison for asteroid miners. Wake up, Mine, explore, then use your wits and skills to find a way to escape the barge and find her family.

Work as a captive Asteroid Miner, pay off your debt, or find other clever ways to escape the malevolent AI overlords, orbiting Earth

- +Worlds First Space Mining Flight Simulator**
- +Science based GeoPhysics inspired by Thermodynamics and Aeronautics**
- +Simulated Newtonian Physics based on Real factual science simulations**
- +Procedural Generated near infinite "Open World Multiverse" (Player is reborn, as the consciousness has been**

trapped and now controlled by the AI)

+Fully Destructible Environments, mine asteroids and collect minerals to trade or have crafted

+Trade with merchant ships, while avoiding hostile raiders and rival mining corporations

+Find tools and have them crafted them in order to escape the prison

+Component and Systems damage, oxygen, water, fuel are only some of the systems set in play for survival

+Episodic content including rescue, repair, racing and archaeological missions (EP1 currently in Early Access)

+Psychological Survival Horror mixed with Anime style Quest and RPG elements

+VR Oculus Rift and HOTAS/Gamepad Support (Vive HMD support coming soon)

+Community driven receives points and rewards for finding bugs and coming up with new ideas

Can you be clever and find a way to escape the prison of being a slave space miner? Then build a mining fleet and become the wealthiest miniMofo in the Universe?

Episode One EARLY ACCESS (*ND crew vows to continue to support Planetary Prospectors for years to come*)

Bonus Future Steam Early Access for ARM:Planetary Prospectors Episode II

You have to wonder, "Am I free to be a slave, or is the AI messing with my mind?" There's only one way to find out. Hatch an escape plan while you mine for the Company. Pound lasers into asteroids long enough, you might find an alien artifact and never work again. That is, if the pirates and corporate raiders don't get there first. Their lasers are bigger, no offense, but you can upgrade, craft tools, and raid other mining camps for supplies. You do what you need to survive. Unless the AI controls you. Then all bets are off.

Your life in the 99% isn't easy, not like the old days when there was enough for everyone. A debt slave to the Megamine Corporation, you scrape asteroids in the hope that one day you'll find your little piece of the pie, just enough to peel off your bondage license and buy a ticket back to Euloo New Earth II... If you don't die first.

'Cause dying is easy. Plenty of Luckless out here, poor bastards done in by ruptured oxygen lines, damaged comms, or off-kilter nav kits, the standard end-of-the-line equipment your credit chit can afford. That's not counting the gas itself, which you extract night after night for propellant and Megamine profits. Sometimes, it propels you, deep into the everlasting darkness.

Nights are all the same. Wake up in a cage somewhere outside Koops Asteroid Belt, take orders from an evil machine, pound rocks all day will lasers and, if you're lucky, slide some home brewed Hava past the collar to unwind.

It's a lonely line of work, your friends being not so trustworthy, but there's always the odd pirate ship to keep you company and spice up your day, even if it is your last. Megamine isn't the only big player out here, and the gas isn't the only treasure.

Ever since Deepworld scientists confirmed the existence of microbial life somewhere in the vicinity of Eeloa, your stomping ground has gotten a whole lot more crowded. Aliens are in vogue, and finding the first signs of intelligent life have brought out the crazies. Yeah, even crazier than you.

Just yesterday, the crew next door went off the reservation when their Debris Field Scanning Analyst (DFSA) identified a very strange anomaly coming from an oddly shaped asteroid. Could have been a wild goose chase, 'cept they didn't come back.

Wake up! Megamine just tasked you with finding them. Your orders are to fly into the asteroid tunnels and see what happened.

Just another one of those crazy dreams, this time without the night tremors...Well I better get out of bed, before that Xterminator comes for inspection. I really rather dream of breaking out of this prison, and find my family, that I only have a photo of ...that is...if they are still alive.

Try not to be a Luckless.

Daily Journal -Mining Cycle 632

Dr. Whoknows
Slave Space Miner Tag #3-259-00-9201

Still Early ACCESS our graphics and gameplay are subject to change. We reward our Community for making suggestions and finding bugs. We are an indie team that will keep ARM in EarlyAccess until it is ready to LAUNCH! Expected Episode ONE for Fall 2017. Come join the Community and make a difference and real impact!

If you are having any difficulty with the game, reach out, and report it to us first before putting negative comments. We want to work with you and make ARM a memorable and amazing game that players will appreciate for generations to come.

