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About This Game

Hello Captain, I am proud to announce that you are now manager of the mining colony "Astra". But we are at war and you have been designated to defend this colony! An enemy flagship goes to your colony, find a way to stop it.

Game Description

Welcome to "Dark Empire", you will take place as manager of a small mining colony. It will be your duty to defend the different areas of this colony.

In "Dark Empire" you have two distinct phases.

- The first step is to manage your colony, create your ships for future battles, and protect your buildings for ownership. Some buildings have a defense system while others have no defense system. It will therefore be necessary to position your buildings to protect them from each other.
- In the second phase you will control allied ships, as well as yours, during battles. Here again the positioning will be crucial .. the enemy will also have his tactics.

It is very important to know that the game is oriented "rogue-like" and therefore you will often die and start again to get there.

Important Features

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- The management of your colony is in real time
 - Fights are turn-based
 - You can choose your flagship with its own features and benefits
 - You can unlock new spaceships by achieving success

The characteristics expected

- Random events will spice up your game and none will be alike!
- New playable maps with more diversity
- A conquering mode with a large map. It's up to you to conquer the area
- More spaceship
- More weapons

CONTACT ME : darkempirepress@outlook.com

Title: Dark Empire
Genre: Casual, Indie, Simulation
Developer:
Jan
Publisher:
Jan Company
Release Date: 4 Dec, 2017

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Minimum:

