Fringes Of The Empire Download Code

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About This Game

- Science Fiction Post-Apocalyptic Space RPG!!

- Roguelike RPG + Top-Down Shooter = Fringes of the Empire

- 2D classic retro-style gameplay

- PC XBOX Controller Support, with other controllers to be supported soon

- Fully custom engine for Windows systems

- Mix of techniques: pixel art alongside 3D and 2.5D shading techniques, specifically tailored to Desktop systems

- Tell your own story: Extensive modding features allow you to quickly create your own game content using included graphics or custom ones (total conversion is possible)

- This isn't just shoot shoot shoot, you have to participate in the game's plot

It's the year 2600 AD, and the Earth is devastated by a hundred-year long war with a rogue A.I. superbrain. After awaking from cryonic sleep for over 300 years, you discover your parents are dead and you've been picked as the pilot of a salvaged pre-war vessel. Quickly renamed as the UFS Intrepid, the experimental craft was pieced together by engineers working in the Cheyenne Mountain Complex, Old Earth, Terran System.

Your first mission is to go where no one has gone for hundreds of years: to the very station that destroyed planet Earth.

Soon you discovered you're recruited into the UFSE, a growing multi-species stellar federation that is just beginning to explore the galaxy near their homeworlds. Powerful alien species and the run-of-the-mill riff-raff face down in the cold blackness of space. Remnants of the old empires hold clues to your survival as you build one of humanity's greatest achievements: the deep space station named Starbase Central.

Soon after your maiden voyage, your newly recruited crew is not all human: the UFSE is a diverse and growing stellar empire with several species recently allied. Your job is to go out and explore the galaxy and bring back whatever artifacts you can find. To fuel your vessel and build out its exofighters, your crew will spend time mining asteroids and exploring planetary bodies. After a long day of work, you might treat them to a burger at Moburger, the local interstellar fast food franchise.

This game has been in development for several years. The legacy "GameMaker" version has been made available to purchasers of this game as well as an added bonus.

Plans include to provide Workshop support, once the core game is complete, to allow players to mod the game.

Title: Fringes of the Empire
Genre: Action, Adventure, Casual, Indie, RPG, Early Access
Developer:
Lost Astronaut Studios
Publisher:
Self-Published
Release Date: 16 Nov, 2015

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Minimum:

