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## About This Game



**“Colonisation failed... Un-aesthetic environment played a pivotal role.**

The colony survived nearly seven years before a serial killer claimed her first victims, thirteen more soon followed. After she was caught, and publicly killed, there was a spate of copycat killers. Scared people turned to charismatic cult leaders and mass suicides soon followed. Violence erupted everywhere and society broke down. Soon after, a suicide bomber wiped out the

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remaining infrastructure of the colony hub and the remaining colonists perished during a harsh winter.”

### **Enter the brutal world of colony prospecting.**

You fly from planet to planet, laboriously scanning them to assess their habitability, and to rootle out their secrets.

This one is toxic and has no water. This one has a god-like being unwilling to share. This one has no resources. This one has giant sand-worms. This one has crushing gravity... yet it also has fresh water lakes, and enough resources to take a colony to space-age tech. There's food here too, strange fruits growing on thorny trees. A 67% chance of colonisation. You send down a pod.

**“Colonisation success...** Earth has sent your payment. You've unlocked Bio Research Colony Pods and Physics Station Pods.”

You're on your way back to Earth to restock colony pods and surface probes. A Groshwi Colony Ship blocks your jump-path. You open fire with your lasers, enhanced through setting up a military colony. You destroy the ship. From it's wreckage you find materials for crafting specialist pods.

At Earth you restock your colony pods: 3 standard pods, a physics pod, a prison pod, and another military one. You apply to take a tourism pod but Earth refuses. They only allow prospectors to set up tourism colonies once they've discovered a Gaia World.

You fly from planet to planet, tirelessly scanning them to assess their habitability, and to hunt down their treasures.

This one is terrible, no air, no water. This one is already colonised by the A.I. You attempt to hack the colony and fail, they fire at your ship and your engines take damage. You fly on. This one has high-functioning apes, but they are peaceful. The air is slightly toxic, but there is water and food. Resources only take the colony to industrial era tech but Earth is still willing to pay. A 72% chance of colonisation. You send down a standard pod.

### **“Colonisation failed...**

Perhaps it was inevitable. Within twelve years of the colony being established the native apes began to learn from the colonists. First to use tools, and then how to communicate. In the thirtieth year they learned how to kill. At first, they began attacking in small groups, testing the colonies defences. Soon after, they launched an attack with hundreds of thousands of apes and overwhelmed the colony. They killed thousands of the colonists and enslaved the rest. Perhaps, fortunately for the colonists, they all died in captivity after contracting a venereal disease from the native apes.”

## **Features:**

- Infinite planets to scan and explore.
- Ironman mode
- 40 thousand words of descriptive text.
- 20 different colony types to unlock and establish each offering different bonuses.
- Crafting system.
- Gas-giant mining.
- Random encounters.
- Space music

## **Who should buy this:**

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- Gamers who don't need a detailed story.
  - Gamers who enjoy calming, repetitive tasks, and reading.
  - Gamers who need a challenge.
  - Gamers who don't mind failing.
  - Gamers who enjoy Nethack-esque games.
  - Gamers who like to work some things out for themselves.

### **What else does this have:**

- A background universe – There are three races in the galaxy trying to colonise it. None on friendly terms. Earth starts off way behind. It is possible, though ridiculously difficult (really, so, so fracking hard) to catch up and even begin eliminating the enemy. All of this is done through establishing colonies. Every colony you set up speeds up Earth's growth. Setting up military colonies and other specialist ones can slow the enemies. At the very least, the one screen that handles this background universe can be screenshot for bragging rights!?!)
- Missions – there are things you can try to accomplish in the universe, like finding the 20 statues dedicated to the mysterious First Empire. None are compulsory though.
- No limit caps – there is no cap on how much you can do. You can, should you choose, set up a hundred military colonies (which boost your lasers each time) and eventually be able to take on A.I Battleships, but you'll probably die or get bored first!!

