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Second galaxy ios review

Second Galaxy is an open world sci-fi game that combines RPG and SLG elements. Second Galaxy welcomes you to explore a universe of 4,961 galaxies, where you can browse hundreds of different spaceships across the stars to secure scarce resources, team up with players to form alliances, trade freely with any player on a global server, and engage in epic and unrestricted intergalactic battles with other players around the world. The universe calls, Commander. This sea of stars is now yours to conquer. A creative vision of future human civilizationTres thousand years into the future, the interstellar colonization of humanity has expanded into the realm of origin, known as the Second Galaxy, serving as the basis point of the Earthling's journey to colonize the universe. Five unique nations, each with tenuous and twisted relationships, cooperate and remain in control. In the vastness of space, different civilizations and motifs have emerged to change the face of history... Fight for rare resources in 1,000-player galactic battles, enter increasingly important colonial wars with players from around the world. Resources are scarce, Commander. . Secure the future of your chosen alliance and corporation in glorious battle with up to a thousand players involved in simultaneous intergalactic warfare, and compose an impressive epic war all your own. Diversified interstellar ship designThis five nations have also developed radically different spacecraft, due to large differences in their levels of science and technology, design and military ambitions. Astronomical & Hyperrealistic Game WorldUsing galaxy mapping technology. Second Galaxy's universe has a diameter of 1,000 light-years and contains 4,961 galaxies containing countless features, such as planets, stars, satellites, gas entities, wormholes and other celestial bodies and artificial installations. Open World - Random Events Shape your destinationIn second galaxy, you can traverse wormholes and reach the unknown depths of the universe to encounter unexpected random events. Each player's actions in the game world have a butterfly effect on cosmic ecology based on how they handle different events. Global Real-time Dynamic TradingAll in-game interactions occur in real time on a global server. These interactions can range from making dynamic transactions in real time across neutral trading planets or underground black markets, or engaging in combats that lead directly to large-scale galactic warfare or server-wide cooperation. Minimum:OS: Win 7 / Win 8 / Win 10Processor: Intel E2140/Athlon 64 x2 4000 at 2.7 GHzMemory: 2 GB RAMGraphics: 512 MB DirectX 9.0-card compatible with compatible with Model 3.0 or higherDirectX: Version 9.0cNetwork: Broadband Internet ConnectionStorage: 2 GB of available space Recommended: OS: Win 7 / Win 8 / Win 10Processor: Intel Core i3-2310M/AMD A6-6400KMemory: 4GB RAMGraphics: DirectX 11 graphics card with 1GB video RAM. AMD Radeon HD 5870, nVidia GTX 480DirectX: Version 11Network: Broadband connectionStorage: 2GB of available developer space. ZlongGamesContent Rating: Everyone10+Second Galaxy features a vast open world of sci-fi that combines RPG and SLG elements and consists of 4,961 galaxies filled with all kinds of dark matter, wormholes, space stations and more. Run multiple spaceships and align with like-minded allies to form corporations, accumulating scarce resources across the universe and competing or trading with other players' corporations as you wish. True freedom awaits you in the endless expans of space! The secrets of the universe will soon unfold before your eyes: accept the ultimate challenge and conquer this sea of boundless stars. Second Galaxy is a new space MMORPG that is on the receiving end of endless comparisons with EVE Online. This is the same as saying that Need for Speed and Gran Turismo are identical games because both have cars and circuits. There are ships and stars, that's for sure, but Second Galaxy is a much more focused matter. Instead of the daunting free-form exploration and player-driven economy seen on EVE Online, Second Galaxy makes it easy for you with a somewhat engaging narrative, allowing you to get acquainted with the universe and its warring factions. While the first few hours will take you hand in hand as you feed on new content and options, you'll later delve into an open game and the game will eventually reveal its true potential – it's a great epic with many options and standard MMORPG progression mechanics, although sometimes you'll feel like you're playing a management simulator. While you can play Second Galaxy on Steam, this is primarily a game designed for mobile devices. The user interface, game and overall experience were created for players looking for a complex space simulator to play on the go, something that is rare, at least to such an extent. The Steam version is a direct port of the mobile version, for better and worse, using the same user interface and click-based boat maneuvers where you don't really control your ship, you just issue commands. On the eve of a new galaxy The long string tutorial on Second Galaxy will not give you the best first impression. It becomes exhausting as ordered to click here and there, triggering disturbing memories of auto-play mobile games designed to channel into the dreaded monetization path. After all, Second Galaxy is a free game and as such you