OS: Windows 10

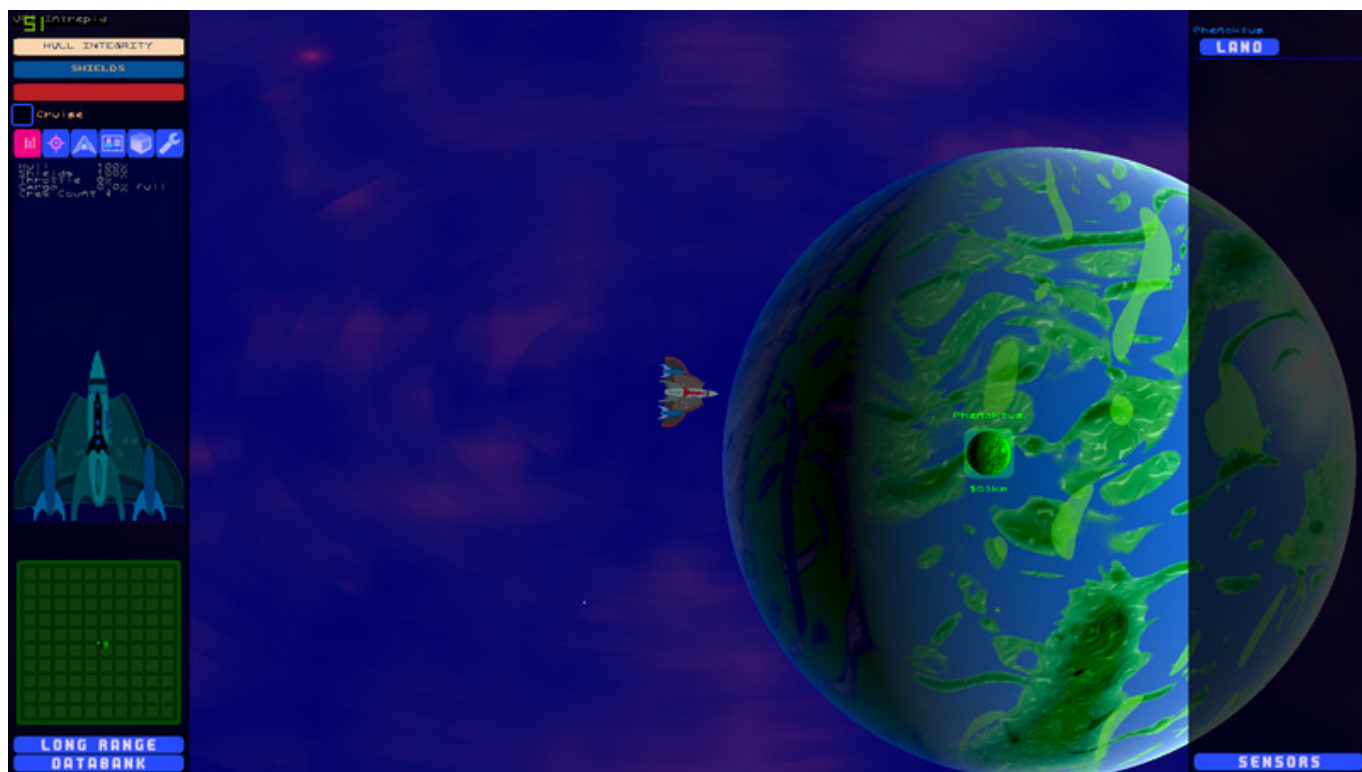**Processor:** 2 GHZ Duo Core or Better

Memory: 4 GB RAM

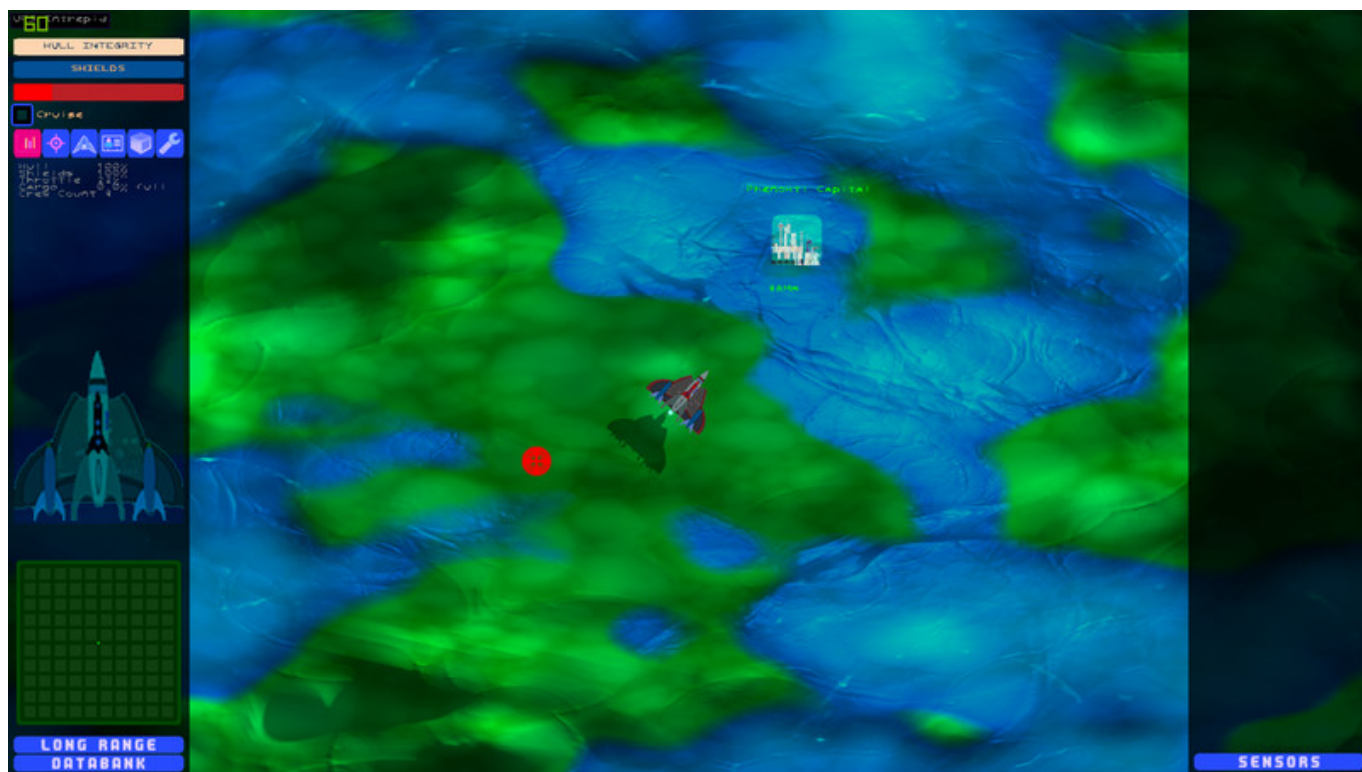**Graphics:** NVIDIA or ATI GPU Required (No Intel Graphics or 2D Accelerators)

Storage: 2 GB available space

Sound Card: RealTek Audio or Equivalent

English

HOLD   MANIFEST   HANGER   VAULT

SHORT RANGE VEHICLE HANGER

0 HT IN HOLD SUITABLE FOR MANUFACTURING

MAIN MENU

Fringes of the Empire was released via early access back in November and according to the developer is expected to be in early access for at least a couple of years as there is only one person (Mad Merv) working on this title. He expects the game to increase in price when the game is released. The full price is \u00a314.99 which I personally was happy to pay as I love single player roguelike shmups. I've played the game for several hours so far and although at times I found the game a little slow, most of the time I throughly enjoyed playing the game.

You can see where enemy ships are located via the mini map that is provided. The developer has promised ship to ship encounters (i.e. being able to board the ships and fight your way through the enemy ship; however, at this time there is only ship to ship fighting via the usual lasers, photon and rocket weapons). I've still to find many of the promised thirty plus weapons and allthough I've encountered quite a few weird and wonderful looking ships there's a lot i've still to discover. There is a level editor and in future there will be scope for shareable moddale content, so the potential for unlimited content if this game becomes popular is petty much assured.

The art style is original and IMO excellent, with a retro feel, but without the pixillated graphics older games have. There's a large number of enemy ship types (86 at the time of writing) as well as friendlies that can help defeat stronger enemies. The game also has RPG elements with upgreadable weapons, ships and crew training.

This is only an initial overview of what I've found so far. I expect to play this game for many more hours over the coming months and years, so will be updating this review as and when I am able. I will be keeping an eye on the developers updates. His last one was 31st December 2015 and prior to that about 6 weeks before release.

You can see some videos of the game **HERE, HERE, HERE, HERE, HERE, and HERE,**

http:\/\/store.steampowered.com\/app\/402970\/

You can see the developers SpacegameJunkie Podcast via the following:

https:\/\/www.youtube.com\/watch?v=STXqTU8YOeI

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