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## Convicted Galaxy Download No Survey



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## About This Game

Convicted Galaxy is a fast action spaceship shooter, combining roguelike and shoot 'em up elements with a third person perspective in a 2.5D universe.

After a catastrophic event aboard an Interstellar Correctional Fleet (ICF) prison ship, you find yourself stranded in an unexplored galaxy full of escaped prisoners. The prisoners grow stronger with every passing moment. Build space stations and support structures around planets, upgrade your ship, and siege enemy locations in an effort to gain strength while weakening the enemy. Take risks when necessary, but don't forget that you only have one chance to complete your objectives.

## Gameplay

In this single player experience, you pilot your escape pod through procedural generated solar systems, fending off escaped convicts and gathering resources needed to build various structures and upgrades. Adaptive audio and sounds, along with visual cues, aid you while searching for resources and navigating the large open solar systems. Upgrading and equipping your spacecraft is vital to your progress throughout the game. Enemy spacecraft will grow stronger and become more difficult to defeat as the game progresses.

## Features

- Beautiful, vast, unique solar systems to explore.
- Discoverable upgrades and knowledge with objective based unlockable upgrades.

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- Constructible and destructible space structures and vessels, including stations, satellites, and ships.
  - Competing factions, both enemy and friendly, battle for territory throughout the galaxy.
  - Constructible frigate class siege ships.
  - Stackable ship upgrade specializations, abilities, and weapons.
  - Procedurally generated universe, systems, planets, and spaceships.
  - Permadeath, a single chance at each new galaxy.

## Objectives

- Locate and determine the cause of the evacuation.
- Confirm existence of the mission objective planet.
- Seed new civilization on the mission objective planet.

## Backstory

For nearly 1000 Pulsar Years (PY) the mass majority of humans have lived within space stations and ships in orbit around various planetary bodies of the Milky Way. All attempts to find another suitable planet within our own galaxy have been met with failure. Resource rich planets, including Earth, are now seen as production planets for food and minerals. Poor nutrition and living conditions in space have led to the reduction in average lifespan by more than half (70PY to 30PY). Beside the negative side effects from living in space, resources and orbital space are dwindling. A recent deadly space station collision, preceded by many others, has prompted a response from the Federation of Earth Descendants (FED).

## The Response

All Interstellar Correctional Fleet (ICF) ships have been sent on a potentially one way colonizing missions in hopes of keeping humanity alive beyond Earth. Each ship has been outfitted with Advanced Capabilities Exploration (ACE) pods, and have been assigned a unit from the Office of Galactic Reconnaissance and Exploration (OGRE) with high hopes of finding planets suitable to live on once again. You are an ICF guard aboard one of these vessels.

## The Unexpected

You have arrived near the outer edge of an unexplored galaxy. Waking from stasis, you prepare yourself for the long day of briefings ahead. You look at the time. "Did we lose track of the pulsar, or am I running late?" you ask yourself. Either way, you decide to hasten your pace to your post. As you walk with a brisk pace to your post, the lights flicker. This is a common occurrence on a spaceships, although the tremor that accompanies the flicker is not. You look around the walkway and brace yourself for another tremor, as does everyone else, but nothing. Just as you begin to hustle toward the command post for your cell block, another episode of flickering and tremors occur. After the tremor ceases, you begin to sprint, but before you can cover 20 meters the evacuation protocol is initiated with blaring sirens and red flashing lights. Red indicators along the baseboards of the walkway blink in unison, directing everyone toward the escape pods for evacuation. You follow the lights and a few of the senior ICF members help you enter one of the ACE pods, and you prepare for takeoff. Although you haven't been fully trained in the ACE pod, you initiate the standard Emergency Takeoff. As you look back toward the prison ship, you see that the cell blocks have become detached, likely the reason for the tremors. There are streams of escape pods taking off from each detached cell block. As you begin to drift into stasis, you find it odd that the main hull appeared to be unscathed and no escape pods are ejecting. You whisper, "I hope they get out alright."

