
Colony Download] [pack]



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About This Game

Colony - strategy with elements of the economy about the colony of ants. The player's task is to properly accumulate resources and manage them in order to overcome the colony of the opponent.

Buildings

A feature of buildings in the game is that they can not be destroyed. Opponents can only destroy each other's units.

Anthill

The main building that is displayed on the game map before the game begins. The anthill of the enemy is located symmetrically with respect to the center of the map. You can not put an anthill too close to the center of the game screen and the edges. The collected resources of the ants are placed in an anthill, if there is no more close storehouse. All new ants also appear in an anthill.

Laboratory

After the construction of the laboratory, the study of the sciences and the training of soldiers becomes available. The laboratory is an extension to an anthill and does not require manual positioning.

Stock

The construction of warehouses can increase the rate of collection of resources. Workers and architects deliver the collected resources to the nearest warehouse, or to their anthill. In total it is possible to build five stocks. The warehouse can be built anywhere, but not too close to the growing resources.

Units

Ants are created using the buttons on the "Build" panel. Work ants and Architects who do not participate in the collection of resources are displayed in the form of blinking spots on an anthill. Normally ants are not involved when there is no corresponding resource to collect, or they are outside the collection areas.



- *Worker*

Gathers food. Initially, you can create 40 worker ants and after the construction of each warehouse, this maximum is increased by another 15. Has one unit of health.



- *Architect*

Engaged in collecting wood. The maximum number of architects is the same as the maximum number of worker ants.



- *Warrior*

Designed to attack the enemy ants. The health of a warrior greatly exceeds the health of ants of other types and can be increased by studying the science of "The Might of Warriors". After studying the science of health, the already created soldiers do not increase. The maximum number of soldiers is not limited.

The movement speed of ants when attacking an enemy increases by 30% compared to normal speed. Work ants and Architects slow their movement by dragging resources by 30%.

Resources



- *Food*

Food grows from grains that appear after the growth of the previous group of plants and is collected by workers. If the food has stood untouched for a long time, then it turns into a wood.



- *Wood*

The wood is assembled by architects and is an indispensable resource for building a laboratory and warehouses, as well as for creating warriors and studying certain sciences. The wood appears from a long unassembled meal. To prevent workers from using food, you need to use the option "forest area" in the "order" panel. The food thickets chosen in this way will not be collected by workers.

Advice

Do not delay with the extraction of the wood - the earlier you accumulate the necessary amount for building a laboratory and warehouses, the more powerful your economy may be.

Build warehouses in places of large accumulation of resources and away from an anthill - so your workers and architects will more effectively collect resources.

If some resources are far from the delivery points, then you can clear or not create the collection zones in which they will be located until you build a warehouse nearby.

If you have studied the science of "resource growth," then try to have as many resources as possible to ensure maximum growth, since the increment is measured as a percentage of the current quantity and is limited.

The game is a unique example of a strategy where the user only needs to monitor the development of the Colony, and manage it, but not like in the normal RTS.

Control

Manage with the mouse and Hotkey.

('E' - build the worker, 'A' - build the architect, 'W' - build the warrior, '-' - remove the area, '+' - add the area, 's' - add the warehouse, 'f' - the forestry mode, 'b' - add trap, 'l' - build laboratory)

Title: Colony
Genre: Indie, Simulation, Strategy
Developer:
eugeniy_kh
Publisher:
eugeniy_kh
Release Date: 15 Dec, 2017

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Minimum:

OS: Windows XP

Processor: 1 GHz

Memory: 512 MB RAM

Graphics: Any

Storage: 10 MB available space

English



14:26

Leader: 30%
You: 10%





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its exactly like dead rising 2
same lines
same cutscenes
same story
you just play as frank west
and one new area. Nice little game.

Pros:

- Not much backtracking.
- There's a (faint) logic behind your actions in the game.
- Nice graphics, beautiful scenes and colors.

Cons:

- It ends a bit abruptly.

I enjoyed it and I recommend.. A great potential unfortunately a bit light in the realization, Naval Warfare is a good idea, lack of resources, a steampunk world and a very interesting universe, pallet unit, a story, good movie' cuts ... but what are you waiting for ? Try to develop this idea and make it a real game with a developed story? I like this kind of game, a little too short (finished in 5 hrs), it need to bring to maturity ... This is it, go ahead.... its a good mod. This is a puzzle game with some light hentai CGs. It launched before Hentai AHEGAO and it's better. How could that be? Impressive.

This game works fine. The CGs are not that wonderful, but it's a cheap game. I recommend for hentai puzzle collectors.

Nice game dude !!!!. Devs gave me over 200 hours on skyrim and fallout
i gave them \$5. wrong tags. No nudity no sexual content unless u count kisses lol.

Can be completed in less than 2 hrs so should be a free game since the new DLC which is actualy a patch to make the game run without needing VR but it removed most of the content of the game. More like a demo for ppl to see how VR works than a game.. A great way to warm up your mind and reflexes!. Just an old not so good multiplayer FPS.. This game is great, so underrated. It's like the lovechild of Darksiders and Devil May Cry, the story is rich, the gameplay is fun, and each character is unique and, well.... has character!

Sure it's a little rough around the edges, it's a game that could've benefited from more funding and a larger development team, and the voice acting does sound a little off at times, but that doesn't take away from the enjoyment of the game!. It's not broken, but something about the physics of this game does not feel right to me. Once I got over that, I was able to enjoy myself for a few hours.. Export to html, android, windows, android, ios or flas..

Very easy and posibility of scripts...and I have received the upgrades for free..

I could ask for 2d support.. but it is an amaizing program.

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