Enter The Moon Crack Game Download

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About This Game

The simulation game "Enter The Moon" offers the player the opportunity to explore the entire moon, mars, venus and mercury in unbelievable 3D detail depth while studying its geological aspects. For space shooter fans, the player can fight in combat mode against enemy spaceships or a lunar base.

Texture stream loading and distance 3D generation provides a smooth gaming performance.

You can discover the entire moon in 3D.
View real moon colors.
Activate mineral data, height data, FeO data, gravity data and take a look under the surface.
Measure the moon.

View mercury, venus, earth, mars and phobos in real 3D.
Explore other planets with a spaceshuttle.
Enter the ISS.
Enter the spaceship and get in the cockpit.
View eros the asteroid.
View a imaginery moon base.
View the Lunar Reconnaissance Orbiter.
View the blood moon.
Use the telescope mode and the earth view side.

Activate constellations.
Switch to the milkiway view.
Activate moon rotation.
Activate crater names.
Use the ship's scanners for a torchlight like scanning.

No in-app purchases !!

Take some virtual tours.
Battle other ships in 4 different wave strenght.
Battle a hidden lunar base and a defence ring.

Fly to the moon.

Update Ver. 1.0.3:

- Mercury added
- Mars added
- Venus added
- Phobos added
- Spaceshuttle integration
- Spaceshuttle flightmode
- Spaceshuttle cockpit
- Moon Gravitymap added
- Moon under the surface mode
- Moon ancient lava scanner
- Venus clouds & surface
- Venus height scanner
- Mars geology scanner
- Mars height scanner
- Phobos height scanner
- True color (Mercury, Mars, Venus, Phobos)
- New performance graph added
- better performance
- New start options
- Moon or Mars only option (6 GB RAM)
- several fixes

Update Ver. 1.0.2:

- Huge Quality improvement (200% better quality of the moon surface)
- Added direct x 9 support (black moon fix)
- Added pause when entering esc menue
- Increased range of the ship sensor
- Enemies improved
- Reduced installation size from 15,4 GB to 14,9 GB
- several small fixes

Update Ver. 1.0.1:

- Added German language support
- Added Spanish language support
- Added Sounds (Background & FX)
- Added more Ground Enemys
- Added target menu

- Joystick Controller Support
- Better performance
- 2GB less installation size on HDD
- Added shields to your ship
- Added repair function (ship will burn at 32 hp and must be repaired)
- Fixed earth side button issue when using moon rotation
- Added function to start the game with less than 8GB RAM

Title: Enter The Moon
Genre: Action, Simulation
Developer:
Paul Sobkowiak
Publisher:
LPS-Interactive
Release Date: 8 Sep, 2018

 a09c17d780

Minimum:

OS: Windows 10

Processor: Intel Core i3-4300

Memory: 6144 MB RAM

Graphics: NVIDIA GeForce 840M

DirectX: Version 9.0

Storage: 33800 MB available space

English,German

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This is the first First Person Dungeon Crawler I've ever completed. I've started many in the past, but they've always managed to lose my interest pretty quickly, but not this time.

The first and most obvious appeal here is the artwork. It's phenomenal. The character designs are pretty amazing and there's a bunch of designs per character per job.

Music is "okay". Nothing special, but certainly decent. It's very repetative and you'll hear the same song looping constantly in each individual dungeon. At least each dungeon has its own music loop.

Combat is sorta meh. Unlocking all of classes for each character will give you access to a freaking ton of skills. But in practice, you can win almost every fight using 2 to 3 skills per character. It might be different in the hardest difficulty, but on normal and below I used 2 skills per character basically the entire game. One skill for AoE and on skill for nuking a boss. This got boring after a while and I ended up using the auto battle and turbo mode constantly.

The story was unique. I love the way they worked fairy tale characters into a story without being an obvious rip off. The puns and references were awesome. Jack's gotta climb that beanstalk.

Performance was perfect. Zero frame drops and zero crashes.

tl;dr 7/10 decently good game, great visuals, boring combat, excellent performance. Nice small game. Liked the base concept of controlling and taking advantage of human characters.
Art and level design is good.. I bought this game thinking: "Oh nice, Dungeons & Dragons, will be fun." I have never been more wrong in my life. It is very hard to describe this game without using cusses. It is utterly bad in any possible way. It is repetitive, highly boring, has a story with the complexity of a Fast & Furious movie and does absolutely nothing to entertain the poor human soul that has started to play this garbage game. I would rather burn my computer than ever touching this *thing* again in my life.. the game became dark too fast

+interesting concept
+setting
+short

-you can not skip the dialogue
. Awesome game: highly recommend to fans of classic 90's platormers. Music is ace, graphics are endearing and there's a great sense of humour throughout.. Neat little casual shooter right there.

I'm usually off the smaller, indie casual games, as most look like (or are) cashgrabs, with visibly little effort put into them... However this little gem here not only looks super slick for its category, but actually plays nice... and provides fun!