Title: ARM PLANETARY PROSPECTORS Asteroid Resource Mining
Genre: Action, Adventure, Casual, Indie, Racing, RPG, Simulation, Strategy, Early Access
Developer:
NeFARiOUS Dimensions iNteractive, nDi
Publisher:
Nefarious Dimensions Inc.
Release Date: 15 Sep, 2015

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Minimum:

OS: Windows 7

Processor: Intel Quad Core Duo 2.20 GHz or equivalent

Memory: 8 GB RAM

Graphics: 2 GB video card Dedicated DX 11 Compatible GPU

DirectX: Version 10

Storage: 3 GB available space

Sound Card: generic

English





Go!Go!Radio
8-Bit Edition

FOXSYNERGY
DISCO IS UNDEAD



SCORE: 283

BEST SCORE:

PENALTY: 278

4376



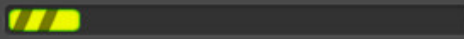
STEAM RANK:

OTAKUMAKER SARL

RANK: #1 SCORE: 4376



STEAM: CONNECTED



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BACK MENU

arm planetary prospectors asteroid resource mining

Full disclosure, I'm friends with the developer of this game and do not write a lot of reviews so this may be a little all over the place. That being said, when I first picked up this game, it was primarily with the intention to support my friend. I'm not usually one to play many of these small cheap games. However I found that after I purchased this game, it's actually really damn fun. So far I've put about 5 hours into it, so as far as value for money goes, it's awesome, best \$3 i've ever spent. The mechanics that I found quite annoying at first, I realised are actually the reason I've kept playing, they keep the game challenging. I've also found that the game is particularly fun when you have friends playing it as well, trying to beat each others scores certainly keeps it interesting. Highly recommend this game, particularly if you're looking for something to do for 10 mins while waiting for a squad or party in another game!. Great Game!!!!!!!!!!!!. A MetroidVania game with horrible controls. The idea was good, but the execution was so bad.. Awesome environments 10/10. Decent choices game. There's good world building and the lore is nicely woven into the text without feeling forced. I liked the plot, though there could have been more meat on it, it also feel like it could've been longer, like the Epilogue could've been another full game.

While not the most exciting game, it is very helpful with learning the syntax for HTML. I would love to see more titles, Python or C++ would be cool.. Good as I remembered it from the 360!. I keep having my game crash at the area just in front of the cottage when going outside to solve puzzles. I have no idea what to do there, as no parts of this puzzle light up. After looking at it for maybe 15 seconds, the game crashes every time. I'm not sure I can advance past the first part without completing this puzzle and not sure how to fix the game repeatedly crashing? Bummer, because point and click puzzles like this are my jam.... While the game is fun, the units are super weak individually. There is almost no balance because there are a few obviously best ways to play, and not much variance in how you can use units. The AI for your units is very basic and really needs even better basic pathing, and it will let units sit and attack from ranged and your units just sit there and kill them. I tried the campaign and it's borderline unplayable because of the unit AI. You have to micro def and attack and everything else manually because the AI cant handle it. The fact that tanks/walkers can instantly kill infantry makes them mostly useless, and the ground units that can attack air units trump all the other ground units because its not like any of the units are even that effective, except vs like one other unit. but you can't just use all the units because if you aren't microing your tanks, xenodogs can instantly kill your army when they die. Next is the AA turrets and the insane dmg they have (almost insta-kills and the invaders one has multi-targeting). This game has so many balance issues its not a good buy. I would keep on looking for a better RTS while this one *might* get fixed in balance. But while tanks kill everything while stutter stepping, I dont see the point and the dlc/soundtrack isn't worth your money. If you want a more balanced and fair experience of buy forged alliance. And while yes, people don't like to compare the two, it's a much better RTS.. Been playing this game for almost an hour now, and let me tell you how fast-paced this game is.

I definitely recommend it for anyone out there who digs reflex-based games or is subscribed to Vr/sweatpalms.

It's definitely repetitive, but that's a good thing in this case. You're on a fixed map that keeps getting filled with enemies and bonuses, and it's up to you to beat back the horde and collect as many points as you can.

To tell the truth, I bought this game because it only had on review, and it was negative. I had to give it a fair chance, and what do you know? It kicks\u2665\u2665\u2665\u2665 I put it right next to Agar.io, Slither.io, and Unpossible. (Also very gratifying since I made the #3 spot on the leaderboard in under an hour hahaha suck it...). This is more like a port from a GEAR-VR, there is no in-out/side-side recognition making this a nauseating game for most. The shuttle pad is moved only by your head also meaning you have to flail your head around trying to hit the ball. Just wish I had tried it out when I purchased it so that I could refund.. Super fun Game! I don't like a lot of games but my friends said i should try this one out. So happy I did. I had a lot of fun picking out my character. The music is awesome. I think it's funny when you step in the blood of who you killed it leaves foot prints with their blood. I will be telling everyone to play Bit Dungeon III!

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