OS: Win XP, Vista, 7, 8, 10

Processor: 1 Ghz

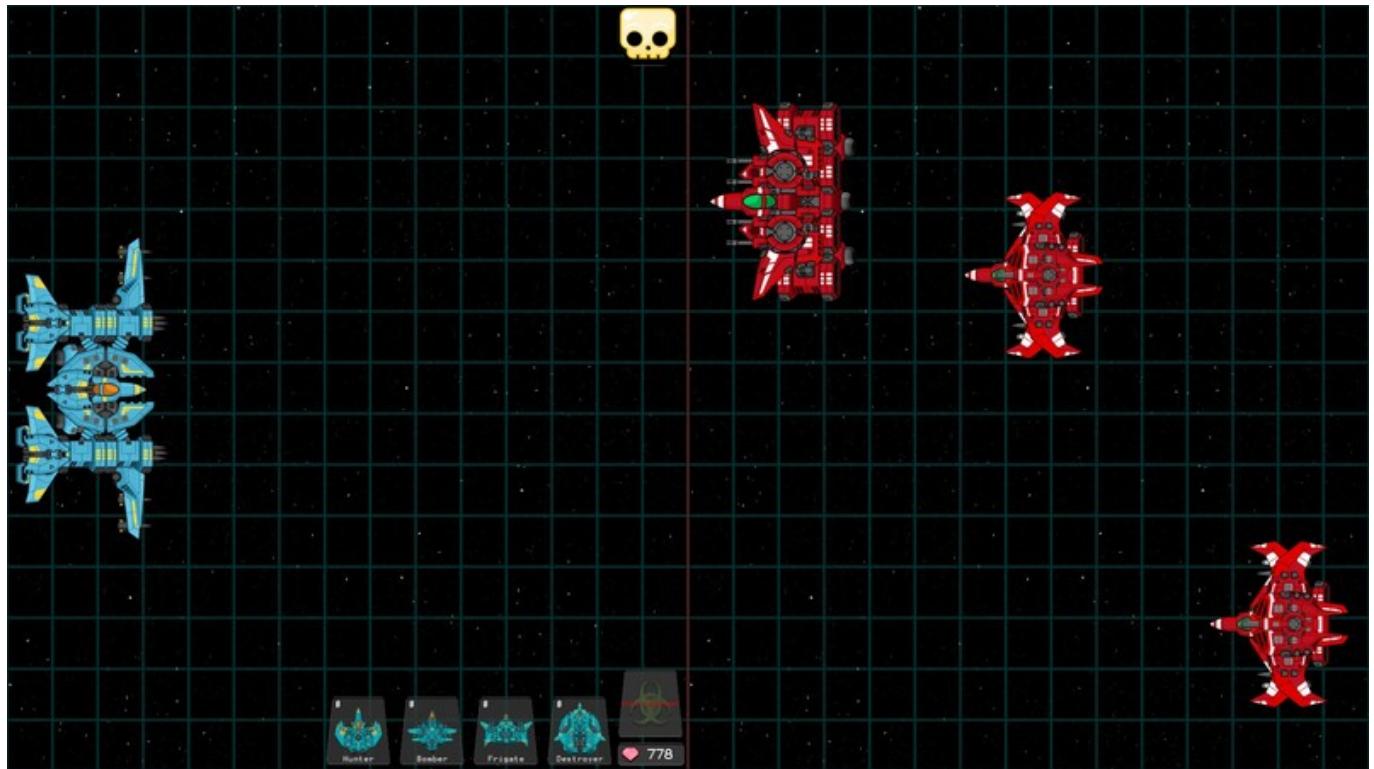
Memory: 1 GB RAM

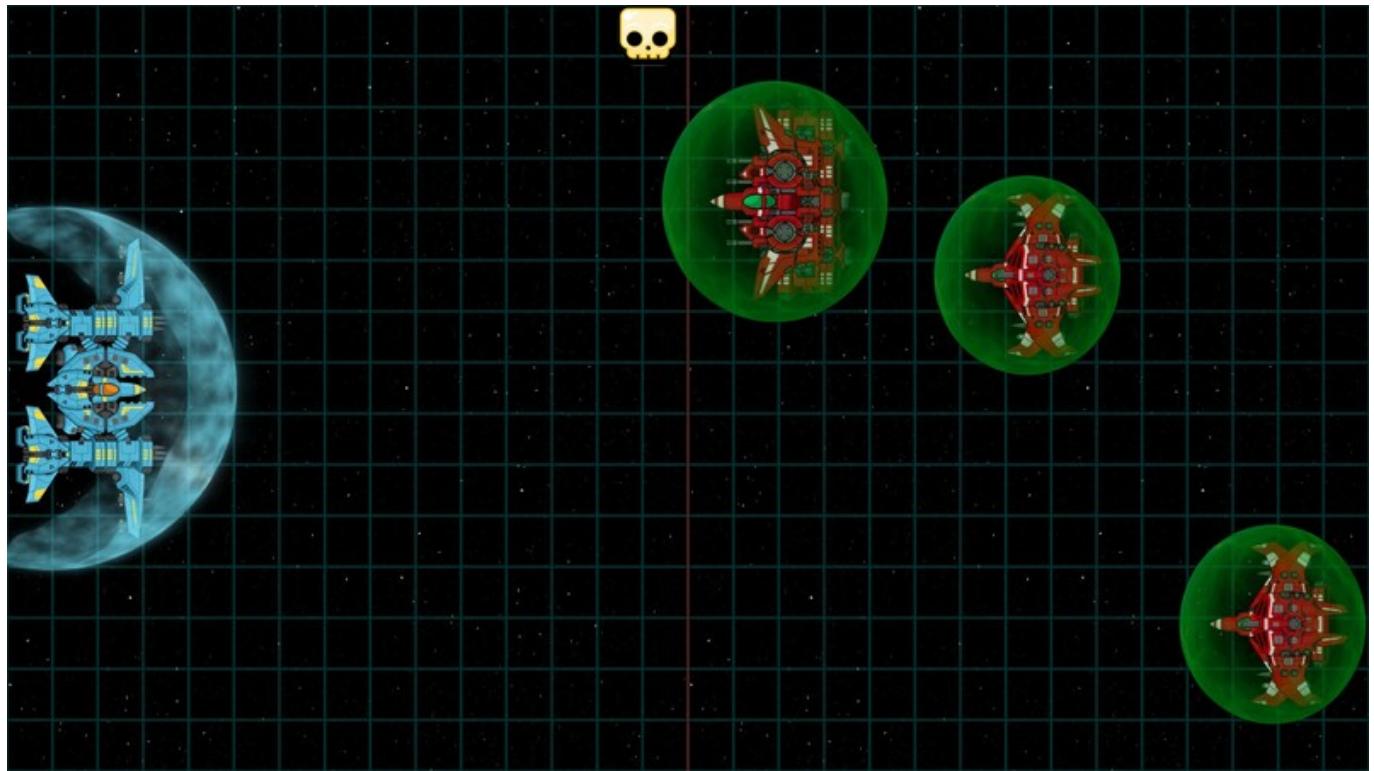
Graphics: 512Mb graphic memory, 1280x720 minimum

Storage: 150 MB available space

Additional Notes: 1920x1080 RECOMMENDED

English







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This game was released yesterday as Beta. Fair enough, but there isn't anything currently on the website to indicate that is the case. I guess there's a news article third down.

Even if that's so, the gameplay videos and screenshots do not match in game at all.

-I have no 'Captain' ship. There are no 'turns'. You have control over the buildings but nothing you build to defend your colony do anything but move from one building to another, never to be seen again. I played for a half hour to see if like...maybe I didn't know what I was doing? I'm not dumb. Other than clicking buildings and pressing buttons (that cut off numbers and words in the tooltips), you can control placement. There's no menus like in the video. You launch, choose a ship you never see, and then you can place five buildings and upgrade them and watch them be destroyed without being able to do anything about it.

I mean I'm happy to be wrong but...there probably should be some kind of 'Early Access' or shots that match the current state of the game. The only thing it MIGHT be is a rogue-like...but not one you're going to feel good about because it's about as inevitable as an hourglass.

I hope the Dev continues to work on it. Could be an amusing sidebar. Now it's pong with highlightable objects.

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