Could use a bit of variance after you get many points, and aiming could use some tweaking, but overall pretty fine for day 1.

I'll edit this review if there are any major updates.. There surprisingly isn't too many full-on Tower Defense games in VR that are worth getting. This could be one of them, but only on a sale!

If you played this when you were a kid then you must play it now. If you remember in the 90's when CompUSA would demo computer games, and if you played computer games then, you probably played this one. Highly reccomended for 2 reasons - Nostalgia & playing it again as the older, better version of yourself (just to see how much easier you crush this game). The music is still great, the unit vocals are still great and hilarious. The fighting was pretty good back in the day, even better than many current cell phone apps, but it does not compare to Total War. If anything, this is Total War before Total War was created.. When I first saw this game, I avoided picking it up because of a certain highly-rated review that described it as overly difficult and unfinished. Most of us rogue-lite fans have played amateurish games before and been disappointed, so it was easy to write this one off as yet another project where the developer released an abortive attempt once they'd become fed up with working on it. I let the game linger on my wishlist for at least a year, and probably several, before finally deciding to take the chance.

And I couldn't be happier that I got it. It isn't one of the best games of all time, but it's very fun and unique, and the fun \/ price ratio is extremely high. Far from being impossible, it's actually fairly easy to beat, especially with certain characters and runes. My first victory was after maybe around an hour of playing, and I'm not an expert gamer. But you can't rush into things haphazardly, and you also have to learn to adapt to a system that is unconventional in many different ways.

At it's heart, the gameplay and skill types are quite similar to old NES-era games. This is a game about memorizing enemy attack patterns, developing appropriate responses, learning the game's system (player attacks, items), and repeated precision control. Many action roguelites have arenas or boss rushes so that players can practice without having to work their way through a run, but in VoTS, you can practice in an arena against regular enemies. And it's a good idea to do so, since everything is deadly here.

But although everything is deadly, there is also always a strategy, and often it requires thinking outside the box, or taking approaches that you wouldn't normally use. For most bosses, you want to be decked out with the right items before you go after them, so the order that you proceed in a run depends on what you find along the way. Because of the soul system, you do tend to spend less time exploring, unlike most similar games.

What makes this game so fun is learning how to handle challenges that at first seem overwhelming. You start out learning to do basic things like time your attacks and dash-retreat, but this quickly becomes insufficient, and if you expect to be able to get far in a run with such basic techniques, then you'll fail repeatedly and get frustrated. Instead, you have to learn when to attack and when to ignore enemies, when to spam wand attacks and when to use invisibility to avoid encounters, what bosses to go after based on your items, and what to expect from dungeon layouts. To me, perhaps the highest joy of gaming is being confronted with a new system, and gradually learning how to use it and accomplish your goals. By that standard, VoTS is an _excellent_ game.

This game _does_ come across as low-production. The interface is clunky and sometimes awkward, and it's missing a lot of polish. Most of the time when I kill the final boss, it takes me a minute to determine whether I won or lost, since there's just a small text popup either way. There is no story, no tutorial, and I didn't see any way to tell how many coins runes cost. But the game has an enormous amount of heart, and the core mechanics are elegantly designed. In some ways, VoTS reminds me of some ARCEN games.

This is a game for players who enjoy learning new systems and won't qq when traditional approaches prove ineffective. I definitely recommend it.. Finished the whole game. Stunning artwork, amazing story line and tons of great humour and quirks throughout. I am a big fan of point and clicks with great artwork and when you throw in an apocalyptic element - I am completely sold. Many times I would just pause and take in the beautiful hand drawn scenes. For me it is the type of game to just chill out and play after a long day. Puzzles range from easy to somewhat challenging but are logical. Truly underrated and would highly recommend!. Tottaly hidden gem this is the same people who are doing overgrowth game was awesome when this first cam out still is great game! If you like overgrowth this game is for you its a earlier ver. with coplete story and the combat is nice and crunch !!!. I'm very split in my review of this this game. On one hand as a huge fan of the Etrian OD games, this genre of game really clicks with me. What few hours I've put into this have been very enjoyable, but alas it pains me to say this but the DX driver crashes on this make it borderline unplayable. And being that this game is only aprox 4 months old and is still for sale on steam, this an issue that MUST be dealt with in one way shape or form, whether forceing the devs to patch the game or remove it from stock. With that said Mary Skelter: Nightmares as a game I still would recommend for fans of the genre, but advise playing on its original platform.. This game is worth every penny! Awesome graphics as well as great game play. Plenty of content, and very smooth. Polished look and perfect for VR environment.

Guys...please keep developing more content...you're doing a great job there! Love it!!!. Give one the ability to turn the timer off. I like this game but I hate the timer. I should ba able to enjoy this game but the timer makes it impossible for me to do so, How about the ability to turn the timer off. Oh by the way did I mention that the timer is annoying like I can be :)

I don't recommend this game because of the crappy timer. so please mod the game so one can turn the timer off.
I actually like the game, it's a nice matching game except for the timer it is a pain, time wise.. Great and unique vive roomscale experience! There are only a few puzzles, and I hope they add more.
In all woth buying. Replayabiility is 2-3 runs which are like 10 min each. But still, an enjoyable experience.

