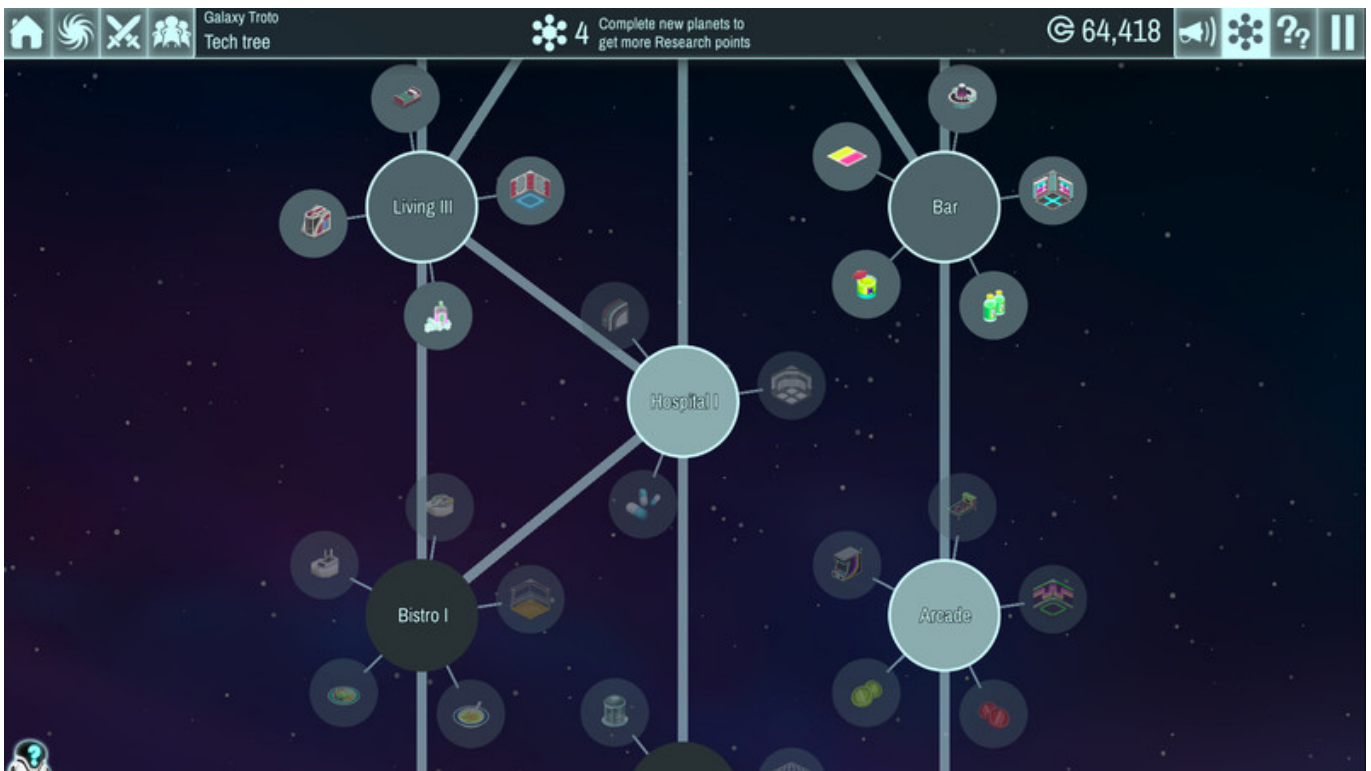The Spatials Activation Code [Crack Serial Key

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About This Game

It's the year 5781 -- and you have been chosen to build and lead a space station in a wild corner of the galaxy! Design its rooms and corridors to make your crew feel at home. Receive hundreds of visitors who are hungry for the most amazing products in the galaxy. Explore 30 star systems and more than a hundred planets -- all randomly generated for every game. Complete missions and discover new allies . . . and enemies! Fight for survival with a unique real-time combat system. Collect loot for your factories and equip your officers with the most advanced technology in the universe.

Key Features

- Design a space station and watch your crew as they build it in real time

- Receive visitors, cater to their every need -- and watch the credits flow in

- Experience a randomly-generated galaxy with 100+ planets

- Explore the surface of planets and asteroids

- Find natural resources and items that your officers can equip

- Engage in real-time combat with RPG elements

About Weird and Wry

Based in Barcelona, Weird and Wry is a game development studio founded in 2014 by two brothers: Carlos and Max Carrasco. Together, Carlos (programmer) and Max (artist) share a taste for sims and classic gameplay -- which is easy to see in *The Spatials*, their first project. Inspired by the great classic sim games of the '90s, *The Spatials* combines classic base-building gameplay (based on isometric tile room building) with a real-time combat system and an exploration campaign. After publishing version 1.0 in mid 2014, Carlos and Max saw the potential of their idea and developed a much improved second version with Early Access starting in August 2014. In October 2014, the game was approved for release on Steam. In 2015, *The Spatials* continued to grow in popularity -- featured in Let's Plays from YouTubers and articles in major sites such as *Rock Paper Shotgun*.

