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About This Game

Our goal was to make a game simulating space combat between large capital ships at extreme detail on the scale of individual crew members. We've spent multiple years building a custom in-house engine capable highly detailed ship interior simulations while still supporting real time combat between large numbers of ships in an open persistent world.

The result is a massive open world where any ship, station, asteroid, artifact, or wreckage can be entered by the player and controlled in real-time. Space battles are epic and immersive because there are no hit points, instead you have to try and survive as pieces of your ship are physically destroyed and ships can be cut in half or filled full of holes. Play as a renegade shooting up neutral supply convoys and scooping the cargo that falls out, or disable and board enemy ships to take back to your hideout. Research technology and upgrade designs to make your favorite ship into the ultimate war machine. The universe is full of loot and enemies and things to explore, and your character will have all the tools needed to design the ultimate ship and put together the ultimate crew.

We also look at progression from the perspective of RPG mechanics. Even though the game is a deep and detailed simulation, we want gameplay to have progression, customization, and specialization much like a character based roleplaying game. Instead of unlocking talent points you will find crew members that add unique utility to your ship as a whole, or you might find module blueprints that allow you to customize portions of your ship's design to suit your play style.

Title: Wayward Terran Frontier: Zero Falls
Genre: Indie, RPG, Simulation, Early Access
Developer:
Reason Generator Inc.
Publisher:
Reason Generator Inc.
Release Date: 11 Feb, 2016

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Minimum:

