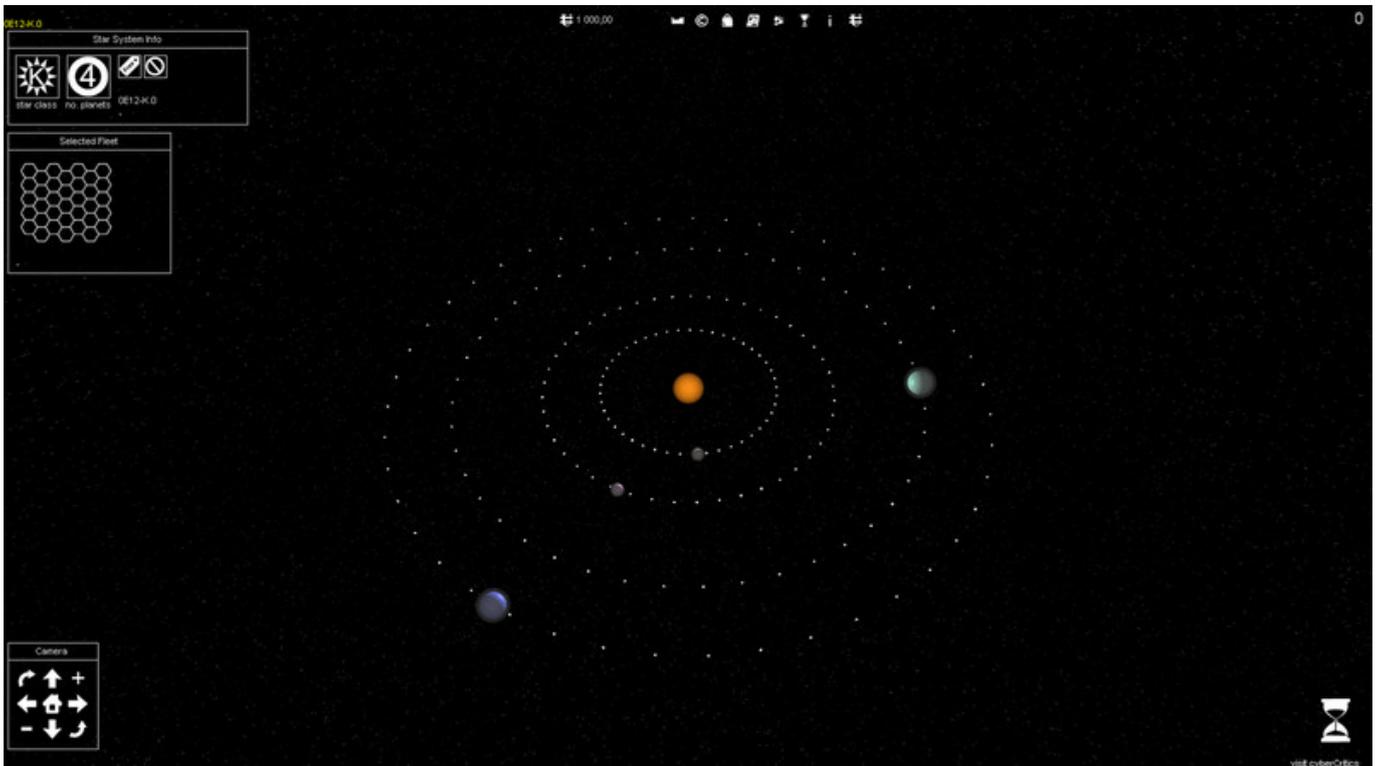

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About This Game

Economic based 4x, puts you in a large galaxy with hundreds of systems as a CEO of a colony destined to rule over all competitors, features dozens or more opponent CEOs.

Containing some features never seen in 4x games. Galaxy Union places you in a densely populated galaxy as a CEO of a corporation with a mission to unite the galaxy under your rule. Colonize systems, build colonies, research stations, become rich and commission fleets that will conquer the galaxy. This is a turn based 4x game, includes a global market with fluctuating prices, real life minerals, gases and a periodic table. It departs from the regular notion of only having a handful of opponent players and puts you in a galaxy where dozens and sometime up to a hundred AI players are competing with you.

