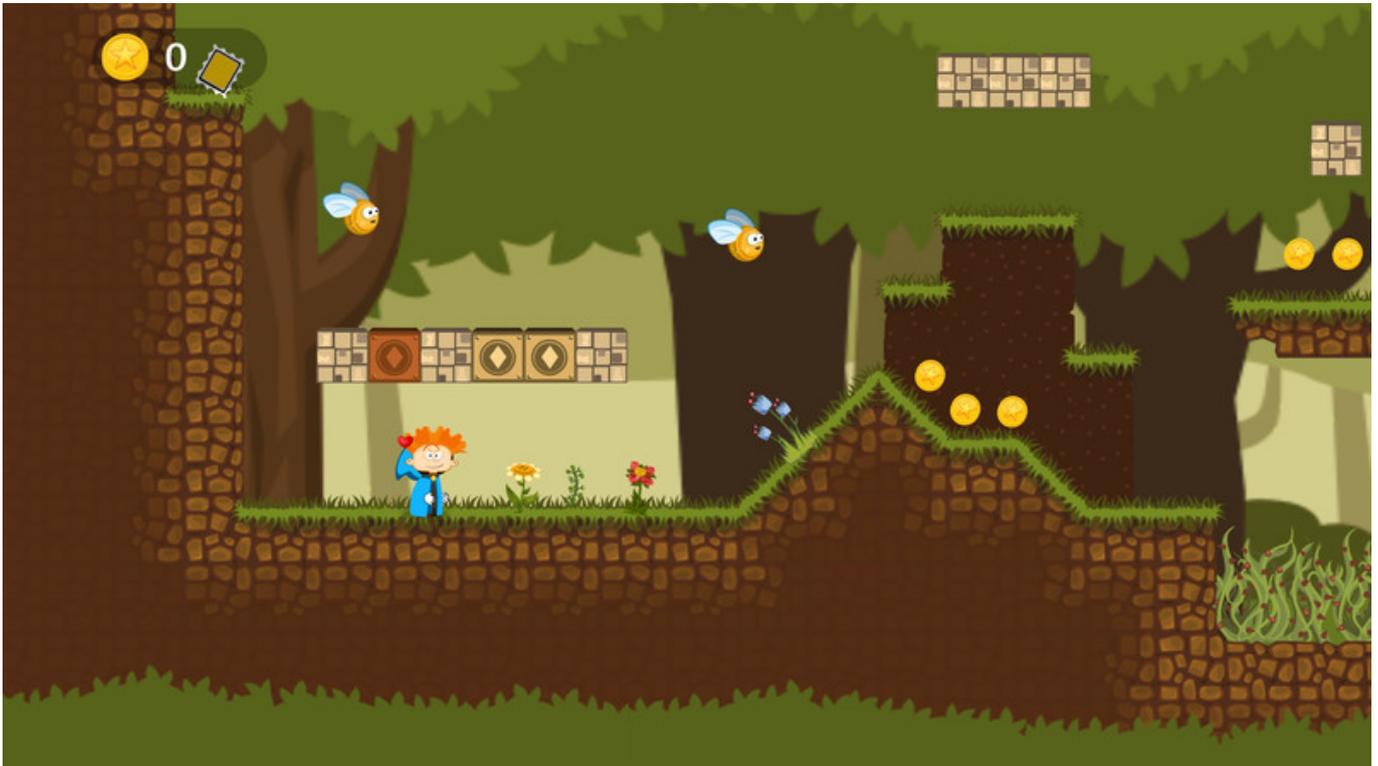

X Rebirth Download For Pc [PC]



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About This Game

In the distant future, the X universe faces a period of profound and irrevocable change. While the universe stumbles towards an uncertain future, countless adventures await as new enemies rise in search of power. Enter a young adventurer and his unlikely female ally traveling in an old, battered ship with a glorious past - two people alone against the galaxy, playing a key part in the events to come. The fate of the universe rests in the hands of the player...

X Rebirth represents a spectacular new beginning for the X series, offering loyal fans and newcomers alike a vast, vivid and extremely detailed universe to explore throughout the game. Varied gameplay elements such as action-packed space combat, detailed trading mechanics and high-speed space exploration with fast travel allow players to experience a truly unique space saga that will keep them hooked for dozens of hours. **X Rebirth** features a whole new user experience - it is easier than ever to start with, and remains as deep as fans expect it.

FEATURES

TRADE! A fully simulated economy that means your actions really do matter. Travel the space highways to find profit in gigantic space cities, swarming with ships and drones.

++ Every ship you see has a task. Stop a freighter from reaching its destination and its cargo will be stopped too, causing prices to rise. ++

FIGHT! From small scale skirmishes to epic fleet encounters, battles in the X Universe know no limits. Choose to fight for the military, work for the police or be a lawless pirate, or if you prefer just fight when you need to defend yourself - it's up to you.