Title: The Spatials
Genre: Indie, RPG, Simulation
Developer:
Weird and Wry
Publisher:
Weird and Wry
Release Date: 30 Mar, 2015

a09c17d780

English

Eliminate the Brigadier

63,746

G 64,037

Back

Arim

Arid planet

Completed

Level 8

Mission Resources

A feeble signal

Completing this mission will reward:

Bugs (29)

G 125

Normal Hard

Start!

Available seat

Level 10 Engineer
Rey Protter

Level 10 Diplomat
Mason Bartel

Level 12 Doctor
Parry Gledhill

Level 10 Scientist
Vassily Thong

Great little game. The Spatials will provide around 40 hours of game play with enough replay value to make it worth its price tag to any avid gamer out there and even more to casual fans. There are few points to note however. The game has a well structured tech tree with a coherent building experience, except it ends really abruptly. The tech tree and building activities end well before the game ends. My second critic goes towards the other 3 main activities: Bounties, contracts and missions. Aside from missions, bounties and contracts are just really too repetitive. I had enough of those 40 hours in and since then, it weights heavily if you're trying to get all achievements. Finally, the missions just feel disconnected with the story they're trying to convey. I've gone from day 1 to campaign accomplish and still have no clue why the hell there's a cat in an astronaut suit in this game. It seems that the story is an after thought more than anything.

Nonetheless, this game has good content to offer. There are some hardcore settings, for the hardcore gamer in each of us, but they also aren't really exploited.. A nice little game to pass the time even better when on sale. The pros; nice visuals not amazing 3d rendering style but still nicely polished, excellent soundtrack is amazing. It has a really polished feel, with some interesting concepts, RPG strategy, micro-management, base building combinations. Cons; It can become very repetitive very quickly and for some the grind may set in to progress further into the game, some concepts while easy to get into at the start begin to show the lack of heavy strategy. Difficulty gets hard quickly but some may enjoy the challenge. Overall this is an enjoyable casual gamer style experience for those who don't want to much of one thing and don't mind the grind, thumbs up!. So, I'm gonna start off with why I wouldn't recommend this game, and then get to why this averages out to a thumbs-up, mkay?

Fact is, it's just... bland. And I'm not sure if that's better than it being actually bad, because at least when a game is bad, or even mediocre, there's something to point at and say: "Hey, you know that dumb design decision? Yeah, that's the straw that breaks the camel's back." This game doesn't have that.

It's cute. It's got a wonderfully Star Trek aesthetic to it, the interface makes me warm and fuzzy inside, and the away missions are a nice game element that is rare if nonexistent in similar games. There's resource management, building elements, and honestly a really pleasing art style.

But that's the problem, too. Once you've seen all that perty stuff you start to notice how small the game really is. The question I find myself asking is why I'd want to play it, without really being able to come up with any reasons not to.

Sure, I can build a trading port thingy to get more of the stuff my spatials want because reasons, but if they don't get them... oh well? And if they do... oh well? That's the main sticking point of this game, for me at least. It's not that this game lacks anything similar games have, it's just that it fails to give any of that meaning.

That being said, this game has a lot of cool elements (reminiscent of a casual game mindset) that other more popular games in the same vein could learn from, and for how long I played it I actually found it to be quite fun. Sure, that fun tapered away into an existential feeling of "Sure thing, but *why*?" but it was still there.

So, given the price point, I figure it's worth a spin. Maybe I just haven't played it enough to find paydirt.

. This is such a lovely little game!

The best part about this game is how it cleverly combines several different genres. You build a base for your crew, but also for aliens that come to visit you. Then you have to meet the needs of both your crew and the aliens. They crave all kinds if different products you have to craft from resources you gather. Finally there is the action part; take your crew on away-missions to distant planets where you'll find plenty of pirates, robots and aliens to blow up!

The caveat of course is that because the game combines so many different elements it doesn't excell in any of them. Nor does it bring any revolutionary new gameplay. But is that really necessary? All the elements in the game work, and more importantly they work well together.

My only real critisicm of this game is that I found it to be rather easy to beat.