Title: Galaxy Union
Genre: Strategy
Developer:
cybercritics
Publisher:
cybercritics
Release Date: 1 Jun, 2015

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Minimum:

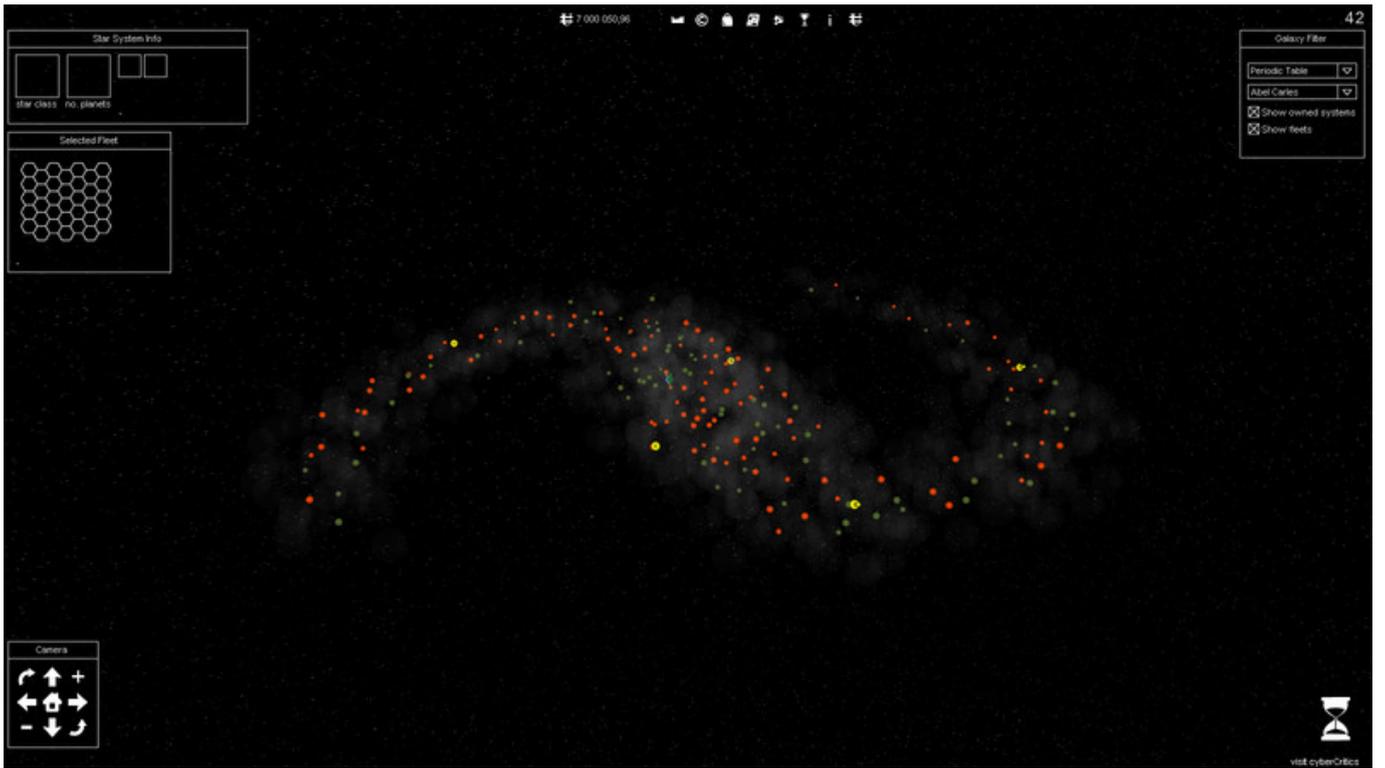
OS: Windows Vista

Memory: 500 MB RAM

DirectX: Version 9.0c

Storage: 200 MB available space

English



Star System Info

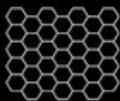

star class


no planets


CEO Winford Jimenez


0000-M.O

Selected Fleet



3,253 18



Galaxy Filter

Focus ▼

Adel Gustafson ▼

Show owned systems

Show fleets

Periodic Table Info

H																	He
Li	Be											B	C	N	O	F	Ne
Na	Mg											Al	Si	P	S	Cl	Ar
K	Ca	Sc	Ti	V	Cr	Mn	Fe	Co	Ni	Cu	Zn	Ga	Ge	As	Se	Br	Kr
Rb	Sr	Y	Zr	Nb	Mo	Tc	Ru	Rh	Pd	Ag	Cd	In	Sn	Sb	Te	I	Xe
Cs	Ba		Hf	Ta	W	Re	Os	Ir	Pt	Au	Hg	Tl	Pb	Bi	Po	At	Rn
Fr	Ra																

