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About This Content

If you thought turning a profit on Mars was tough, just wait until you land on Jupiter's volcanic moon, Io. With resources that deplete over time creating fierce competition, you will have to adapt to the new environment faster than your opponents do in order to survive. Life support is so strenuous on Io that Mars will look like a paradise in comparison!

Two brand new factions have joined the corporate world on Io where the new resource system offers a steep learning curve. There are plenty of new sources for power, but some of humanity's basic essentials - like water - don't exist. In order to thrive on Io, you will need to steer yourself away from everything you thought you knew about Mars and re-order your building priorities to outshine your competitors.

If community competition is your thing, take the new 1000 Map Challenge. Earn your place on the leaderboards and see how many maps you can conquer before the harsh environments of space take their toll on you.

With a brand new campaign, locations, factions, patents, resources, and much more, Jupiter's Forge is a must-have addition for your Offworld Trading Company experience.

Core Features:

New location - Io

Explore Jupiter's volcanic and volatile moon where energy is plentiful, but life support is so difficult that it makes Mars look like a paradise.

New resource system

On Io, production works a little differently. There are plenty of new sources of power, but some of your basic human needs - like water - simply don't exist. This means that the priorities for what you build and harvest on Io are vastly different from Mars or Ceres. New resources like basalt exist only on Io and will allow you to build new structures and adapt to the lack of other materials.

New Faction -The Penrose Collective

Highly adaptable and influential, the Penrose Collective intends to thrive on the harsh environment of Io. With the ability to found 2 headquarters at the start of the game (and upgrade them simultaneously), they are able to spread their operations across an already depleted environment in order to afford them easier access to more resources. Their claim swapping ability also allows them to trade in useless plots of land at any time during the game in order to claim something else that will help their cause. Because of the versatility, they are also able to use silicon instead of steel for construction.

New Faction - The Diadem Trust

An elite business group with grand visions, the Diadem Trust is ready to crush any other corporation that gets in its way. All of their advanced buildings - Hacker Arrays, Patent Labs, Pleasure Domes, Optimization centers - are top of the line and can push out just a little bit more than their competition. Hacker Arrays can create shortages and surpluses at the same time, Pleasure Domes produce double the revenue, optimization centers grant a bonus claim, and the patent race means absolutely nothing to them - they can purchase a patent at any time, regardless of whether or not another player already controls it. It's all legal, they assure you - their lawyers challenge you to read the fine print.

New Infinite Map Challenge

Compete against the rest of the community in this unique challenge. Each map evolves, becoming more difficult than the last - can you find your way onto the leaderboards for each one? Push yourself past the competition and see how many maps you can conquer before the harsh environments of space get the better of you.

New Campaign

Show that you have what it takes to build your business on the harsh environment of Io. Snag your resources before your adversaries do and prove to everyone that money talks: you made it on Mars, and you can make it here on Io too.

Title: Offworld Trading Company: Jupiter's Forge Expansion Pack

Genre: Indie, Simulation, Strategy

Developer:

Mohawk Games

Publisher:

Stardock Entertainment

Franchise:

Offworld Trading Company

Release Date: 18 May, 2017

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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

Ship Select



METAL *BLACK*
メタルブラック

Black Fly



 Title  Help

A side scrolling shooter released into arcades in 1991.
It was known for its unique beam-duels, hard-boiled story and elaborate direction.

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offworld trading company jupiter's forge expansion pack

Dev page down and basicly this program feels like abandoned.... Dark souls but the only class is pyromancer and all the enemies are the nutsack tree.. A satisfying DLC picking up from where the original left off. Takes a bit of adjustment to understand the new systems, but a welcome addition. I really hope a second DLC is in the works.. A little buggy but a good game non the less. I couldn't even beat level 4. Rage inducing indeed.. overall a good point n click. Not worth the money. Not even if it was free.

Just go over the discussion forum and verify that the dev only replies to positive posts.

When is ok to pay for as local multiplayer feature? LOCAL MULTIPLAYER!!! this is just outrageous - DON'T WASTE YOUR TIME OR MONEY IN THIS FKIN TRASH.. I purchased it but cannot download it! The game points me to the Steam page and the Steam page points me to the game...

There is a dialogue box asking me if I already have Steam, but when I confirm nothing happens. :S

Absolutely not worth the price. Very limited content (who knows how much more they'll actually add) and the mechanics aren't as fun as they look.. Here is my review of Wargame: Airland Battle.