Still, for the price I can only recommend this game. I've had many hours of fun with it. If it ever goes on sale, this is a total no-

brainer; buy it!. I don't know why this game has so many positive reviews. It's repetitive as hell.
Another game where your people forget to eat.

All you do is go to a planet, kill the objectives, kill everything else you can, wander planet until you've found all the loot boxes, return to base, make food. Then repeat this over and over and over (this need a auto-resolve button, after I did this for the eighth time I wanted to shoot myself). I was expecting you'd be able to do something else on planets, nope, just kill, loot, lots of running around to make sure you have everything. Honestly, this gets old really fast, unfortunately you have to do this constantly to earn money and resources.

Combat just consists of rapidly clicking on your enemies.

When you raid a planet you get a research point, get enough you can unlock instantly a new building (the tutorial didn't explain this, I was left wondering how to make food, since you have to unlock it).

What the game doesn't tell you clearly is how to make money, which is a slow grind..

Funny thing is that my crew won't eat even though there is plenty of food on hand. This eventually leads to not being able to go to planets and you eventually run out of money and can't do anything. To me this is a severe game breaking bug that should have been fixed a long time ago (this alone earns this game a negative review (reminds me of other games that have the same problem)).

The tutorial really didn't explain much, it leaves you to figure it out.

Once you assign a person to a station you can't unassign them from it to "for anyone".

The other issue I had was In the diner, if you queue a large amount of food that you don't have yet, you'll see a error that this station doesn't have any of the resources in stock. I set a minimum of 70 rations, but only had 50, so no one could eat because I didn't have the 70 (so they're too stupid to find the other 50?).. Once I dropped it to 20, my visitors got food, but my crew still didn't eat anything. They slept plenty, but just wouldn't eat no matter what I tried.

Did I mention you have to find everything to use it, like the recycler, you have to remember it's location, then click on it, then select what you want to put into it. I can already see the complications of having a large base and trying to find a specific machine.

After two hours I was bored to death with the constant repetitiveness of this game.. I'm addicted to The Spatials. This game has elements of some of my favorite classic sim and rpg games. Visually it reminds me of Roller Coaster Tycoon 2, but in space and theres no rides. Start off colonizing an asteroid, and build a station to sustain your crew. Explore nearby planets to obtain resources and credits. After completing the planets mission, use credits to unlock the planets resource nodes to import goods to your station after a time period. Hire new crew members and employ them at the solar system's embassy to reduce the time period it takes to extract resources from the planets in the system. Once you get supplies rolling in start building for guests to visit the station and spend credits, and expand accordingly. Explore the galaxy and unlock alien races to visit your space station, play through missions and discover your enemy. Visitors will be satisfied if they can fulfill their cravings before leaving the station.

It can be very easy to get ahead of yourself in this game, and if you're not careful you can unlock the expansion nodes too early before you have set up incoming resources and will constantly trying to keep products in stock and guests satisfied. I advise new players to unlock the research nodes as your crew members or visitors need them. You can unlock the next level by beating the first planet in the solar system, but skipping planets will limit your production. Also planets have difficulty levels, and clearing a higher difficulty will increase the resources a planet produces per period, so there is replayability even after completing the first levels.

There are two ways to level your crew in the game, by defeating enemies on planets with your away team, or sending crew members out on contracts for experience, resources or items. The contract system is great for hiring new crew and levelling them up to be ambassadors for a solar system's embassy. A strategy I recommend to start is hiring low level crew members as workers, and choose specific ones to level with contracts. As a crew member's level raises, so does their cravings and needs,

which take away from production time and takes longer to get in a good mood. Higher level crew members will consume more advanced products which could be sold to guests instead, but also have production bonuses so you will have to balance your worker's levels with your available resources. Also item drops will increase your away crew's power, so equipping higher level items makes a lower level away team stronger.

9/10 I recommend this game to anyone who loves theme park style games and space exploration rpgs. It has a fun and colorful art style. There is room for it to grow, so far I don't think the camera angle can be rotated to see the station from different directons but otherwise its a great start from new devs, thanks guys! I'm hooked.. I really wanted to like this game more. I love sci-fi, and I love base building. This game fails on too many fronts.

 - "Exploration" The mechanic of sending your teams out to constantly♥♥♥♥♥♥ pillage and plunder every planet reminds me of the move Full Metal Jacket.

> I wanted to see exotic Planet BLAH BLAH... the crown jewel of Southeast Arm of Galaxy Tiddlywinks. I wanted to meet interesting and stimulating people of an ancient culture... and kill them. I wanted to be the first kid on my block to get a confirmed kill!

