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About This Content

Challenge yourself with four new scenarios, designed by top OTC competitor "Blues" to test your ability turn a profit in less than ideal conditions. To top these trials, you'll have to handle resource lockouts, staggering debt, and even depend on your trusty MULEs instead of mines to build the foundation of your Martian corporation. Keep a thoughtful approach and your quick wits about you and despite the odds being stacked in your competition's favor you'll be able to prove yourself against the finest Mars can offer.

The Scenario Toolkit also includes 41 new maps (33 on Mars, 8 on Ceres) to Offworld Trading Company. Available for both Skirmish and Multiplayer game modes, these are a great way to enjoy OTC in structured Martian environments.

Features:

- **New Scenarios** - Blues brings more content into Offworld, creating four unique puzzles for players to test their abilities in all new ways

- **New Maps** - Enjoy many new maps, based on real Martian locations, perfect for getting started with editing your own

- **New Campaign Locations** - Explore the new maps that work with the "real Mars maps" option, now incorporated into the campaign

- **Example Mods** - Aspiring Offworld Modders can access the included examples to serve as a foundation for their own creations

Title: Offworld Trading Company - Scenario Toolkit DLC
Genre: Indie, Simulation, Strategy
Developer:
Mohawk Games
Publisher:
Stardock Entertainment
Franchise:
Offworld Trading Company
Release Date: 20 Jun, 2016

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Minimum:

OS: Windows 10 / 8.1 / 7

Processor: 1.8 GHz Intel Core 2 Duo / 2.0 GHz AMD Athlon X2 64

Memory: 2 GB RAM

Graphics: Nvidia GeForce 8800 GT / ATI Radeon HD 3870 / Intel HD Graphics 4600
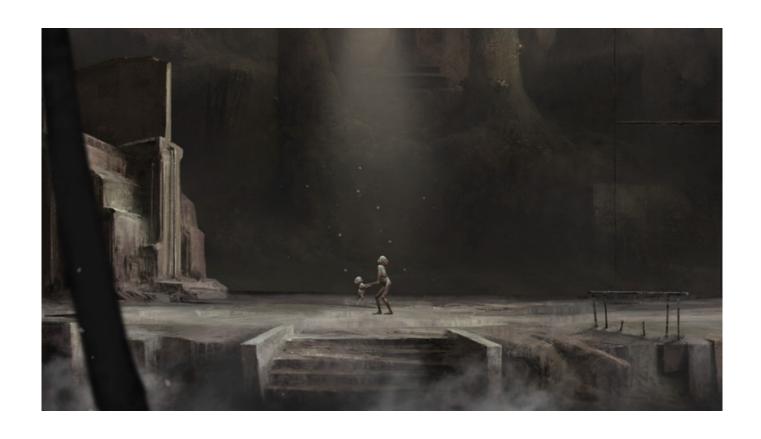
DirectX: Version 11

Network: Broadband Internet connection

Storage: 2 GB available space

Sound Card:

English,German,Russian,Korean,Simplified Chinese,French,Polish

HELLO this game is a very good game and it's perfect for multiplayer.Please astragon add multiplayer in this game.PLEASE. My 6y kid loves it. That´s good enough for me.. Less than an hour of content. One update since Sept. Too expensive.. Finally a HOPA (hidden object puzzle adventure) with decent achievements and the hidden object part was neatly done different from what im used to. And the puzzles didnt make me wanna kill something.. This game presents itself as a relaxing tree growing game, however the achievements make it into a grindy clicker game, and both are pretty bad. Watching the trees grow initially is actually decently relaxing, however the lack of control, limited options, and poor visuals are very uncompelling. I honestly wouldn't have a problem with this game not holding my interest for more than 5 minutes with this price tag, had Viridi not been able to make a hell of a relaxing plant growing game for free.

For a causal game with a concept so pure and relaxing, this game is frustrating as hell. You have no influence on how your tree grows besides clicking it to make it grow a bit faster. You don't even get to decide what tree to grow, it's all randomly generated. All you can do is remove branches you didn't like where they grew and hope they are nice next time.

This game doesn't have a goal, but if you're one who plans on 100% the achievements for it, cutting branches is what you will be doing for way too \u2665\u2665\u2665\u2665ing long. There are two extremely grindy achievements for no reason that just gives you time to examine all the flaws in this game.

Grinding is nothing new, but it's usually rewarding. You gain things and feel progress throughout to remain intrigued, however this challenge is only external, there is no reason or demand for you to do them in game.