need the revenue of microtransactions or subs to keep the servers running. You start the game by choosing a faction, with the same four classes for each: Soldier, Explorer, Scientist and Engineer. Each class will grant you some bonuses, shaping the way you'll deal with the adventure. My choice of class was the Soldier and the usefulness and effectiveness of my companion, I do not regret at all. Here are the advantages tied to each class: Soldier: This class improves your firepower and accuracy, as well as weapon production rates and companion attack. Explorer: The best a wave scanner, dispatch recruits will bring bonus rewards, and there is an improved propulsion. Scientist: Better than the rest in ship production, processor and shield management, and the use of a radio wave scanner. Engineer: This class excels in power control and reactor units, fixation production and the use of gravitational wave scanner. A few hours later, we are finally on our way to conquer the galaxy, one mission at a time. Second Galaxy is a complex game, but comparisons with EVE Online are discredited simply because there is a deep story-based approach. You can choose to skip the dialogue, but you end up losing some interesting tidbits. Writing is competent enough, despite the occasional grammatical error. There is a vast cast to keep the universe alive, although some of the characters controversially blur the line between homage and scam, like a Dr. Harrison [Ford], who looks discreetly like a retouched Indiana Jones. The Second Galaxy game loop is predictable, despite the somewhat open nature of gameplay. You accept missions from everything and everyone – there are some cases where you can choose your actions through a dialogue option, such as killing someone or not – earning resources and XP from them, and improving your stats. There are so many menus to navigate and stats to improve that it won't be surprising if you end up feeling lost. Each XP level will reward you with attribute points to spend on Weapons, Electronics, Defense, and Ship Piloting. In turn, each of these areas opens an additional series of technological trees in the Academy, upgradeable in several stages. You can also develop implants to improve your pilot's skills and combat mastery. Hitchhiker's Guide to Space Heroic Combat in the Second Galaxy is tied to restricted by its mobile design. You don't have the freedom to control your ship smoothly, with your actions limited to general commands. You can click on an enemy ship or location to move automatically in that direction, but it is recommended to use the list of available interactions. Clicking the correlated button is the easiest way to move, talk, fight, or interact with what's around you. Each of your ships has several weapons equipment and slots. A handy lock button will cause your ship to focus on the designated target, while another button will orbit the mark, concentrating its fire without running the risk of getting out of range. Each weapon has a specific range, so use your thrusters to quickly approach and take down enemies. There are other buttons for shields, energy recharge and other benefits that are crucial in battle. You can't just press all the buttons as you wish, as your ship comes with limited, you don't want to be caught helpless in the heat of battle. Although the outcome of the battles is not entirely to which you depend on your skill, the combat remains attractive and balanced. Fighting other ships feels exciting, with time and your selection of assorted equipment that plays vital roles. The ship's features and upgrades will give you the edge, so it's not as if the battles are decided purely for pure luck. While there is a self-combat option, it is ridiculously useless because it tends to quickly consume the energy of your ship, leaving it floating in helpless, in the best sitting space duck fashion. However, you won't be alone in your space adventures. You will be joined by several recruits who present themselves at a steady pace, eager to please and show their raw firepower against unsurpassed odds. Each recruit also earns XP and comes with a considerable range of options for you to explore. From training to additional power-ups, they also unlock their own ships, taking advantage of their attributes and becoming an invaluable aid in battle. Recruits are the best friends of a space hero; you can bet your EXPERIENCE won so hard. Second Galaxy has an impressive variety of equipment for you to win, develop and install. There are several side missions in which you can earn useful rewards, further developing your pilot, ship and varied abilities. Completing the story's main missions is the best way to progress, but eventually you'll have to resort to other tasks to get additional XP and equipment. Developers have a ridiculous number of ships for you to unlock in the Second Galaxy. They mention a total of 150 ships, a rather impressive offer considering that the first of them already bring firepower. New ships are obtained by developing them through blueprints, not forgetting the necessary resources and research prerequisites. But to pilot these ships you need a license, with each class of ship (Frigate, Destroyer, Cruiser, Battlecruiser and Battleship) with several license levels to complete. It is a web enred that will force you to go through several events, most of them demanding a long production time, before reaching your desired goal. This is what Second Galaxy