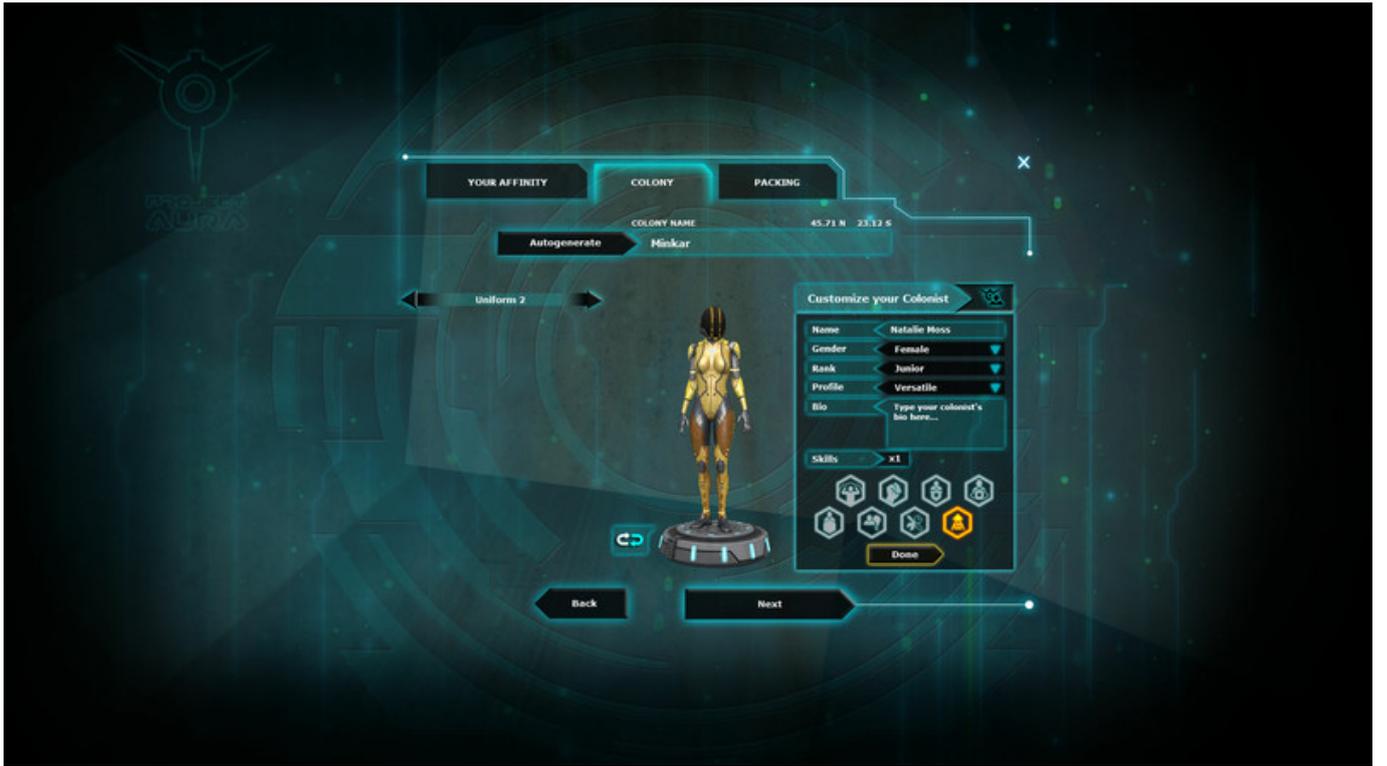
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Title: Colony Prospector  
Genre: Indie, Simulation, Strategy  
Developer:  
Mykel Flynn  
Publisher:  
Mykel Flynn  
Release Date: 25 Apr, 2018

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English







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It's a pretty straight forward documentary. I was hoping for something that captured the passion of the industry and the people who helped create it, but it's mostly people from the industry reciting facts about the business end more than anything else leaving it kind of flat. I'd rate this one about a 5/10. Worth watching for the info, but don't expect charm or nostalgia.