One of the best RTS's of the year in my opinion, Wargame: Airland Battle is a enormous game, with massive maps, and extensive number of military vehicles. This sequel to the original game "Wargame: European Escalation" now includes Aircraft such as the F-18, F-16, Tornado, Mig-21 and plenty more, and let me tell you there is nothing short of units in this game. The amount of nations and forces there are in this game make it extremely appealing to me, nations are divided by Pact and Nato then by countrys, currently there are 830 units in the game so there is a lot to chose from. Most of the maps are gigantic sometimes to the point where I am completely confused and overwhelmed because I am unsure what to do with my units but I am new to the game so I'm sure in due time that will pass. All the DLC has been free for both this game and its Wargame: European Escalation so that is definitely a plus, the DLC usually adds in new maps and vehicles. The games vehicles are very well detail in my opinion, taking into consideration the scale of the maps and all the stuff going on, the graphics are excellent to the point where it is kinda eye candy; I feel like good movie clips could be made with this game...

The Game is updated quite regularly and the developers actually listen to the players through the forums and a third installment is scheduled for release in 2014 and I am personally quite excited for it, from what I have read it will be called "Wargame: Red Dragon" this sequel will include 5 new nations including the Chinese and the North Koreans, over 450 new units including ships, WHAT?! (as if it wasent chaotic enough) and they have also changed the location, this time we are in Central Asia between 1971 and 1991; The version I am really hoping for is a Modern Warfare Version 2000+ era vehicles, planes and such.

In campaign is set in Europe, mainly around Denmark, Norway and Sweden area. You got back and forth between playing as Nato and Pact, the Campaign has definitely improved from the previous game, for this installment you have sort of a table top surface for the Campaign separating allied controlled blocks and enemy controlled blocks when you are not fighting, but you can do passive things to, like send in recon or bomb a enemy blocks which I actually like. Skirmish mode is a fun and good way to learn how to play the game without getting slaughtered in multiplayer, you are basically battling the computer and you can change the difficulty of the enemy and your allies. Multiplayer is chaotic at first to say the least, especially if its 10v10 it was definitely difficult but I'm sure in a few months I will get used to it.

Making Custom Decks I believe has improved, you have way more vehicles to chose from then the previous game when you are first starting out and you also get bonuses for certain groups like Mechanized Group, Armor Group, Support Group; also you get bonuses for which time frame you want. You get units from a point system, it goes by how many enemy units you kill and if any of your units have died.

There is one thing I don't like about this game and that is the game is \$40 at the time I am making this, I don't get it because basically it's really just an add-on to the previous Wargame, and really there are not many new features besides, a few new maps, planes and a few new vehicles so I recommend buying this if it is ever on sale, I would say 50% or lower.

My final verdict is this game puts the "Real" in Real Time Strategy; I enjoy this game I have a lot of fun with it. If you can maintain your units well on the massive maps, you will do fine. The game is very realistic with chaotic war scenarios and epic battles.

Cheers \m/

P.S. Here is there website go and learn more... <http://www.wargame-ab.com/?rub=home#p1>. This game has huge potential, so far the developers have implemented a very creative locomotion solution for a sport no one imagined could work well for VR. As expected there are bugs for an early release product but the team have released consecutive updates that have drastically improved the experience in my opinion. I look forward to the final version of this game.

Pros

- Very fun and engaging
- Great workout
- Creative locomotion for moving through the field, shooting, passing etc. (Room scale is amazing)

Cons

- Needs more active users to setup online matches

-Needs Bots to make up for lack of users. This is a simple yet very enjoyable game. Anyone interest in sailing ship navel battles will thoroughly enjoy this game. All ages (meaning I think kids and adults will like it).. Does what it says on the tin.

Rifter is certainly interesting. This is a rather unique and really solid precision platformer with tight controls and satisfying gameplay. You'll swing and dash your way through enemies and levels while jamming to a solid set of tracks. It is tough, but in a way that is uber satisfying when you get that smooth run down. Combat is extremely satisfying and can be made as fancy or simple as you choose.

I would be remiss if I did not mention the characters. Tiny, your companion, and Zip, the challenge giver, are awesome. They really bring the smiles amidst some of your frustration. This is a speedrunning platformer, so story/characters may not be that important, but to me, those two really give a lot of personality to this title.

If the trailers look interesting to you, I'd recommend giving it a try for yourself. What videos cannot portray is the actual *feeling* of swinging through the levels and arena combat areas, and how good it feels to get a smooth pass on a level you've been having trouble with.

Highly recommend.. cant wait when its finished. I enjoy the combat/story/multiplayer and have logged 14.4 hours since I started on the morning 3 days ago. I cleared Chapter 1, have completed enough multiplayer to net myself some sweet rewards, and just started on Mako Reactor 2. My 1st Soldier job is about to clear its 4th Skill Panel.

I have yet to spend a single penny on this game. And my deck has maxed 4* Raiden & Cloud/Touch, and maxed 3* Barrier and Hades - I'm mowing through stuff on Hard Difficulty and ~at no point have I felt held back~ or as if I cannot have a healthy play session because I'm not paying.

From my perspective, this is exactly the kind of F2P game I'd love to see more often. It's all about making sure you have a good understanding of how everything works & so long as you plan & use the resources you're given efficiently, you shouldn't be seeing a paywall - at least not up through the point I've played. Continuing at my current pace, I cant imagine there'd be one later either.