The design of this game is also awful.
The music is super annoying, which for a game that is supposed to be relaxing, and one that you will spend a lot of time idling in grinding, is a huge problem. At least you can turn it off.
The "level" is minimalistic, but also rough and janky which contrast each other really horribly.
The leaves are revolving 2d sprites and float around the branch instead of on it which look horrible as the tree gets bigger.
It also crashed and glitched a few times, but it was infrequent enough that I will state it's "buggy."

In conclusion, don't buy this, play Viridi instead.. As of today (11\/11\/2018) this game has received an update that completely overhauled the UI, graphics, and added some new content including a horror\/halloween mode (which will be permanent, don't be fooled by the name "halloween" mode, I am sure the devs will change this at a later date)

The devs are very much engaged in gathering and listening to community feedback. The developer clearly cares a lot about this game and If you are a fan of games where you grind to get the highest score on the leaderboard, if you want to be #1 and compete with others, this game is for you.

This game puts you in a hostile environment where you have to survive for a set amount of time, or in the horror mode, as long as you can (with enemies that get stronger and stronger as the game progresses). The end goal is to gain the highest score that you can get by killing animals, building, crafting, ... Basically it roughly comes down to your APM (actions per minute).

Even though this is the first real game made by a relatively new company, it is already in a very nice state and with all the planned updates the devs mentioned on discord\/twitch, it seems like this is the kind of game every lover of the Survival, roguelike, or builder genres will fall in love with.

Definitely give it a go! At the current price it is a total bargain and there will be much more content and gamemodes to come!. I don't know what so many peaople are talking about, I find this DLC very good and I spend about 5h in it.
Keep hating everything and there will only be games like Fortnite.. Great gameplay and great soundtrack!. It's fun, and the game plays well. Single player is like the tutorial and is supposed to prepare you for skirmish missions and multiplayer. 12 missions. Unfortunately there's no one active in the lobbies so the only option is skirmish. It's easy to learn controls are natural and easy to master. It's pretty basic, not many extras. Just a good game that plays well.

If you're interested and like strategy games, and it's on sale, then buy it.. This is a gameguru game with all its flaws. Gametime around 40 minutes. It is sometimes buggy, but i have to say, it is better than new usual games here on steam with this engine. The dev put really some effort in it, it has music and soundfiles, loading screens, a short intro and an extro screen. I had fun with

Very hard game yet is fun to play and the retro experience is also very nice.. Played through several times.. around 10.. Different endings each time..

Love the decision making.

Hate the Music, not enough variety but other than that, I'll be playing again and again for a long time.. Best free shmup on steam!

Warning!

Mushihimesama - 9\/10 (masterpiece)
Jigoku Kisetsukan - 5\/10 (average)

But this game is free! So...wtf?

Gameplay - Touhou (even the pro players play TH) +1
Graphics - Outdated (Bullets r bullets but Crimzon Clover?) +0
Sound - Bad (Nobuo Uematsu overkill i know...but srsly,Zun did a damn fine job) -1
Fun - Touhou (well made,lots of characters,ballanced modes) +1
Overall - Touhou (great,oldschool gameplay,u will try again,again,again....) +1
Pricetag - Srsly + 5
Total - +8 (Steam support +1)

Must have if u like Shmups!

Dear Dev : Make a sequel and sell it ~5usd,just take our money! Thy for this game! :)

(Sry for engrish). I've never been more disappointed in a dollar spent ... When you have a game ...where transitioning to the next portion of the map can result in your DYING BEFORE YOU SEE THE HAZARD ... You have a bad game ... The hit boxes on some of the hazards are just TERRIBLE ... Overall I would recommend almost any other game for your $1 ... Dear God this was irritatingly bad. SHORT REVIEW:
- Score: 80\/100
- Great Story, loved the setting and the characters.
- Centered around investigations and murder mysteries (instead of purely puzzles)
- Duration: about 3-4 hours for the first two chapters (using walkthrough) and 4 hours for the third chapter.
- I highly recommend playing chapter 1 and 2 using a walkthrough. Item combinations are sometimes hard to guess.
- Important Tip for Chapter 1 and 2: to use stuff from the inventory on the scene, you have to drag it to the lower left corner in order to get back to the screen (the inventory will close itself). At that point, the item can be dropped on the scene target to complete the action. This wasn't obvious to me and got stuck. I learned it thanks to a walkthrough.
- Chapter 3 is the best and most mature part of the game. Has the best game design and mechanics. Can be played without a walkthrough. Very enjoyable.
- I still recommend playing first two chapters first! However, it is possible to skip those and watch a story summary provided in the Chapter 3 game menu.