## A New Beginning

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You wake violently, in a cold sweat, screaming. “What a bad stasis nightmare,” you nearly say out loud. As you look around at the small cockpit of your ACE pod, you quickly realize this is all real. You pinch yourself just to make sure. Yep, this is all too real... You bring up the controls and begin to acquaint yourself with your new vessel. As the system is completed automated checks, the protective window shutters retract. You find yourself in an asteroid belt near the outer edges of a solar system. There is debris and unpowered ACE pods floating nearby. You approach them to see if you can help, and more importantly, to see if they can help you locate the prison ship. The prison ship has the coordinates for the destination system and planet, your best chance to find refuge.

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Title: Convicted Galaxy  
Genre: Action, Adventure, Indie, Early Access  
Developer:  
Mind Grown Software  
Publisher:  
Mind Grown Software  
Release Date: 9 Feb, 2017

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**Minimum:**

**OS:** Windows 7/8.1/10

**Processor:** Intel i3 or equivalent

**Memory:** 2 GB RAM

**Graphics:** Intel Integrated Graphics or equivalent

**DirectX:** Version 9.0c

**Storage:** 800 MB available space

English







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convicted galaxy

Horrible Hidden Object game. Half of "on-click" stuff does not work for the first 10 clicks, very buggy and unpolished. Avoid, there are plenty of other good HO games on steam.. Addicting High Score Game. Ok so I came back to review a full version of this game.

So before I was complaining about AI and instances when people ignore food laying on a ground when they are hungry. And survivors just happens to wonder randomly around until they stumble upon some supply.

That didn't change... Survivors won't prioritize collecting food/fabric even if dying from hunger/cold. Yes, you can prioritize stuff by clicking Mouse 3 button but that applies only for trees and on-surface minerals).

Also if you manage to mess up you lose. Accidentally raised your soldier limit too far? That's a defeat as you can't demilitarize survivors and soldiers just won't do stuff - including having babies.

You run out of coal and tools? You lose as you can't pick up coal without tools and there is nothing like trader so that is a game over.

So I start my 3rd game aware of all this. My goal is to get all achievements and uninstall this game from my notebook. So everything went quite well I finally reached 5000 storage space so only things left are 500 population and using a portal. So after I got 500 survivors my game starts to run like poop and after building a portal I find out that you have to charge it (like 10 times) which takes forever as a game is lagging as hell. But I complete it after all and I Ignite a portal and all survivors get out of an island except for one that is apparently stuck somewhere to an edge of an island and can't get to a portal (and I couldn't unstuck him because after igniting a portal you can't zoom nor move a camera). So after waiting about 15 minutes I tried to save a game, exit it and the load a game. Survivor got unstuck! But a camera is still frozen and portal is not active (I guess, I don't see it camera loaded with different coords than saved). - waiting for survivor to die led me to defeat screen. So I had to start a new game...

Survivors getting stuck is quite often in this game.

This doesn't feel like completed game. You can have fun playing it but approach it with caution and make sure you save a game before igniting a portal!

I would not recommend!. Thumbs up for 1-2 hours. You won't play it more than that. USE THE SHURIKEN(B), forget the stupid melee attack(A). Make sure to kill enemies when you use the special power(X) and it will refill it as they die, and this makes for an easy, enjoyable, 1-2 hour game. NOTHING SPECIAL(no offense dev)!. was good, could have been longer.. Very hard game. I didn't think driving would be this hard. If I did tests for my driving license, I think I would crash a few times. Overall a fun but stressful game. :(

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Love the songs and the gameplay, Keep up the good work :D. Great game with alot of potential! Only unfortunate thing is the playerbase overall great game though!. So freakin' adorable! A lot of charm in this mini VR game.. ok, a bit repetitive. started up the latest update and my antivirus detected a Generic virus. is this normal because it's the very first virus warning ive had on this pc other than this alarming event ive been happy with the software and recommend it. It's pretty \*beep\*.

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