Galactic Civilizations III Download For Pc [hack]

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About This Game

What if one day, humans woke up to find that they weren't alone in the galaxy? They make their way into space and discover other alien civilizations with their own histories and motivations looking to make a name for themselves. Choose your race - Human, Drengin, Altarian, and so many more - and lead your civilization into a golden age in one of the largest 4X strategy games ever made!

Research new technology, design starships, and colonize new worlds as you face threats and conquer challenges from new and mysterious sources. Negotiate trade and treaties, wage wars, spy on your enemies, and promote outstanding citizens. And when you've finished that, play again as one of the many included alien civilizations each with its own history, technology tree, ship components, and more.

Galactic Civilizations III now bundles in the Crusade expansion and Mega Events add-on content for an even greater gameplay experience! Join the ranks of galactic leaders today, and answer the question: how will you rule your galaxy?

NEVER THE SAME GAME TWICE

Each new game offers an array of options as you set it up - choose your map size, abundance of planets and resources, frequency of events, and more for a unique play experience every time. Galactic Civilizations III also removes linear victory conditions and offers you multiple objectives that you can choose to pursue in order to win, such as military conquest, cultural domination, technological ascension, or political alliances. The new multiplayer capabilities also allow you to expand your challenges and fights beyond an AI in order to face off against fellow players. All of this, topped with a rich and in-depth custom ship designer ensure an immersive and exciting experience as you decide how to rule your galaxy.

CORE FEATURES:

BASE GAME

- The ultimate sandbox experience: Each game has a unique map, worlds, and challenges to face -- all on a massive scale. Play against 16 to 100 opponents.

- Multiple paths to victory: Win through military conquest, cultural domination, technological ascension, or political alliance.

- Create your own history: Each sandbox game lets you create a new future history for your civilization.

- Story-based campaign: Learn the ancient histories of the alien civilizations and one possible future for the human race.

- Massive technology tree: Research a technology tree with immense breadth and depth. Each playable faction has their own unique specializations. Your choice determines how you play and win.

- Faction & Ship Customization: Create a civilization with its own look, ships, technologies, and even options for how the AI will use them.

- Multiplayer: Play online with friends with full support for custom civilizations, saved multiplayer games, and much more.

- A deep economy: Every world is unique with many different resources that can change the course of your strategy each game.

- Planetary Governors: Utilize individual planetary leaders to govern your worlds, deciding what improvements to build and when, which leaves you to focus on larger strategic goals.

CRUSADE

- Civilization Builder: Create a custom faction complete with leader, ideology, and abilities. Customize your own galactic navy and create unique dialogue for your faction.

- Invasions: Train your citizens to be soldiers and invade enemy worlds. Carefully plan your attacks, and don't forget to leave your homeworld defended, too!

- Espionage: Spies can steal technologies, circulate rumors to create civil unrest, sabotage enemy worlds, or even go so far as to assassinate enemy citizens.

- Galactic Citizens: Shape the course of your civilization's destiny with talented individuals called citizens. Choose from over a dozen unique roles - commander, engineer, farmer, celebrity, and more.

MEGA EVENTS

- Complex Decisions: Use skill and strategy to overcome unexpected challenges

- Galaxy-wide Events: Deal with issues on a galactic scale

- Guide your Civilization: Comfort your people through assassinations of beloved leaders, choose how to handle the discovery of a mysterious alien artifact, face down the Dread Lords, and more.

Title: Galactic Civilizations III
Genre: Indie, Strategy
Developer:
Stardock Entertainment
Publisher:
Stardock Entertainment
Franchise:
Galactic Civilizations
Release Date: 14 May, 2015

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Minimum:

Requires a 64-bit processor and operating system

OS: 64-bit Windows 10 / 8.x / 7

Processor: 1.8 GHz Intel Core 2 Duo / AMD K10 Dual-Core

Memory: 4 GB RAM

Graphics: 512 MB DirectX 10.1 Video Card (AMD Radeon HD5x00 Series / Nvidia GeForce 500 Series / Intel HD 4000 or later)

DirectX: Version 10

Network: Broadband Internet connection

Storage: 12 GB available space

Sound Card: DirectX Compatible Sound Card

English,French,German,Russian

Game crashes on first turn everytime when playing with friends. I only got it to play with my friends so essentially this game is worthless. Devs have no fix. There being no option to switch from arrow keys to WASD but an option to switch the file type of screenshots should give you a good idea about this game.. Lots of map and race options that change each playthrough substantially and determine how to develop your win condition. The pre-built races have race-specific research tech and colony improvements, sharing common ones between but with additional bonus tiers and buildings to give each race flavor beyond racial traits.