That said.. I now have rug burn. Oww.. Pretty good game play if a bit monotonous. Only pick it up when its on sale

AiD Discord Server:

Hey everyone!

Our Discord server is now open to the public! We've been testing it for a few weeks, but if you missed out feel free to join in. So, anyone interested in chatting with the team, our patrons, or anybody else on our Discord server is welcome to join! We won't bite, so don't fear. But please read and follow the channel rules!

http://www.discord.gg/2fZ8hXB

We look forward to seeing you! :)
. fault - milestone two side:above **fault - milestone two side:above is now in Russian!**:

Дорогие друзья!

После столь долгой редактуры, миллиона тестов и различных трудностей мы с ALICE IN DISSONANCE готовы представить fault - milestone two side:above на русском языке!

На своём пути мы встретили немало препятствий, потеряли несчётное количество нервов, но надеемся, что оно того стоило, и вы по достоинству оцените как наш труд, так и труд ALICE IN DISSONANCE!

Всем приятного прочтения и хорошего настроения в канун Нового Года желают
Воины Света коллектива SUN-TEAM!. **SILENCE THE PEDANT Demo**:

The long-awaited demo for the next fault release is out!

SILENCE THE PEDANT takes place five years before milestone one. See Rughzenhaide through the eyes of the 14-year-old Ritona, angry and disillusioned with her country, in the days before she became Royal Guardian to Princess Selphine. Enjoy an all-new cinematic novel experience with the new point-and-click features as you explore Ritona and Selphine's homeland for the first time!

The demo will release in three parts; the first part is out today, with the second to follow next week, and a special third part will be released during Anime Expo!
. **Patch Notes!**:
Hi, folks.

The Steam forums aren't always the best way to get ahold of us if something is broken. We can be reached at projectwritten on Gmail, or you can DM us via our Twitter account @projectwritten.

For those who were interested, we frequently share our inner workings, updates (and soon, beta testing) at our Patreon page [www.patreon.com].

Now, as for the changelog:

milestone one v5.11. **fault - milestone two, side: above is now in Spanish!**:

fault - milestone two, side: above is now in Spanish! Massive shout out to Team Project Gamer Japonés and a million thanks to LooniestRumble + KaryLary!!! We are constantly flabbergasted by the support we get from our dedicated fans!

Check out this message we've received from the team!:

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Después de un año y un par de días de que fault - milestone one recibiera su traducción, les presentamos la traducción completa al español de fault - milestone two side:above. A pesar de tener la misma cantidad de líneas, o tal vez un poco más que su antecesora, esta vez solo trabajamos dos personas en la traducción.

Quiero agradecerle a mi compañera por el tiempo que le dedico a esto, y por la paciencia, traducir y revisar todo, tratando de obtener la mejor calidad tomo más de lo esperado, aun así, estamos satisfechos con el resultado y esperamos que ustedes también lo estén.

Es complicado decidir cuál de los dos fault sería el mejor, porque ambos quieren tocar diferentes sentimientos. Tal vez ninguno sea mejor que el otro, al final del día son una sola historia contada en partes. Con esa idea en mente, les entregamos esta traducción, que la disfruten.

Muchas gracias por su paciencia.

Hasta una próxima oportunidad.

Hola a todos aquí Oscar, Jefe de Project Gamer Japonés, antes que nada quiero decir que estoy muy feliz sobre el lanzamiento de Fault Milestone Two en Español Latino aunque hubo algunas complicaciones que retrasaron mucho la fecha de lanzamiento, esta vez no estuve muy involucrado en este proyecto, pero todo salió bien gracias a Looniest y a su equipo que le puso mucha dedicación al proyecto, un fuerte agradecimiento a todo el staff que estuvo involucrado. Hasta la próxima.. **fault x Unity - bunch of new toys + video**:
Istariana vilseriol, fellow kravters!

Munisix, the writer and lead dev in Alice In Dissonance team has made a public post, explaining the features that fault might have in future. You can read this post by clicking this link.[www.patreon.com]

We are also posting a short video preview.

https://www.youtube.com/watch?v=O0qBHyx89lE

That is all for now, have a good one.. **fault - milestone two side:above is now in Simplified Chinese!!**:

恭喜fault - milestone two side: above
简体中文版发布！
祝各位游戏愉快！

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fault - milestone two side: above is now available in Simplified Chinese!! The Aerolinguistics team that brought you fault - milestone one's translation is back with their meticulous attention to detail. They have been working with us closely so quality and accuracy is as top notch as it gets. We hope the Chinese community will enjoy the second part to the fault series as it's indicated in the reviews!

Thanks and much love!

— ALICE IN DISSONANCE

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[Chinese Translating Team / □□□□]
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Alice in London
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KAEDE
Zoe
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