OS: Windows Vista or later 64 bit os

Processor: Intel Core 2 Duo 2.60GHz

Memory: 3 GB RAM

Graphics: NVIDIA GeForce GTX 470 / AMD Radeon HD 7850

DirectX: Version 10

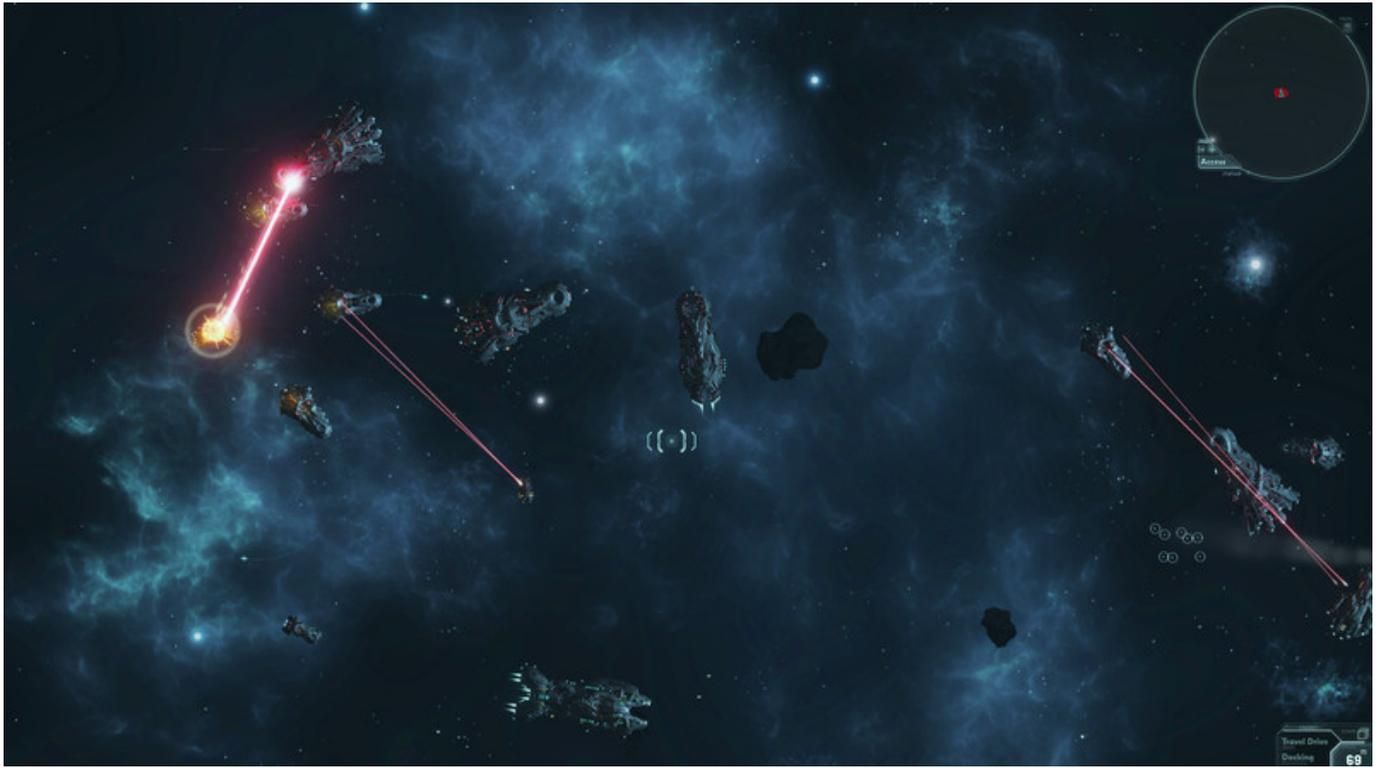
Storage: 700 MB available space

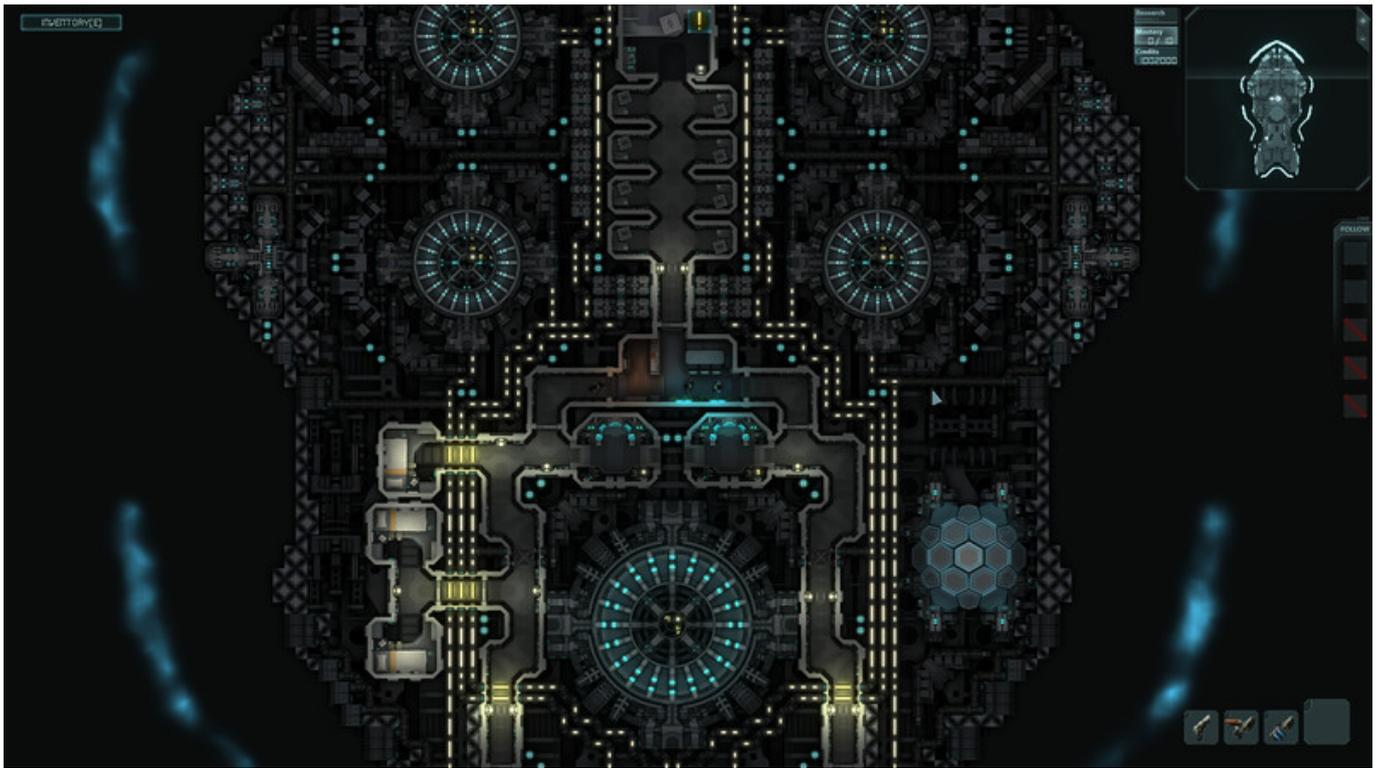
Sound Card: DirectX compatible on-board

Additional Notes: makes extensive use of multi-threading and 64 bit features

English







0.6.2.00 - Steam Workshop:

We are opening the steam workshop to the public today.

This patch includes 1 significant bug fix, however it is primarily a release of the new features necessary for interaction with the steam workshop. You will notice that we have added a mod upload option to your main menu.

If you have no interest in creating or uploading custom content, you should ignore the new button and instead check out the newly opened...

[Wayward Terran Frontier Workshop](#)

You can use the steam workshop to import custom ship hulls made by other users into your single player game world for added variety and customization. You will still need to find these ships, and they might be rare, but you can subscribe to as many as you like for potentially unlimited ship diversity.

Also I created a comprehensive guide on how to use the workshop features, and how to make custom ship hulls here:

[Guide - Creating and sharing custom ships](#)