I haven't played the other games in the series and nothing else in the genre in general since the days of Master of Orion but it shares the feel of those games.

Some cons: the early game leaves you only a few options for getting ahead and establishing an economy, in the higher difficulty settings it can be impossible to come from behind depending on the map settings so you're locked into a more or less strict tech path to get started.

A lot of technical details with regard to military, colony management, and diplomacy are not explained in-game and can be frustrating to tease out on your own especially when they're influenced by multiple factors that you are not given visibility to. Especially in diplomacy you have few tools to manage it and fewer ways to measure what you can manage. The wiki does explain a lot but it would be good to have in-game and is still not complete.

Some features left in the game from previous versions\/DLCs have gone through a number of changes and are almost vestigial, either very low value or just plain don't work as intended at all.

Overall I feel the game is worth it, getting a number of playthroughs under your belt with some help from the more experienced players in the discord can get you set up to explore on your own how you like to play and tweak it to the exact challenge level you're looking for.. This is a very absorbing game. I enjoy it whether or not I appear to be winning. There are several different races and many tech options. It's a good 4X game.

On the down side, it had been a little too absorbing and I play it too long in one session. I have had 1 crash in my first two weeks of playing. I asked to trade a star base. The AI said "You must be joking" and froze my machine completely.
I also suggest the most aggressive race is a little too evil. It's more interesting to have a bad guy with a sympathetic, if twisted, viewpoint.. Except the interface everything is very good. So do try this game. But the clunky interface ruins much of the enjoyment, do keep that in mind.. I have found most space strategy games flawed and unsatisfying. This one, however, has a well designed, intuitive UI and is very playable once you give in and read the manual. The (optional) combat graphics are beautiful. The galaxy map is standard hexagonal 2D and although a little bland, works well.

GC III is forgiving and delightfully addictive. My only quibble is the occasional bug, but overall this is a good fun game, easy to play (but not so easy to win).. I'll keep this review simple for people who aren't knowledgeable about strategy games.

Galactic Civilizations 3 is the well known game Civilization, except set in space. It's turn based. You have settler units. Your planets act as 'cities' with buildings to upgrade them. Battle is rock paper scissors. There is space culture which controls territory. Ancient artifacts can be explored for treasure. There are 'eras' and technology trees. Basically, if you've played any Civ game, this will all sound terribly familiar.

Trouble is. I personally can't stand Civilization, or turn based strategy games for that matter. I just find them tedious because they usually focus on micromanagement (boring) at the expense of macromanagement (fun). But that's just me.

If you love Civ, you'll like this game, because it's basically the same thing with all the units and game concepts you know and love, except reskinned in a spacey theme.

If you are like me and you love your strategy games to be like Supreme Commander and Command & Conquer which focus on real time epic battles, you'll probably find Galactic Civilizations slow pace and planet micromanagement not very fun to play.

Other problems:

- Tutorial is poor, unless you've already played a Civ game before, good luck learning the game concepts without serious googling.
- Many races locked behind a DLC paywall and left on display in the selection anyway. I find this sort of dangling a little bit \u2665\u2665\u2665\u2665\u2665.
- Civilization is just better than this. Play Civ 4 instead.. Fun game but it gets buggy to the point where I have to underclock my gpu to keep it from crashing. I think its a software issue because prior to Retribution and update 3.6, crusade and intrigue ran fine. I am playing on an MSI GE72 Apache pro. Ive updated my Ram to 32 GB from 16. Issues Ive run into include ships not rendering correctly, disappearing starbases, shipyards, and hypergates. Also random crashes while opening planet screens and sometimes tech tree. I play using mods.As I said before, I have no other issues with any previous versions of GC3 or any other game I play on this Laptop. I will happily provide system build info\/debug files to help resolve these issues. I have reached out to Stardock, but they don't seem interested in addressing the issues or communicating back. Maybe resolve the issues, and I will recommend? Thank You all.. I have played this game for years. I just restarted playing again, and really enjoy the 4x strategy.. GalCiv Three, it's easy to explain because...
It's like GalCiv 2.
Which was like GalCiv 1.