I've gotten to level 12 planets and all of the away missions are these pedantic kill squad missions. You have a diplomat, science officer, and engineer on your away team, but your ONLY MISSION IS KILLSQUADS. Just lemme take all Marines, that's all we do. To make matters worse, the combat is so horrifically basic, all you do is click click click click click click click click click click click click click click click click click click click, your people won't defend themselves even. Then you sometimes can't see enemys obscured by trees, and your wishing you had an app that left clicked for you. Exploration and combat are utter rubbish.

- Diplomacy is at least a little unique and interesting. You take your officers and place them in positions of power on a solar system's capitol planet, cool right? Except now the only thing you are is a mechanism for exploiting the natural resources of the planets. That's it. There's no diplomacy, you're basically a lobbyist. I feel like I'm in Avatar, I go in, kill the indiginous population, and secure my natural resources. There's no other function for diplomats.

- Basebuilding is like the key of the game right? That's what you're in this for. You build a base..... to become a Mall of America. Your sole goal is to build a base that caters to the whims of the consumers who come and go, as you♥♥♥♥♥♥planets as a wonton hedonist. You need that bug pizza? No problem, lemme just ensure I've killed everything on this planet over here, ok check, now let's install an officer to ensure I get all the bugs from this planet.. Yep.. Ok, Supply line secured - you get your bug pizza.

Base upkeep is a CHORE. The stations don't have a 'build XX minimum' - so you have build YY total, or build infinity. When you are building 120 different items, having to consantly queue up crap is loathsome and pedantic. THERE IS A BETTER WAY TO DO THIS. I ended up rage quitting after a while, because I got so sick of having to tell my people to keep the ♥♥♥♥ing ice cream maker filled. It's like an intergalactic mcdonalds staffed by level 10 officers who have no maturity at all.

Good things? Graphics are pretty good, I enjoyed the "not Prison Architecht or Rimworld" style meeples. It's has it's own graphic identity and I appreciate that. The music and sound effects are equally nice.

Otherwise this thing is rage material.. The Spatials is really addictive, and I'm hoping for an expansion. More than a build a spacestation sim. The RPG elements are fun and the missions a good distraction. It'll sap a lot of your bored time up nicely!
. A fun base management and space exploration game. Perfect for someone who likes their games a little more on the casual side. I love the adorable graphics and light-hearted humor. Sound/music is nice too though I have to keep it turned down as the repetitive blaster/gun sounds annoy the husband. After 50+ hours I'm almost finished the campaign and still looking forward to building up my base into a mega space mall before I quit. If I were to go back and try to complete all difficulties on all planets I could add even more time to the gameplay. (at time of writing this I've done most of the planets on hard but very few on "wtf") The game isn't perfect. Missions can be repetitve and having to level ambassadors was a bit of a bore but still the game is well worth the price.

This game is a real tease. I jumped on it when it had a release discount.

The game promises to be a tycoon-like game you've been waiting for for years. At least like I have! Right off the bat, it seems quite promising. The graphics are decent, there's a tad of humor and the soundtrack is surprisingly nice, if not a bit limited. At first it's a bit hard to get a grasp on everything, but eventually things become clear. You'll discover that this game is rather shallow. It feels neither challenging nor particularly rewarding. I've spent about 7 hours on it now, and don't feel particularly compelled to keep playing.

It's a game that holds promise, but the reality is, sadly, a lack-luster game. It's not exactly an Early Access game, but I think it could use some updates to improve things. Even so, the price tag was pretty fair when I got it. You can get some hours worth out of it. I find it hard to actually recommend at this time though.. This is essentially an interstellar truck-stop simulator. I would describe it as X-Com lite. It has similiar mechanics from Gnomoria, The Sims, and Diner Dash style gameplay.

Pros:
+Fun little builder that could potentially be a huge time-sink
+UI is pretty well done
+Fair level of complexity (i.e. from tourist mood-state to leveling up to battle-equipping soldiers)

Meh:
=Music is decent
=Artwork is ok (for some reason it makes me think of a phone game, but thats ok)

Cons:
-Fighting reminds me of a seriuosly dumbed down X-Com game - there is little strategy and it all amounts to a series of clicks (go here, click here, now go here)
-I personally hate that all the planets are completely flat - once again gives me ideas of a phone game

Overall, I think this is worth it if you can get past some of the shortcomings. Lets get one thing straight though - this is certainly a casual game. Nothing seems that difficult.. Tonight I sat down to play the Spatials for the first time. Before I knew it, six hours had passed and it was 1:30am.