Better documentaries about the subject include Atari: Game Over (Currently on Netflix) and an older one about the History of Video Games that aired on the Discovery channel a long time ago which covers Pong to the first Game boy (which you can find on Youtube) <https://www.youtube.com/watch?v=empni1yCPqw>

. This is the software God uses to make galaxies. Play in room scale so you can throw the star matter to form your own nebulae. Balance them on the end of your controller and maneuver them to your mouth and eat them. All the while listening to your favorite psychedelic music. Pink Floyd's "Wish You Were Here" works just perfect. Gotta try The Grateful Dead's "American Beauty" next. An essential Vive experience.. me (spoiler)pinoy(/spoiler) me like. Love this game! I have so much fun playing this game, since i have bought it on the steam sale i have a hard time choosing between this game and all the others! <3. Protag is a bad dryad.. she should feel ashamed of herself for what she tries to achieve..

Pro:

Really amazing background and characterdesign

Multiple ways of failing

Cards

Achievements

Rather good storytelling

Possible uncensor with keyword

Con:

The music... really?... songs for children as bgms? xD (itsy bitsy spider and co) While hilarious... sadly unfitting..

The story didnt really touch me yet was not bad in itself and its kinda a rapestory aswell - love potions to get laid is not an accepted one..she got punished for it though.. so its... questionable in terms of karma and moral

7/10

Best on sale - its sometimes 75-80% off

Not really suited for children.. maybe 17++ (with and without uncensorcode). Pretty dang fun, although the movement and combat feels a bit clunky. If they worked on it a bit more, it could be incredibly fun, something like Fire Emblem.

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This...is...MADNESS...!. If your hard up for a Dungeon Masterish feeling you may like this.  
Keep these things in mind before buying.

No resting. At least no way I have ever found. You need to just sit there and wait for health and mana to come back.

Clunky combat and not balanced at all. A bat or rat can very easily wipe the whole party.  
And if you get more than one at a time or right after each other your screwed.. I love how there is more option to move in this game. I do not know how to use this add-on. I bought it in order to increase the look of my cessna dashboard.

I have paid for this add-on and reached out to ask for support when i couldnt see any changes and i have not received an answer.

Does this add a plane to my choice of planes? i do not see that there is a new plane added. I also do not see any changes to my existing cessnas.

Due to not seeing any change or a new plane and not receiving any clear instruction i asked for a refund within 4 hours, but my refund request was denied and no one explained to me how to use this add-on.

When i download the manual for this add-on all i see it control instructions, this does not help me because i do not know howto add the plane.

How do i use this add-on, can anyone help since obviously i am not getting a refund?

. If you enjoyed Tiny Bang Story, you'll enjoy this. They're pretty similar, but with voice acted cutscenes and a mildly intriguing story.. got it working now so game on!--

still think comm2 is better. the gameplay is smooth and the style is really fnaf like i really love this game!!!!

**“Fantasy Hero Manager” Launch:**



THE PREMISE. **Void Monsters: Spring City Tales (already released):**  
[http://store.steampowered.com/app/807060/Void\\_Monsters\\_Spring\\_City\\_Tales/](http://store.steampowered.com/app/807060/Void_Monsters_Spring_City_Tales/)

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Something to play before Colony Prospector comes out!. **Colony Prospector Mobile Edition - Available on Play Store and Amazon:**

Playstore:

<https://play.google.com/store/apps/details?id=com.colonyprospector.rpgmakermv>

Amazon:

[https://www.amazon.co.uk/dp/B07DFQ2TZ4/ref=sr\\_1\\_1?s=mobile-apps&ie=UTF8&qid=1527850185&sr=1-1&keywords=colony+prospector](https://www.amazon.co.uk/dp/B07DFQ2TZ4/ref=sr_1_1?s=mobile-apps&ie=UTF8&qid=1527850185&sr=1-1&keywords=colony+prospector)

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