...And if that wasn't enough, Jan has been working tirelessly to create a image editing tool that honestly should not be given away for free because it is so freggin good. The tool is specially designed to help make really great looking custom ships for our rendering engine, and preview them without having them in game. You can find the tool inside my steam guide, or just download it here:

[Jan's mod tool](#)[pubdownloads.blob.core.windows.net]

This represents the first time we, as developers, might find a really cool space ship in our game that we didn't expect to see, so that's pretty exciting for us.

Enjoy!. **0.7.0.02 patch notes:**

0.7.0.01. **Forgotten Patch notes:**

These were left off of the previous post because it was the middle of the night and I forgot:

0.8.0.00 notes continued

- The green zone has ships and loot in it now
- Tier 2.5 ship hulls and technology can be found out in the green zone

. 0.8.3.05 Patch Notes:

Patch 0.8.3.05 is now live.

- Fixed a bug with crew AI that could crash the game if a crew member tries attacking something while standing in an invalid position
- All scanners had their energy storage capacity drastically increased so scanner modules can work for longer without interruption in periods of low power availability

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- Design screen: fixed max speed display value
 - Fixed the rule for displaying credits via floaty red text when they are picked up via cargo scoop
 - Fixed a framework issue that was causing one of our fancy new module animations to crash

. 0.6.0.00 Is live - Patch notes:

In no real order:

- added on-hit logic to the Status Effect framework so that ship status modifiers can react to impacts by bullets, pulse beams, and missiles
- added a new type of nano aura with a defensive on-hit effect
- added on-character visuals for all armor types
- the mass of your ship, thus the acceleration and drag now updates in real time so that taking damage can change the performance of your ship.
- cargo inside cargo bays now adds mass to your ship
- crew now add mass to your ship. yes you can make your ship faster by tossing Marv out the airlock (if you can convince him to go)
- open tiles inside a ship (i.e. tiles which do not block the movement of air) now contribute less mass to the ship. This means empty rooms weigh less than solid modules and will contribute less to drag, mass, and moment of inertia. This also means large ships can drastically reduce their structural and inertial burden by filling themselves with empty space instead of modules
- added a dialogue to explain gates
- fixed a bug where the center of mass was not being calculated correctly in most situations due to rounding errors
- updated design screen to display the correct inertia stats
- slightly optimized terrain collision memory use and garbage generation
- fixed a bug with ship rotation where the ship would always overshoot the requested direction slightly causing it to wobble back and forth around the target heading
- added a new fast travel mechanic which can be unlocked via exploration. It will require using the ship designer to add a new module
- added a new module type which allows said fast travel mechanic
- added a new category to the design screen for engine enhancement modules
- fixed a bug where the player could use a gate while inside a gate thereby moving the gate. Gates can now only be used by ships
- using a gate now undocks your ship
- fixed a sector biome declaration which had the wrong asteroid types
- removed one of the placeholder agents to replace it with a real NPC
- added a new hand-mapped sector that is part of a scripted event
- added a new scripted event with a ship, a new crew member, a new module, a new location, many new dialogues, and some new terrain assets
- ships that are the same faction as the player will now appear gold on the mini-map
- ship designs from past games are now tied to hulls which must still be unlocked in the current game. Once you unlock the hull in the current game you will be able to access designs that you have made for that hull in previous games. If you enter debug mode the old functionality is still there for cheaters.
- ships defending asteroid dungeons in the orange sectors now have a 90% capture chance (up from 0%)
- the hacking screen no longer allows you to attempt hacking of ships if you have 0% chance of success from the start
- being shot no longer causes the player's crew to modify their aggro tables so they can't hold a grudge against neutral factions after the player picks a fight
- your crew will no longer try to fly your ship unless you order them to. Before they would take over ships just because nobody else was flying them. This applies to any ship you have control of.
- fixed a bug where crew would attempt to repair tiles that were not connected to any other tile causing the repaired tile to instantly break off the ship
- the generic context sensitive order crew button will no longer perform console assignments, only repair and fire

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- extinguishing actions. To assign consoles you must now select the crew you want to use the console first
- the crew order queue now cleans up jobs which have already been finished to prevent a lot of duplicate orders that made crew act stupid
 - loot placement in stations now as a general rule will try to avoid placing loot inside cargo bays which are almost full or cargo bays which are tiny. This will reduce the chance that the interesting loot gets found inside some obscure corner of a station or ship that the player isn't likely to check
 - further tuned speed and drag values to be reasonable for a wider range of ship sizes. There were some ships which could hardly move, and some which were way too fast.
 - added a new active module which is specific to a ship hull and provides a special ability
 - added 3 new active defensive modules which are not specific to any ship hulls and can be unlocked in single player
 - buffed the output of all nano repair auras
 - added a new type of nano repair aura which restores shields
 - added descriptions to many ship design types which will be sold in blueprint form as part of phase 3
 - added a missile magazine type which is also a walkway so that missile magazines need not block off an entire quadrant of your ship
 - mapped the interiors of many new ships and stations
 - added a new faction which is a sub-faction of pirates
 - mapped many new areas inside the pirate zone world gen
 - 620mm auto cannons now fire from both barrels at once but with a bigger delay between shots
 - fixed a bug where volley fire mode did not respect increases in ship fire rate
 - fixed a bug where new status effects were creating unnecessary exception lag
 - the duration of the buff applied by flurry now scales with the attack delay on the turret which applies the buff and with the total number of turrets on the ship such that ships with very few turrets, or ships with slow firing turrets now gain a significant benefit from the talent and ships with many fast firing turrets no longer break the game
 - the attack speed bonus of flurry was made additive instead of multiplicative
 - the attack speed bonus of one flurry stack was increased to 10%
 - fixed a bug where mastery talents didn't apply to your character after loading a game
 - fixed a bug with the TOBI device where it was causing and catching an exception creating a little lag when activated
 - added a UI system for target locking and target information gathering which is tied to sensor strength
 - target lead indicators now show only for your active target
 - fixed a bug with the ogre module which was causing lag on activation
 - added a visualization to interdicator fields to indicate when your warp drive will be disabled due to proximity
 - significantly increased the drop rate of shield emitter research from SSC cruisers in phase 2
 - added a UI indication to show what your crew is attacking
 - your crew no longer return fire automatically on any ship that has shot you, instead you will need to use the "order crew" keybind to designate what they are and are not allowed to attack
 - removed instances of the word "turret" from descriptions of weapons that can be attached to turrets in order to prevent confusion
 - slightly optimized internal rendering
 - added a fancy new module animation to go with a module that is part of a scripted event
 - fixed a bug where conduit visuals were drawing on top of crew
 - made conduit visuals light up their surroundings
 - collisions with terrain now cause drastically less damage. Of course this still won't matter if you are flying fast enough, so keep trying!
 - brought back tiny shards flying off of ships due to damage
 - changed the distribution of asteroids across all orange zones to make travel easier by grouping asteroids into denser clumps
 - fixed a small bug with armor damage calculations
 - nerfed unibody design's damage threshold a little more than it already was
 - re-added simple abandoned stations to the map which are not full dynamic dungeons but which do have some minimal loot and challenges. They are fairly common.
 - extended the tutorial with another quest that sends the player on their first space dungeon exploration
 - improved flow fields such that AI crew and monsters will walk inside walls a bit less often
 - added some behind the scenes tech to better track quest progress which will be used by future quests and scripted events
 - added a system that can display long form text data to the user such as log entries on abandoned ships to help better tell