NonMetals ▼

 7,448,992

Camera

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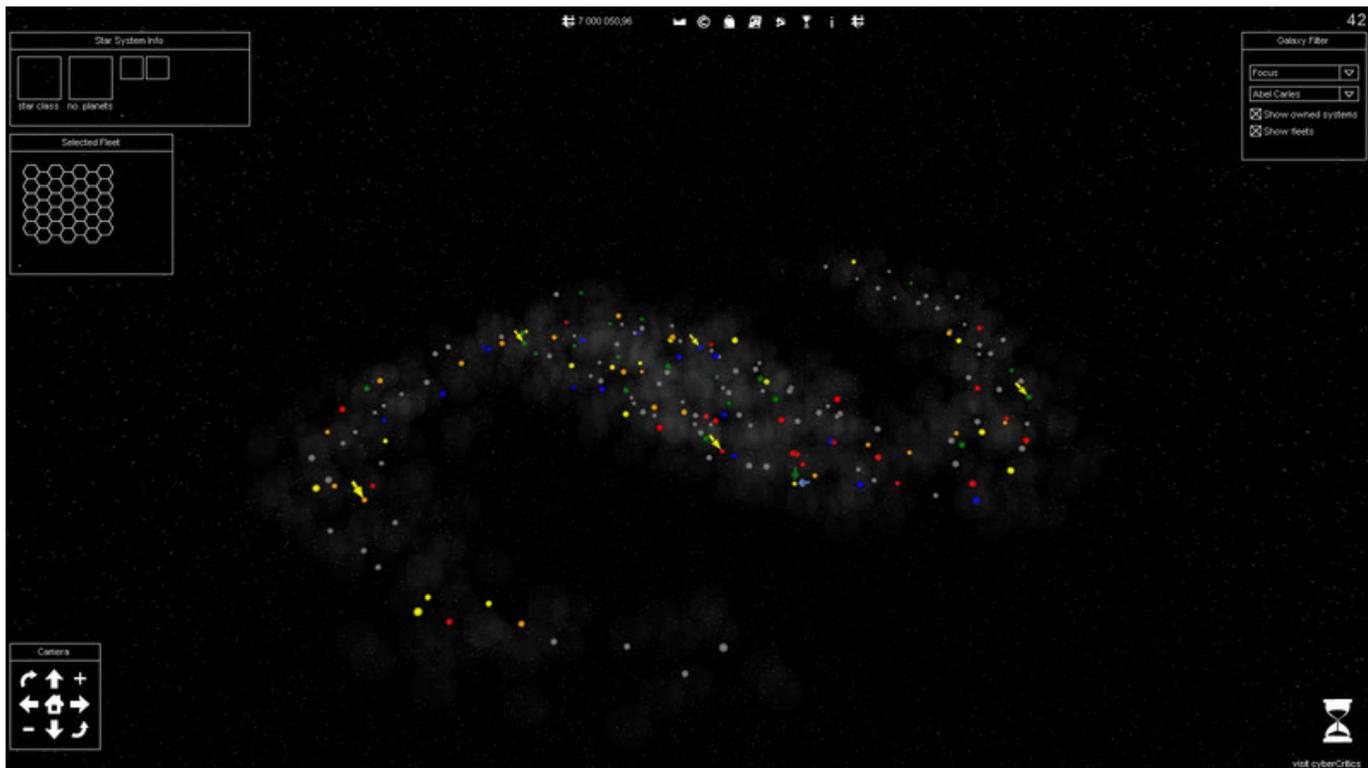
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If your feeling maxed out you really want to relax, meditate, break down all the hustle while listen to classic mood melody and play a build sim simple style game. Then this game is for you.