primarily resembles a clicker game, but fortunately these tasks are interspersed with combat, exploration and other options. The vast world of Second Galaxy has thousands of different solar systems, divided into a high, low, lawless state of safety. You are mostly safe from damage in high security systems, but you can engage other players in low or lawless areas, contributing to a criminal level that will make you a target for space police and other players. PvP plays a massive role in Second Galaxy, as soon as it has significantly developed its pilot and ship directory. However, great rewards come at a price: losing a battle means losing your ship completely, for you should consider each factor before choosing to take on other players. You can also join a Corp to complete additional missions with other players or enter a massive galactic war in alliance wars. Gameplay: 7/10 Once you pass the tutorial, Second Galaxy becomes an exciting challenge with more options than you can click a Stick. There's an open-world feel that's not entirely worthy of EVE Online comparisons, but its aerodynamic nature is more suited to anyone who prefers a story-based space epic. There is a lot of click involved, but this is far from an idle clicker game. There's a palpable and rewarding sense of progression as you unlock new ships, recruits, and teams, making Second Galaxy's PvE facet fun and compelling. The ship's lack of total control is strange at first, but ultimately you get used to it. In a sense, the user interface that was designed primarily for mobile convenience places the battles of this game as an interesting hybrid of action and strategy. On the other hand, PvP is relentless and this is where monetization can play an important role. With options to accelerate development and research time, it's natural to assume that paying players will unlock the best ships and gear faster than free players. It's up to you to decide if you want to go down that route or take your (long) time improving your character. Innovation: 6/10 Second Galaxy does not bring any innovative features; other space games like Star Trek Online or BattleStar Galactica Online have done it before. However, it is not common to see a carefully designed mobile space MMO. Learning Curve: 6/10 Despite your efforts to make it easier for players in your universe, the tutorial is a task to go through. It's not so much a tutorial as an endless succession of click orders and static screens, something that finally becomes exhausting. However, Second Galaxy has so many submenus that you'll take plenty of time to learn the inputs and outputs of the interface. While in deep space, the ui feels a little messy, but that's the price to pay for the remarkable depth the game offers. Luckily, there is a button to hide the interface, which allows us to appreciate the very decent graphics on the screen. Graphics / Sound: 8/10 Second Galaxy looks pretty good if we stay within the limits of mobile devices. Of course, the PC version does not hold a candle to the likes of Star Citizen, but you would be forgiven for occasionally confusing the footage for EVE Online. The variety and size of the ships impress, and the deep space nebula is easy for the eyes. On the downside, some textures are terribly low-res, mostly spotted on debris, asteroids, or other incidental objects. There are some serious trimming issues in Second Galaxy that will make you roll your eyes the first time you see them. No ship or asteroid in the game is solid, trimming with other objects in its path. Fortunately, this is not a frequent situation, but it's still worrying, especially when you see your ship supernaturally a colossal space station. The lack of a proper character customization system is a shame, because the selection of static pilot illustrations doesn't really cut it, making dialogs feel stiff and less animated than they should be. In space, everyone a substantial dose of decent voice work, especially from your ship's AI. There is no full voice acting, only a few words spoken here and there, but the battles are chaotic, without the lack of weapon effects and a blunt soundtrack. Value for money: 7/10 If your goal is to live a pleasant space adventure, Second Galaxy should provide you with enough excitement for the reasonable amount of zero dollars. However, eventually you'll find that you need to invest some money to stay competitive in PvP, in case you want to take the big dogs. Overall: 7/10 Second Galaxy is a surprisingly robust and extensive galactic MMO, despite first impressions misleadingly pointing to some kind of elaborate clicker game. This is one of the best games of the genre that can be found on mobile, but the Steam version is also interesting to play despite being a direct port. Persevere and you will find yourself living a pleasant journey through a vast universe, with a gaming loop that will take you through dozens of cool ships and tactical space battles. Pros A nice narrative approach 150 different ships to unlock endless skills and tech trees to explore An expansive universe with thousands of solar systems Convincing Tactical Combat Very good graphics on mobile devices Contras Lacks a proper character creation system Limited ship control will not please everyone Ruthless PvP Sometimes it takes several minutes to deform a target PC version is a lazy mobile port related: MMORPG, Mobile, PC, Review, Second Galaxy,

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