
Colony Assault Download Apkpure



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About This Game

Planet Larwinus N 421 was initially terraformed as a mining colony on January 3274 SET. Just as the exploitation was at its end with 7,300,000 tons of platinum and 8,453,000 tons of gold extracted from the planet, a colonial wars started across the known terraformed worlds in 3283. Because of the strategic location, on the rim of the colonized world, LN 421 quickly became an important supply route for the Earth government.

During the first three years of war, the military built their training and maintenance bases across the planet. The specific purpose of the installations are still classified. Two years after the war 3307 SET and the discovery of inertium166 material on planet LD 17 which is just 8 light years from LN 421, the colony was repurposed to a research center for advanced weapons division.

The year is 3313 SET. Military ship ISS ZEUS patrolling the outer rim received a subspace distress call from LN 421 for immediate evacuation. ISS YORK stationed at LN 421 is not responding to any military or public contact frequencies. Route is plotted, drives engaged - 17 days to reach the objective. Operation "Colony Assault" is about to begin.

Game Features

- Command a marine squad individually or as a team
- Drive and command APC
- Save the colonists and extract them in a shuttle

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- Make your own tactics in a nonlinear gameplay
 - Complex AI behaviour
 - Varied weapons - pistol, shotgun, flamethrower ...
 - Tools - motion detector, welder, flares ...
 - + Survival mode

Title: Colony Assault
Genre: Action, Adventure, Indie, Simulation
Developer:
Logic tree
Publisher:
Logic tree
Release Date: 15 Dec, 2015

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English







This game is way too hard to be fun. The amount of backtracking you have to do is insane and the screen effects to give the game more atmosphere just end up being annoying. A very frustrating experience.. The game is crazy hard, but I like the lack of forgiveness. The 2nd mission is a ton of fun just getting past the first is a chore though and the tutorial is a desert of information. Also, there are stability issues, I haven't had many but they are annoying. There are a lot of bugs that need to be worked out (particularly getting scientists to stay in the police station, game crashes). The command UI is ARMA2 complicated but once you've worked with it you can get things done fairly fast. The screen effects are pretty annoying (wish they had an option to turn them off); and for the meteorites, there is a method to avoiding them consistently. In fact I almost never get unless I forget that they aren't just for ambiance.

That being said, the premise is really cool; it's like AVP2 but what if the main compound wasn't overrun before you got there. There are also a lot of cool little mechanics like your squad have limited ammo, but can resupply at the APC (but if the APC stock runs dry your done). Most of the games worth comes from the 50,000 ways you can approach the 2nd mission and survival.

Overall, the game needs more polish and more content wouldn't hurt; it is however a ton of fun.

EDITIFIED:

so....came back after a few updates to rediscover the world of LV------. Turns out, the dude that made the game has (seemingly?) fixed most of the crashes. Also (applause) I finally got the freaking high velocity rounds (due to correction of the spiral out of control problems). This has been AWESOME. The basic assault rifle is now significantly more useful than a can of pepper spray in a hermetically sealed closet, and by that I mean it now \u2665\u2665\u2665\u2665\u2665 slaps aliens with a mighty foam pimp hand, golden chalice not included.

EDITIFIED AGAIN:

The 2.1 version is way more stable and you don't have to figure out how to avoid all the causes of life-ending misery (like the falling asteroids which get smaller the closer they are to hitting the ground. Watch the skies! Watch the shadows on the ground! Watch when things in the sky get close to shadows on the ground because they're probably close to the ground! Watch out for turrets! They will slay you with merciless efficiency! You have access to airstrikes! They're good at destroying things like walls and guns that shoot and spin!

HOWEVER,

and lest ye weak of heart and those of you lacking in dedication were feeling particularly blessed by the gods of alien slaughter, the game is still hard. It's supposed to be hard. Sometimes games are made with the specific intention of being hard. So if you can't handle the non-consensual, alien induced rectal orifice expansion and subsequent brutal violation that you shall surely suffer (and many, many, many a time), then don't buy it; understand however, that you are probably a being with a genetic predisposition towards being quadruped with a caudal appendage, having a tendency to howl at the moon, and mayhap popping out puppies. Because real men do hard things and dont \u2665\u2665\u2665\u2665\u2665 about them, and also kill aliens.. Even on 'normal' difficulty, the other being 'nightmare' a single hit within the first couple of minutes is enough to kill you instantly and send you to the main menu, with the only option being to restart the first level again and walk slowly towards the turrets that killed you.

This is while dodging the instant death meteorites that you may have difficulty seeing due to the eyestrain caused by the constant wavering of the entire game screen, presumeably to illustrate the fact that your character is injured.

This game might be fun and interesting once you get into it, but personally i can't reccomend it due to the eyestrain nessecary to reach that point.. AMAZING but has bug.... c4/tnt doesnt blow up all the missiles..... if i could get past the first level, without randomly dying with half healthbar. and actually be able to plant explosives on the door then maybe i could get into the game, but as it is atm i think ill leave it a few months before playing again.

I thought this was going to be a fun little game to help pass the time. I was wrong.

The good:

-It was extra cheap as I got it on sale

The bad:

-The controls are odd compared to many other video games in that the W key is always forward no matter which direction you are facing. You turn using the mouse and move with the WASD keys. The W key always makes your character go forward in whatever direction he is facing. It would have been better if they programmed the direction keys for north, south, east, and west. That would have been so much more simple.

-The game is difficult, but when you die you respawn at the very beginning of the level, which is extremely annoying. Add to that the first part of part 1 is a lot of walking and avoiding meteors so when you die you have to do all that walking again.