. Great game! features a whole dynamic economy!. idk what everyone's complaining about. This is practically an upgrade game, not a strategy one. It gets repetitive pretty fast. The graphics is minimal - though I agree that fancy graphics is not a necessity for a strategy game, this has a graphics like an early 90's game. Of course there is no tutorial, the UI is also very minimal. The price is low but you won't play this game for more than a couple of hours.. This is the first game I have bought, others were gifts, on Steam and at first it was confusing and then it became a beautiful puzzle for me to unravel. The game play itself is simplistic, once the simple mechanics of the game are better understood. The interior workings are nothing but repeating formulas for the most part but they hold my interest in unraveling them. The game play as it is meant is actually good as well. Most comments I have read are negative but I am having quite a fun time playing this game.. This game has zero instructions on how to play, it is not intuitive and the graphics are indeed straight out of the 90s.. I clicked around for a bit and tried to find something online that explained how to do at least some basic stuff and couldnt find anything... Perhaps the developers should spend 30 minutes and write up a basic getting started guide.. a man puts his mind in his work,his feeling his sol and his love...

the game is a tottaly 100% money driven game,either there is no love for the genre,
or there is no love for art,or there is no love for the programming.

what is a man without a hart?

then why would you draw such a thing?

if it one thing that drawing teaches you it is that what you love to draw comes out much stronger...

and that where you lack becomes ugly...and just a blur of blended paint.

if one thing it is that programming teaches it is that that little peace of information can save hours...of extra code.

as for the genre expand explore build ...there is little there.

what is a managing game in micro managment...time saver? or game waster?

as an [artist.in any kind of \(free\) art you have to able to take complaints.](#)

[it is not a code you write is a current of switches finly tuned to do what you want.](#)

[it is a poem that charis not a bold word code.](#)

[a variable that always stand still is not variable at all.](#)

[if every turn of time is only there to make union income.and no turn is there for the game except expansion of enterprise.](#)

[then that is all you are focusd on that is in your 3rd eye....](#)

[every building on a planet needs a solid foundation in order to expand to space and beyond...](#)

[workers go from planet to planet in little space ships....they dont stand variable still on the planets surface.](#)

[there is a condition...that is i first need to look.then i need to feel.then i need love.](#)

[love takes time...](#)

[put little character on a giant rocky planet....there does not have to be a story.](#)

[look at what its missing...a house a tree an apple some grass air fire...and what not.](#)

[for you character to be happy it needs all these conditions,or he could be there.](#)

[why would a god put some one inside a box and write for him what to do...rather he provides it whit all he needs.](#)

let the character decide the story.. a man puts his mind in his work.his feeling his sol and his love...
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listen to classic mood melody and play a build sim simple style game. Then this game is for you.
. Interesting concept, but no manual, poor interface, and frankly it isn't in depth enough to work at what it's supposed to be. I'd
pass.

Its hard to understand how to play unless you try over and over and over at it until it makes sence, which it never truly does.. I was looking for something different from other games. Maybe a new perspective, or something else, I don't know. And I've found this game, read the review and looked at the Youtube video. So I gave it a try.

And I think totally worth it. It's totally different than other games.

If you like micromanagement, that's your game, you will face a lot. There is no summary the total energy, food, resources, etc. used or surplus if you have any. Just the credit balance. So I decide to make an Excel sheet to sums up things. And I also made a periodic table visual aid. And it's working for me. I'm working in production, so it's close to me.

You have to make high income to pay the fleets. The patent system will help you. Just watch the energy, food, labour, officers, and the resources and gases and etc. Colonize systems, build fleets to (at least) defend yourself.

So I was looking for something new, and I found it. It's harder than other games you can buy here (someone says it's unfinished game, with features missing).

If you like micromanagement and galactic conquest in economic perspective, try this game!. Multiple crashes, simple mechaniscs, ok graphics, mo money mo money mo money. When it didn't crash it got boring fast. Build, upgrade to limit of 5, defend against invading corporations, attack other corporate planets, mo money mo money mo mo money. I hope the dev gets it right, eventually. Not an expensive proposition. You're an adult, the choice is yours, pick the blue planet or the red planet.

I wish there was a "meh" recommendation instead of yes or no.

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