This game is a really interesting mix of elements, like a cross between Xcom and Dwarf Fortress. There's roster management, loot and leveling, resource management, base decoration, production management, all tied up with non-distracting visuals that nevertheless reward you as you unlock new items for your base and your officers.

Thumbs up!. This footage was recorded pre Steam and was part of the Alpha / Beta gameplay. I heartily recommend the game but if you don't take my simple word on it there is my first impressions review below

Who's That Indie? Is a Blind First Impression's series made of indie based and indie developed games. Today's game is The Spatials, a base building squad based game. Build up your base while sending your core team of cute little humans on away missions star trek style, to boldly kill where no-one has killed before.

https://youtu.be/JArYZv6LWhE. Rating: 3 of 10.

I got borred after 3 hours, game seems to repetivive for me and there is alots of clicking.

The good

* Tech tree that unlock base structures/rooms.
* You can configure units with guns and skills.
* Units level up.

The bad:

* Cannot control units individually.

* No tactical combat... just click click click
* Bases don't get attacked.
* Missions are to repetitive.. If you enjoy building, micromanaging and a little bit of adventure, this game is for you. The Spatials is a relaxing and enjoyable tycoonish game. It's not Theme Hospital or Rollercoaster Tycoon, but close enough. Go ahead and buy it.. This game is almost perfect. It is one of those rare gems that you can run for hours and hours only to realize the sun has come up and you may need to sleep at school/work before putting in another night with this game.

It is also available for Linux (currently as a beta), which is a big plus.

Do I recommend this game? Yes.

There are, however, some issues that may affect gameplay:
1. While the soundtrack does a good job of being ambient enough to not be an immediate bother, it starts to get grating when you're playing it for several hours at a time. Grating as in there's this one track that sounds as if it's glitching and it gets annoying fast.
2. There is no way for tall objects (Like the spaceport) to become transparant while moused over or when using the wall-removal button, making it fairly difficult to see what may be built directly behind them.
3. Apparently you can't put corridors side-by-side, yet there's no obvious other room that could be used to make corridors which are two or more squares wide. Yet, when exploring planets somehow someway the people building there CAN add corridors side-by-side, making for some interesting doorway and hallway combinations.
4. You can't (de-)construct the initial teleport room, mostly because it's the only place where your officers spawn. But you can't build anything in there, not even ornaments, making it a fairly useless 3x3 square block. (5x5 if you consider you can't put rooms up against other rooms.) It's also the only place which has walls with big giant windows which I'm sure my visitors would enjoy seeing on the outer edges of my spaceport. From a glance at the research tree, there's also no way to unlock being able to (de-)construct this particular room type. I would welcome the opportunity to expand upon it and use it as a 3x3 hallway with ornaments, but alas.
5. Emptying your inventory during a crisis gives you 1C for stacks of 0~1999 units, 2C for stacks of 2000~2999 units, and so on. It's pretty much useless even while you'd imagine there's a bit more compensation for the hard work your officers put into making end-products as opposed to raw materials. This is not taken into account at all and all stacks are treated equally in this.
6. When sorting officers, the three category buttons do not have their expected behaviour. When all are turned off, one should see the entire list, which happens fine. But when sorting on only diplomats, one still sees the entire list. When sorting on only exploration crew, one still sees the entire list. It is confusing. A similar sorting option is lacking at the Diplomat screen, where I often have to scroll past my exploration team and already assigned diplomats before getting to the candidates I can actually put in the vacant slot I am trying to fill. This could use some optimization.
7.a. Officers will walk away from big building projects after they have only put down one piece of floor or an object instead of being automatically assigned the next build order since they are the closest worker to it. Especially in big projects this may lead to officers from the farthest reaches of your station to come wandering over, slowing down the build project immensely.
b. In a similar manner; officers will randomly decide to hop from one factory module to another without clear indication of what is behind their decision to do so. They would make one dessert only to hop over to the machine next to it and make another dessert at it, only to then walk over to another factory room and start making spare parts. And this is with enough officers in the station to occupy all of the factory objects simultaneously.

So yes, the game runs stable (Tested on Windows 7 & Debian 8). It's playable. It's enjoyable. It could use some optimization, but there has never been a perfect game.
So, If you're happy enough dealing with the issues I listed in this review, by all means buy the game. It /is/ enjoyable to play and a decided timesink.

For all intents and purposes, this is what Double Fine's Spacebase DF-9 could have been. And it made me think of games like MuckyFoot's Startopia in terms of station-building, a real-time version of MicroProse's UFO/X-Com series in terms of planet-exploration/combat, and even Sierra's Alien Legacy which had attempted to combine the two elements before.

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