-There is no way to indicate which weapon you currently have equipped. The graphics are something akin to 8bit so it is really hard to tell what weapon you have in hand except to lose some ammo in a test fire.

There are so many other good games out there for as low a cost as this one and they have none of the flaws I mentioned so far.

I cannot recommend this game in it's current state.. a very unique game i wish this type of genre was more prevalent.. I read the bad reviews and thought "Oh! Sure they don't like the game for these reasons, but these are things that I would love!" but I was wrong. The first mission has meteors falling. I read about it in the reviews and thought "Oh, that doesn't sound bad it sounds like just a good challenge". It's not a good challenge, it's an annoyance. You don't feel good by avoiding the meteors, you just feel terrible if one hits you (death, back to main menu)

In the first level it's a desert-like area with the meteors slowly falling, with a wavy screen that makes it hard to see properly. You have to walk a long time to find a bridge which you can easily miss if you don't look at the map. It takes 3 minutes just to cross it, with nothing interesting until you get after the bridge. After the bridge I got killed by... I don't know what or who.

From the other reviews I read it seems the game idea was good and it had good potential, and I say that as someone who did make a simple top down shooter (I do a bit of programming)... the fundamentals are not executed well. Bad reviews suck and my goal is not to offend the developer - I don't know if the dev will read this but here's my advice to you: Practice doing a simple top down shooter with just 1 weapon, fixed movement speed (no sprinting/walking) and add 1 to 3 enemy types.

Play with making one enemy fast, slow, high health, low health, many of that enemy type (100 at once), few of that enemy type. Play with this and once you're able to make this really fun, those are the fundamentals. Then you can work on adding more aspects to the game that will make it more challenging, strategic, whatever you want your game to be.

Unfortunately I cannot recommend this game in this current state.. So this game....

Well before I get into anything about it let me warn you potential buyer that this game is HARD (with a capital H,A,R and D for emphasise) and that there are bugs (both the type you kill with a shotgun and the type you kill with coding changes)

Permadeath is a thing in this game, lose all your Marines and it's back to the menu you go, lose the APC, your pretty much ****d and back to the menu you go, get backed into a corner - menu time, rock falls everyone dies, yep you guessed it, back to the menu you go.

As another review said, this game is almost Dwarf Fortress levels of hard and is about as forgiving as a Elephant (the bain of Dwarfs) who you've just whipped in the love spuds with a wet towel. Let alone the fact that the tutorial is actually a manual and the first mission throws you in the deep end, while your high on drugs, without a floatation device and screams "Swim boy, swim" at you while your being pelted with orbital based death (rocks fall and YOU die)

But then it all starts to make sense and little by little you progress through the map:

You make it the base without being squashed (pro tip, those items on the ground at the start CAN be picked up and used)

You knock out some turrets and blow a hole in the wall (F8 is your friend here)

You figure out most of the controls and manage to complete your objective (one way or another, it's amazing what a liberal application of C4 can solve)

You make it to mission 2

You crash the APC
You get owned by everything in sight
You try again
And again
And again
You finally have everything down that you need to know and become a lean mean killing machine.
You feel like a total badass.
You get cocky
Something new comes along and kicks your\u2665\u2665\u2665\u2665\u2665sending you back to the menu crying like a
b***h

So yeah, be prepared to stare at the menu screen a lot while playing this, your going to become quite good friends :)

Right then onto the rest of the game, the graphics are meh. Which for the most part is not an issue although the Marines could do with a serious touchup to make them actually look like space marines and not brown haired clones.

The sound is ok, motion tracker is nice and sounds similar to the one from Aliens while the guns are your generic [Insert gun firing sound here] affair.

UI. Very unfriendly and until you tame it will attempt to bite your hands at every chance.

Gameplay... I'm not gonna sugarcoat this, it has a LOT of backtracking, you go to colony building 'X', fight through alien hoard, pick up survivors, run like frak back to the APC, depending on how many survivors there were (APC has limited room) go to another building and repeat or go back to the space port to drop them off for evac. This game has as much backtracking as Metroid.

AI. Does the job, nothing more, nothing less.

Atmosphere. Captures the feel of Aliens perfectly. Hell, the only way it could be more Aliens is if a modder came along and redid all the Marines to look like Colonial Marines and the APC and Dropship to look like the ones from the movies (hint, hint modders)

Motion tracker sounds great (even though it picks up your marines and APC which gets annoying)

You can weld doors shut (or cut them open/blow them off their hinges)

C4 is fun and has a nice countdown effect.

Weather effects and lighting help raise the tension and make it feel like LV426 from Aliens.

The monsters (Aliens) are fast and can come out of nowhere very quickly if your not careful.

Overall I recommend this game for its pricetag. It's not the best game ever, it's not the worst. It is a better Aliens game than a certain other game made by a much larger professional gaming studio i know of *cough* Box Gear *cough* and while as I (and others) have said, this game is HARD and very unforgiving (so be prepared for frustration) it does have its moments where the Awesome dial gets turned up to 11. So if your looking for the best Aliens Colonial Marine simulator in well.... forever, then this might just be for you.

P.S This game has been named wrong, it should have been called Marine Commander simulator 2015, seriously, it's that hard.

p.p.s, Ignore the hours played... Steam dun goofed and hasn't regestered them for some reason.... might be because I was offline at the time and the game crashed :(

p.p.p.s Seriously, any good modders out there who want a great Aliens game, were waiting for you. I'd do it myself but I shudder to think of the horror I might release upon an unsuspecting public.

EDIT: Turns out it's even easier to mod than I thought, 10 minutes of google fu will net you a modified dropship and APC that you can edit into the game with just [paint.net to bring home the Aliens feel \(warning can cause some graphic issues\)](#)

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