
Free Download Space2D



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About This Software

Space2D allows you to create highly detailed space scenes in seconds, generating stars, nebulae, suns and planets on parallax layers. Create parallax starfields and nebulas for space shooters, beautiful night skies for platformers and RPGs, and detailed spacescapes for visual novels.

Key Features

- Procedurally generated stars, nebulae and clusters.
- Over 30 planets with endless colour and ring combinations.
- Procedurally generated close-up planets.
- Dynamic lighting based on sun position and brightness.
- Export layers individually for parallax.
- Export in resolutions from 640x360 to 3840x2160.
- Regenerate only the layers you choose to.

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- Apply filters like pixellate and exposure.
 - Use and adapt images in your games and projects royalty-free!

Title: Space2D
Genre: Animation & Modeling, Design & Illustration
Developer:
Brainchild
Publisher:
Brainchild
Release Date: 10 Jun, 2018

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Minimum:

OS: Windows 7

Processor: 1.8 GHZ

Memory: 2 GB RAM

Graphics: NVIDIA GT/s 4xx or equivalent

DirectX: Version 9.0c

Storage: 250 MB available space

English

Knob turns but won't open.







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My pedigree: ~500 hours Shogun 2 (+Darthmod), ~300 hours Warhammer 1, mostly played Very Hard.

I'm not a Total War expert but I understand most of its principles. Though I'm only a few hours into Three Kingdoms I'd like to point out some highlights here as most reviews I read were too abstract and didn't signal the major differences 3K has from older Total War games.

Military:

In general battles resemble Shogun 2 with its spear/sword/ranged/cavalry/siege basic archetypes. Units are arranged to maximize rock-paper-scissors match-ups, and generally volume wins. However there is the notable shake-up of:

-Romance Mode- this essentially makes the generals like heroes from Warhammer, for better or worse. Strong 1v1 generals will win battles, period. Dueling and killing generals will crush morale and cheese fights just like targeted damage spam from Warhammer. The AI is quick to accept and propose duels it cannot win, and even when they reject them you can simply right-click on them and get the same result. So far I have not seen any troops be effective against high-stat generals \u2014 it's common to outmaneuver an invasion using your garrison troops to route the enemy only to have their general stick around and solo your remaining squads.

Of course if you don't like that you can simply play Records mode, which I haven't tried yet.

-Roster-

Although all units fall into classic archetypes, there are more units than reviews insinuated. Most of these are gated behind general archetypes and technology. I can see these units substantially affecting the outcome of fights if you can afford them. An example: auto-crossbow units from high-Cunning generals will grant you a highly cost-effective ranged unit at the expense of a very weak general. This might be a good choice for a defensive army that has walls to garrison.

-Military Supply-

This is the largest difference from previous titles in terms of military. All armies have a pool of 100 supplies that slowly fills in your own territory and rapidly drains in enemy territory and during the winter \u2014 30 lost to enemy territory, another 25 for winter (even in your own territory). Once your supplies hit zero you suffer massive attrition losses. This can be improved with infrastructure and character traits, but without significant investments the net effect is that distant campaigns and prolonged sieges are extremely high-risk. Aside from conquering armies and settlements there are no effective ways of replenishing your supplies during an invasion. This, combined with the very slow replenishment of supplies and mustering of replacements, forces you to be very deliberate with your aggression and defense. Gone are the days of spamming Ashigaru to handle an unexpected attack, or endlessly raiding a territory while waiting for reinforcements. Likewise the AI can't use these strategies, solving the cat-and-mouse games everyone hated in Warhammer.

Strategy layer:

This is where I feel this game really shines compared to its predecessors. There are many new mechanics here that are brilliantly interlaced. One decision often begets 6 more, requiring lots of forethought.

-Commanderies (a.k.a. provinces)-

This has been made far more complicated than previous titles. The game features a massive web of building trees, each replete with collateral effects and synergies that make you consider the province as a whole rather than the usual one-problem-one-building method we're used to. Compounding this is the commanderies system \u2014 known as provinces in Warhammer, these are groups of territories that are designed to be held together. One territory of a commandery will contain the city and most of the buildings, while attached territories will contain an exclusive building tree. Because building synergies are so powerful you are highly incentivized to own an entire commandery instead of mere

parts. This adds more intrigue to expansionist aggression as well as the excellent diplomacy system \u2014 with good relations the AI will gladly trade territories of equal value with you.

-Staff-

Managing your administration is a large component of 3K. Even with optimal buildings you will not have enough income without the right staff multiplying their benefits. Each staff's personality quirks will play heavily into what managing them will entail \u2014 in general you want to hire like-minded people to reduce conflict and maximize satisfaction, but it is also important to hire personalities who satisfy the needs of your economy (vanguards are better for industry, commanders for peasants, etc). Black sheep can still be effective so long as they're kept away from their associates. Failing to satisfy them can have heavy consequences \u2014 people with significant power in your government can even start a civil war. In my first run I found myself occasionally firing people I hired with insufficient foresight to avoid showering them in promotions or letting tensions boil over.

One final layer worth mentioning: all of these characters are persistent and historied, often having served other leaders before you. This mostly has implications with Espionage which I'm not experienced enough to talk about yet.