++ Take the action right into massive structures. Target turrets and shield generators to weaken your enemy, damage engines and jump drives to prevent their ships from escaping, or stop their factories producing to cripple their economy. ++

BUILD! Create your own empire! From trading stations to large factories, farms to hightech military complexes, everything can belong to you. Build for trade and profit or to strengthen your military presence and dominate your enemies.

++ Extend and upgrade your stations to make them operate more efficiently, with every element visible in glorious animated detail. Harvest your own resources to keep your empire running smoothly. ++

THINK! A rich, detailed history and a deep complex plot await you, but you are free to decide when and where to take part. Explore the universe at your own pace - choose your own path and create your own destiny.

++ Get up-close and personal with aliens and humans alike. Land on stations, meet people, then accept missions from them or hire them as crew members for your ships. ++

TRADE, FIGHT, BUILD, THINK... in the X Universe - the biggest sandbox this side of the galaxy.

Title: X Rebirth
Genre: Action, Simulation
Developer:
Egosoft
Publisher:
Egosoft
Release Date: 15 Nov, 2013

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10 (64-bit), Windows 8 (64-bit), Windows 7 SP1 (64-bit), Vista SP2 (64-bit), XP SP3 (64-bit)

Processor: Intel i-Series at 2GHz or AMD equivalent

Memory: 4 GB RAM

Graphics: Nvidia GT400 series with 512MB RAM or better, ATI 4870HD with 512MB RAM or better

DirectX: Version 9.0c

Storage: 8 GB available space

Sound Card: DirectX 9.0c Compatible Sound Card

English,German,Italian,Russian,Simplified Chinese,Traditional Chinese,French,Korean

10/6/2526

958879 :5/5



- DISCOVERED A NEW SYSTEM: Dôu 89
- DISCOVERED A NEW SYSTEM: Ali Astra
- DISCOVERED A NEW SYSTEM: Perourat 11
- DISCOVERED A NEW SYSTEM: Monsae
- WARPED TO IE Genbu 39
- DISCOVERED A NEW SYSTEM: IE Genbu 39
- DISCOVERED A NEW SYSTEM: Eridani Minoris
- WARPED TO Gozer
- DISCOVERED A NEW SYSTEM: Jiào
- WARPED TO CRad
- DISCOVERED A NEW SYSTEM: Lar 52-26

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As you can see I've played this game a lot. Unfortunately I'm not sure how one would win this game with over 300 hours played it remains a mystery.

Joking aside Silo 2 is a very competent low poly modeler with fairly easy to use UV unwrap tools.

On the downside its clearly no longer updated or in development (although the company that owns it always denies this despite years of no bug fixes or version changes) so if you do happen upon a bug you will have to learn to work around it.

Generally its cheap entry price and simple approach to low poly modelling is refreshing enough its worth picking up when on sale for sure ; otherwise you might want to check out other options like Blender 3D while complex, with overtly complex UI it is constantly being improved upon and free.

UPDATE : March 2017

Nevercenter has started updating this software adding some very long awaited features such as PSD support, smoothing groups, watching your texture map for updates so you don't have to manually refresh it every time. FBX and Collada support.. Ah Shu,

From the moment I saw you at EGX and having a go at the demo, I just had to buy you.

This game is amazing, due to the tight platforming and the lucious drawn visuals.
It's also a mix between Rayman Origins/ Legends and Donkey Kong Country.

I fully reccomend this game.. i like this dlc not bad ive got all them and i really like this game better then zoo tycoon 2. I like this game, it's pretty fun and doesn't take itself very seriously at all. It's just an evolution of 18 Wheeler and Big Mutha Truckers. My only complaint is the really wobbly physics...makes sence, top heavy and all that and I found it doesn't lend well for controller or keyboard (Way too many functions to map) so maybe a steering wheel is in order.. Its dead in the water, they took the money and ran.. So if i think about a review than i think about reviewing everything of the game. The Problem here. I can't play it. The performance of this game is not very good programmed even if it is a RPG- Maker game. I played the first 24 minutes of this game and the story sounded intresting to me but i need to refund it because i buyed a wrong produkt. I realy do not like to refund this one because the crator of this game is likeable and her youtube channel is good for learning to handel the RPG- Maker. But sorry. I can't play it :(.. Loved this as a kid, oh the nostalgia...

...Unfortunately things you remember with fondness from your childhood don't always hold up well into adulthood. In this case it's the randomness of the gamebook that just isn't fun after the 5th or 6th time that you get wiped by any particular beastie where you get bad rolls.

Do you take option a or b? a = progress, b = instant death.