the story of Zero Falls through writing

- added a PDA system which allows you to bring up past log entries at any time from your inventory screen
- crew inventory is now a little better at merging stacks of items
- fixed a bug where items were disappearing when you right clicked on them in inventory if you had a storage container open
- prefabs are given a default radius of 10k in order to protect against situations where for some reason the radius never gets loaded
- upgraded an early quest to be smarter about recognizing research unlocks
- fixed a bug which allowed prefabs to spawn on top of eachother because they weren't checking for overlaps at all
- with prefab placement now working as intended, I upgraded the algorithm to have a better fail state for extremely dense sectors that overlaps prefabs as little as possible even when there isn't enough space for everything in the sector
- the price of research is now red if you don't have enough credits to start research
- A trade hub is now guaranteed to spawn in a sector near the start sector which should make early game progression a lot less painful
- the quest that tells you to go check out a local trade hub now puts a waypoint on your map towards the nearest trade hub
- removed the held item icon slot from the inventory screen as it was misleading. It looked like an actual slot but merely referenced another slot.
- ships will no longer play more than one. **What is Your Favorite Playstyle?:**
Hi again everyone,

There's something I'm curious about. What is your favored playstyle?

Zero Falls is optimized for two different playstyles: trading and piracy. You can either optimize ships for capacity and storage and go the Han Solo space trader/smuggler route, or else you can outfit your ships with every Kill-O-Zap death beam at your disposal and blast weaker ships into oblivion.

I started a new save recently, and currently, I'm favoring piracy. Looting abandoned asteroids and space stations and selling your cargo for spare cash is all well and good, but for me the excitement in Zero Falls comes from piracy and the high-impact space battles. I'm still not far enough through the early-game to really be an effective pilot in a death match and I often pick battles that I don't end up winning, but it's still satisfying to see the other sucker explode into a thousand different particles which go flying off into the infinite black in every direction.

I'm also currently in the process of outfitting the Vulture and Eagle blueprints with extra rockets and autocannons. I'm not very good at it.

So what do you favor? Piracy or trading? Or a combination of the two?. **0.4.0.00 Update:**
-> [Read the full change log on our blog.](#) <-[www.wtfrontier.com]

Our biggest update yet.

Remember, this is early access. We aren't releasing this because we are finished with it, we are releasing it because it is better than what you currently have. Expect lots of small fixes and general polish updates in the coming weeks. Here's a quick run-down of what we added.

Systems Overhauled

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