I have a potato laptop with Win7 x64, an i5 CPU, 8GBs of RAM, and an Intel HD 3000 gfx chip - the game plays perfect at 720p, looks shiny, and I've not had a single issue or crash.

As for the story itself, it REALLY reminds me of Dissidia's, so much so that I'd not be shocked if someone told me this was a Dissidia prequel of sorts. The world is dark & mysterious, and I cant wait to see where it goes next~! The Moogles English voice is one of the most crisp & amazing "cutesy voices" I've probably ever had the pleasure of hearing. Dat sexy narrator (Vox) is awesome too~ <3

{3V18V17 EDIT:} Just cleared chapter 2 and am still going strong. The story has only gotten more intense, and I'm still making steady progress through the Infinite Reactor event area. Still not a penny spent yet! I'm sitting on 4,700 Magicite & am waiting to get another 30-day set for 3k.

{8V03V17 EDIT:} Just cleared chapter 4 and will likely start chapter 5 soon, very excited! All of the event areas have been great, and I've been clearing and getting 100% done on everything without issue - it's all still a pleasant challenge though. I have all 20 of the "original" jobs, multiple maxed skillpanel sets & 5* ability cards, and I HAVE ~NOT~ SPENT A SINGLE \$0.01USD!!!! My Devout healer is lvl 240+ and managed to clear Tier 4 Ifrit+Ultima without dying easily, so now I have a maxed 5* Ultima Sicarius too. On top of this, Square just lightened up on some of the "cash shop" systems and F2P people like me can get even MORE stuff ~freeeee~. That combined with all of the giveaways in August & the pile of free stuff all of us are getting, there's not been a better time to start playing! I wish more F2P RPGs were as good as this one~!

{11V24V17 EDIT:} Still free! A string of awesome holiday/events in-game delayed my starting of CH5, but I'm still doing great on Hard Mode. My level 272 Healer is handling the new Tier 5* boss fights in multiplayer just fine, and a lot of my setup is fairly easy to get just by playing now. Also, Xmas is rumored to be amazing next month for free players....

{12V18V17 EDIT:} Not a penny spent~! I just pulled the Duncan Supreme and Cloud Supreme jobs tonight during the Xmas event. Also got the FF13 Etro job as well, last I checked I was sitting in the top 500 for the week with a score of over 70million,

and I've still got mountains of resources to burn. What with all the free stuff for new players (look at a re-roll guide) and the awesome FF7 event story that is great for easing new players into the game, now's an amazing time to get started. It's great to have on in the background during work, and there's still more story and Free Explore areas for me to complete. The Tier 5 multiplayer bosses have been an absolute blast to party on, and this has absolutely become my go-to online multiplayer game now that I'm 100% complete on FF11 and no other MMO fills that spot. Even if this a little grind-ish and F2P, the story/multiplayer parties/and character builds cant keep me away, and not once have I felt held back by the cash shop elements (especially tonight with two Supreme pulls one after the other~).

{10V5V18 EDIT:} 605 hours in and they have yet to take any of my money. I just pulled the new Shorn One job the other night and it's definitely changing up how I play the game a bit - is lots of fun adding elements to his blade and then burning his Ult attack to nuke the screen. As of late, multiplayer has been a bit mundane. Everyone is generally so powerful now, you're more likely to lose to a bad party member than you are simply not being powerful enough to take a Tier 5 boss. The new FINAL FANTASY X story event has been great though, best one since the original Final Fantasy 7 one that was up when I started playing. They've added a pretty elaborate Sphere Grid and you can even ~summon~ now just like you could in FF10 (for the duration of the event) and its generally been a blast seeing/hearing Tidus again. Starting today and running until the....10th of Oct. I think(?) is the FF10 box Greater Card Summon and Revival campaigns that get you great Final Fantasy X abilities and crazy-powerful Summer/FF15/FF14/FF7 cards that most use as a staple in their ability decks, so that and re-rolling for Supremes as a new player means that now is a really good time to start trying the game.. Fantastic Gameplay, Incredible Story, Eye-Popping Visuals, Amazing Royalty-Free Soundtrack, Fantastic Characters, and Tremendous Replayability. A true joy to play.

GOTY 1 A.D. - 2016 A.D.. Darn Good Story~
Adorable Characters~
Pretty neat soundtrack~ (CD when?)
Very interesting setting~

If you're interested, give it a shot~

'nuff said.. Bugs, bugs, bugs, bugs
not recommended

example how to ♥♥♥♥♥up game, good luck devs, you will need it
great idea, very bad design

will not even mention that standard game is a hardcore, unless you have played it few times and know from start what to do and you have really good luck with resources nerby
and then game will crash for you, no autosave, you just lost whole work, and there is no come back to it !!!!!

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