-Diplomacy-

In Shogun 2 all of the leaders seemed like schizophrenics with borderline disorder, refusing trade and breaking alliances randomly. In Warhammer diplomacy was hardly possible at all. From that low bar 3K has made massive improvements. Leaders are generally more reasonable and fit their ascribed personalities well. Diplomatic intrigue has so far satisfied me more than any Total War or 4x.

The same diplomatic options from Shogun and Total War are present, but you will find yourself taking advantage of them more often. Items, payments, and marriages can be used to appease leaders into treaties and trade agreements, and territories can be traded to mutual benefit. Enemies can be effectively extorted when their backs are against the wall. Cao Cao can stir the pot with the ability to start proxy wars.

The confederation system is the icing on the cake. Forging large confederations will require you to navigate carefully, as new members must be approved by a majority of existing ones, and voting in opposition of members will sour your relations. Furthermore people will not be interested in joining if your confederation is weak. That means order is important, and you will want to confederate with the most widely liked and powerful factions first. All of this complicates your expansionism, perhaps forcing you to take risks on distant campaigns rather than upset an ally, or an ally's-ally, by attacking your borders.

Performance:

If you're a Total War veteran you know why this section is here. I'm playing on [this rig](#) and the game runs flawlessly on a 2k 144hz monitor and looks great even with swarms of units on screen. If you're new to Total War and don't have an SSD, buy one. The more battles you have the more time you'll spend loading. I've been enjoying 5 second loads on my M.2.

TL;DR

In total the game becomes slow and deliberate compared to its predecessors, which largely devolved into paint-by-numbers spamfests. Controlled growth is key, and many decisions will require you to think several turns ahead. If you're playing Total War with an emphasis on battles with diverse armies and lots of spectacle you will be more at home in Warhammer, but hardcore strategists will love this game.

I hope this wall of text was useful. Otherworldly and haunting. It reminds me of the experimental games I played a lot when I was younger. Try things out, try to understand, see what you find.. little hard to get used to at first but i love the quality of how it runs. rate 9 stars out of 9.5. Cool locomotive btw where are the Direct Rail Services, Chiltern Railways and TPE (Transpennine Express) Liveries? I want them liveries plz. Great character art, story and character development. Feels very much like a traditional JRPG, but with a very different battle system that involves a card system that will feel somewhat like rock-paper-scissors (there are ways to predict though, so it's not blind luck).

Overall I really enjoyed it, got attached to the characters as you learn about them throughout the game.. The game seems like it has an enjoyable premise. I went into it expecting something mildly similar to the "Super Adventure Box" in Guild Wars 2 and I wasn't disappointed in that affair.

The game has seen considerable improvement as time goes on and the developer is both open to player feedback and quick in resolving bugs and glitches.

From what I've seen of the game so far there is definitely room for improvement, but it appears to be on the right track.. Though overall nicely drawn, the hidden object puzzles are a pain in the ****. Some items can't be found because they are either obscured by an other item or just too plain dark\mushy\otherwise unrecognizable. It lacks voice acting and in my opinion lacks some atmosphere, not really recommended as is...

Really average, you should stick to Max Payne who is clearly the inspiration for this game.

It was fun for a while though and I did finish the whole thing.

Buy it only if it is on sale and really cheap.. Not bad, it's a cellphone game. No more than that for 1\$.

The controls are pretty awfull.. Enjoy playing it together with my 5yo daughter, it's a perfect game for playing with kids.. This game is just awesome. The graphics, animation and the way the story is handled is a picture of what VR can be... Joseph Stalin, Lord of All, has blessed us with this masterpiece of a game straight out of heaven. Best 54 cents I have ever spent.

It's a Doom style Battle Royale game. It incorporates Russian/Slavic memes into everything, and does not take itself seriously. Meme games are, by default, bad. But this? This is glorious. Extraordinarily funny. Gopniks screaming at you, vodka everywhere... It's a shame the servers are dead and you are easily killed by wolves. It has enough potential to have a dedicated playerbase if the developers work on it a bit more.. I love this game <3. Better than I expected from the videos. A lot of potential with this one, feels fun already.. Ive been playing this for the last few hours and I am not dissapointed. I have loved the 2-D Version and this is amazing compared to the 2-D one. This is a really great simulator!. Yakuza 0 is like a fusion between the open-world gameplay of Grand Theft Auto and JoJo's Bizarre Adventure, complete with all the absolute absurdity that implies. Opponents can and will be impaled with daggers, have their faces crushed underfoot, be pulverized with a baseball bat, or have their necks snapped, and walk away after the fight completely fine, with nothing to show for the life-ending punishment they have undergone but a few bruises.

Contrary to what one might expect, though, this doesn't detract from the game at all. The game is a master-class at the uniquely Japanese story-telling practice of juggling dramatic tension with over-the-top insanity. Because of the atmosphere this lends it, the practice of having actual fights be mechanically no-holds-barred without anyone actually dying as a result doesn't feel out of place.

Paradoxically, for the same reasons, it doesn't become jarring when you go from pounding a street hooligan into the dirt with a bicycle to progressing through the game's much more serious, grounded story. The game has something for everyone; whether you're looking for a satisfying beat-em-up, an open world that's packed full of distractions to a ridiculous degree, or a tense and thrilling gangster drama, Yakuza 0 will not disappoint, as long as you're willing to tolerate, or outright enjoy, the game's rapid-fire juggling of tones.

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