LONG REVIEW:

The Great Escape is the third chapter in this story. At the time of this writing, chapter 4 has not yet been released, but seems to be in the works as there is a reference to a fourth chapter in the story itself.

I've played the first three chapters consecutively so I'm going to review them all in one shot to give a better idea of the whole. Note: Chapter 1 and 2 are sold in a single package called "AR-K".

Summary:

The story is set in the AR-K, a giant autonomous space station on which a utopic society lives.

In Chapter 1, we meet journalism student Alicia and her dog Ambar and follow her in an investigation surrounding odd deliveries around the university campus. We learn that she originally intended to become a cop like her father, but had to resign due to unfair charges regarding a mysterious ball. It is during this investigation that she will cross path again with people that have a serious interest in possessing that ball. The chapter ends when the investigation article is submitted to the teacher.

In Chapter 2, we learn that the teacher has published the article under his own name. Although this is clearly unethical from the teacher's part, this comes as an advantage since he becomes the victim of uncomfortable attention from those seeking the ball. Alicia will use this opportunity to continue her investigation and track down who's behind this. During this investigation, she will uncover the existence of a society unknown to her called District 8 and she will eventually fall prey to a trap.

In Chapter 3, "the great escape", we uncover the harsh reality of District 8: it is a hidden part of the station where people live essentially as slaves so that the rest of the AR-K can live in utopia. As Alicia is forced into labor herself, she meets people that have been trapped there for a very long time. She will help them in order to gain their trust and will eventually escape District 8 with the intention of revealing its existence to the public living on the rest of the AR-K.

Chapter 4 has yet to be published, but I would expect a climax ending where Alicia finally reveals the truth to the world despite mass media manipulation by key members of the ruling class.

Game review

The story itself is great! I think the summary I wrote above pretty much shows how it is neatly broken down and is building up some momentum. This is, for me, the most important part of a game.

I think what I liked the most about the game storytelling mechanics was the cutscenes. The game stands apart from many point-and-click titles that i've played by using cutscenes whenever something important happens rather than relying solely on textual dialogue. We get a much better feeling of our characters that way.

Across the chapters, I also found that the game has evolved in terms of user friendliness. For example, in Chapter 2, a fast travel terminal system was added as well as a narrator designed to help the player by providing some clues. In Chapter 3, the inventory system has been reworked, dialogues can be skipped, a fast-travel map system has been added and the narrator has been replaced with a PDA. I think those were great improvements that were much needed. Chapter 3 has the best game design in my opinion.

Also in terms of design, I don't think I could have done Chapter 1 & 2 without using a walkthrough. I highly recommend playing those with a walkthrough. Chapter 3 was a lot easier to follow in my opinion. I still used a walkthrough but I didn't read it as much. I had fun walking on my own and trying the puzzles without peeking at the solution. My favourite part was the murder mystery we need to solve in order to get the trust of a District 8 policeman.

All in all, I think this was a great game and recommend it to everyone :). Only get if you get the Season Pass; I don't think worth it otherwise.

New Characters; nothing too special, but at least 9 of them, so yay!

Original Level; just really bad, probably the worst in the game, Lego can do better;
be prepared to fight bosses for 20 minutes in the boring hit them once spawn 10 guys wait for cutscenes fights that Lego needs to stop making.

. A big thumbs up from me (Y). This is a simple game, but it's easily worth the dollar I paid for it. I like bullet hell games that are playable. You can upgrade your ship, increase the difficulty which works, and have more fun after you beat it. So many games, when you raise the difficulty, the enemies have more health and your bullets do less damage. In this game, raising the difficulty gives you MORE ENEMIES, making you feel like a total bad @$$ dealing sweet justice to every insect ship across

the universe.

Does this game have a story? Idk, I muted it because it was annoying. This game gets two high fives for gameplay and music.. This is a marvelous collection of soundtracks. They've been created by Arkadiusz Reikowski and IMGN.PRO!

I will do some pros and cons for the Soundtrack

PROS
-Great composition of songs
-Half of them are tense and the other half is relaxing
-You can listen to them when doing anything really
-Great artists have collaborated with IMGN.PRO to make perfect sountracks for their game

CONS
-I couldn't find the playlist on Steam Music, so I had to go to the folder where the game was installed and then listen to the whole playlist

I recommend this Soundtrack. I rate it 8\/10 would listen to this masterpiece again!

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