Build ships, go to war because it's coming for you anyway.
Do the whole 4x thing, one turn at a time.

If that sounds like fun, cool.
Buys.
Sale = Better
Buncha DLC's = Buncha DLC's
It's not reinventing the wheel.

I have always really wanted to like the Galactic Civilizations series, and each sequel I get my hopes up only to be dashed. This is an inferior game to Master of Orion 2, and even inferior to Endless Space. Stellaris is a better game.

Fundamentally, the core problem is that Galactic Civilizations isn't fun.
Its clunky, awkward, and disorienting. It has never managed to fix the flaws from GalCiv 1 and 2. I wish I could return this game.

It seems there is a rot in Stardock that runs deep..... Given the choice between Master of orion 2 and this Gciv doesnt stand a chance; Even Massive universes feel small the games are over far to quickly as far as i can tell its impossible to afford a large fleet of ships theres no point having very large ships because the game is over by the time you get medium ships. Absolutely nothing about this game is original AVOID. TLDR: No Manual flight control in ship combat; No Manual control for ground combat; Starbases use Non-refundable resources (place ONCE no retries), Star Driver a better game despite the bugs

Okay, first the Pors because they are short and they aren't enough to float this game:
1) Special resources accumulate over time, nothing ground breaking i just hate having an vague amount of a special resource that somehow makes me better. Here these special resources are used for your ship construction, star bases, research, Etc.
2) Tech Tree SEEMS confusing but it actually allows you to really focus your taste in research; like i enjoy Mass reductions on weapons and armor, and i also like having a lot of logistics for larger fleets!
3) Planets are pretty unique with limited tiles making the build of each planet a unique puzzle. sometimes its a little BS but most of the planets are decent to work with.
4) A LOT of diplomatic functions!!
5) Trade... as long as you're not at war with them... you can force a trade on them!
6) Ship designs look really cool!
7) interesting races, each with unique story, beliefs and "triggers"

okay now the cons . . .
1) THERE IS NO MANUAL FLEET OR GROUND COMBAT CONTROL.......... the last X of a FOUR X game is EXTERMINATION.... this is some WEAK combat content... seriously.... Star Driver has better combat than this game
2) Game punishes effective players: Let me Explain, Star bases user a NONREFUNDABLE resource. To be fair this resource has no cap, however, this resource is technically a Human Administrator for resources LIKE a Starbase. Now when a Starbase closes youd think the Admin would be refunded, After all you loose ANY resource costs you PAID to UPGRADE said Starbase, but no. That Administrator instead becomes an ETERNAL SLAVE top the NOTHINGNESS where your star base once was!!! I understand not refunding any of the other costs like the special resources needed for scanners, weapons, mining, artifact tech upgrade thingy, but i loose the human too? my little administrator is killed? or retired? i dont understand what happened to this person?! wheres their family?! why is there no investigation... if its a bug please fix it, if its a feature MAKE THAT HARD MODE or something
3) AI combat Logic: :Me: saids nothing; Guy WAAAAAAAAY on the other side of the map: "Wat mate?! U Want SUM?!?" Everyone else: "OMG the human is such a jack A$$"
4) Trade logic: Enemy: ill give YOU 147 Credits and you can give me about 790 credits worth of stuff! :poker face: (you): Huh... no in game price reference....
5) Ship logic, Okay you like missiles?! great we got missiles! all with point defense! yeah thats right no shields, no armor, just missiles and anti-missiles... oh you need shields? okay then LAZER ships! all Lasers! all shields! no missiles, no armor, no point defense anti missiles, no cannons!! oh you want to mix and match?.... check the chip design... no tutorial
 6) AI can go into perpetual debt and not suffer any debuffs
. One of my favorite 4X games. Great features and endless replayability.
It has a few kinks but Devs are active with regular updates, improvements and fixes.
The Expansions are worth it and add a lot of depth to the game.

I would like to note that the developer of this game, Stardock, is one of the few remaining game studios that still has integrity and treat their customers with respect.. It's fun if you like being stuck with small hull ships and having to take on capital ships. It's fun if you like wasting hours vanquishing a race only to have another race decimate you in less than 30 minutes. It's fun if you like slow paced, repetitive game play and a tech tree which is stupidly complicated.

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