Other publishers are way more liberal with their adaptation of a gamebook...that's probably for the best. Purists will probably like this title, in terms of gameplay I have to give it a thumbs down.. Very addictive, fast paced and challenging. Highly recommended :)

... ..

I'm done. I quit. I can't take it anymore.

Pure Racing is the worst game mode I've ever played in any game, EVER. Spent two hours restarting Monaco over, and over, and over just so I could finish 4th. Despite the fact that it's IMPOSSIBLE to finish 1st in this gamemode unless you started first, somehow the AI that had won previous races also won again at Monaco and I ended up 2nd in the series. All that work, just to get my best possible finish of never-higher-than-fourth and the ♥♥♥♥♥♥♥♥t AI wins, AGAIN.

Once you strip this game down of all its mario kart clone mechanics, there is literally nothing left -- this game accomplishes absolutely nothing. I had already grown weary of these ridiculous physics at this point. You can't make any corner because you just drift back and forth across the track, sometimes completely unpredictably. If any of the moronic AI get within an inch of you, which they seem incapable of NOT doing, they will trigger an absolutely unforgivable knockback effect that COMPLETELY stops all of your momentum. Naturally, it affects the AI less than it does the player so navigating through the clusterf*ck of garbage AI seems perfectly legit.

This is quite possibly the worst AI I've ever raced against in any game, at least in recent memory. Maybe it's just emphasized by the ridiculous physics which are, I suppose, designed to discourage less than optimal racing. Trying to retain a faint connection to real F1 racing, they make it abundantly clear that COLLISIONS ARE BAD, MMKAY. Be a respectful driver.. and wreck them with power-ups like a good boy/girl.

However, optimal racing is an impossibility, especially when comparing a play to an AI. All of these problems are almost mute when a part of this merely acceptable Mario Kart clone. Then, strip the game down to "Pure Racing" and you just get slapped in the face with its ♥♥♥♥♥♥♥♥t.

Unbelievably, despite the AI never taking an optimal race line or hitting any of the apexes of any corner, they are still consistently as fast as if not faster than the player, unless you rely on the ridiculous draft system. If you brake into a corner properly, you WILL get rammed from behind and your race ruined. If you try to carefully overtake an AI through a corner on the outside and miraculously don't get hit from behind or have an AI slow to a crawl right in front of you, then the car on the inside WILL turn into your line and ruin your race.

So to recap, the AI never brake in corners and overtake you with easy, an often ram into you from behind. Yet, often times when entering a corner they will brake unpredictably and cause you to ram into them, even though they never brake. Despite the fact that the AI never take an optimal race line around the track, they make perfect time around corners, never missing boosts, while the player is in a constant struggle not to drift out of bounds while somehow managing to brake in a way to not get hit, enter corners in a way you can't be surprised by AI braking, or allowing any AI an opportunity to try and pass you on the side or enter your racing line.

Honestly, even though this game is a Mario Kart clone I expected it to have a stronger more realistic racing feel than it does. Furthermore, the amount of control I actually feel like I have over the car feels about comparable to ice tracks in Mario Kart, but not quite that extreme.

The power-ups lack any originality.

Oh, and the pit stops, oh my god the pit stops. I could rage about them forever, about how AI will go into the pits on the last stretch and still win or even pass me, how if I go into the pits I will get passed by 3 other cars, all this mostly due to the fact that some pits are LONG AF and waste so much time while others might even be faster than the main race line.. seems legit. Ultimately, this inconsistency leads to times where the standard of not pitting on the last stretch ends up with you losing the race. So, just keep in mind that whichever decision you make is probably the wrong one.

I would die for some online matchmaking to this game so that I don't have to deal with these AI, but I have yet to see a single person any of the times I've looked for a match.

Perfectly decent party game -- it's exactly what you'd expect. I'm not disappointed with my purchase, as these types of games are fun just to mess around on. I'd recommend this game to anyone who is into this type of game, despite the fact that they are probably better off just continuing to play their kart racer of choice. Jimmy Johnson's Anything With an Engine, right?

Edit: Just spent the last couple days playing Sonic & All-Stars Racing Transformed and it blows this game out of the water. It really made me realize how all the parts of F1 Race Stars work against each other, making it an incredibly unfluid and irritating experience. I'm not sure if on top of everything else that the tracks or poorly designed, or if it's just the terrible gameplay and uncontrollable cars that make it feel that way.

In the end, I could only recommend this game if you already know you want it. If not for the ridiculous collision effects, this game would still be passable. Truly one of the worst mechanics I've had to struggle against in any racing game.. The game might not work correctly, but it's quite fun to played after all. Not only that, I got it for only 12% of it's true price!. I'll put as much effort into writing this review as the designers did into polishing the game mechanics.

Pros:

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