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## Dissimulation Key Serial



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### About This Game

Take control of a ship of your choice and explore a randomly generated galaxy in Dissimulation!

Dissimulation is a top down, retro styled shooter set in a randomly generated galaxy. Dock at space stations and land on randomly generated planets, populated by alien flora and fauna. Upgrade your ship by buying new weapons and armor, or craft them yourself! The upgrades will be vital in fighting off pirates, androids and even the galactic police force! Attack elite Capital ships in brutal space battles to board the wreckage and kill the captain. Slaughter the inhabitants of a colony or space station at your own risk – the structure may come under siege by galactic police.

#### Key Features:

##### **Randomly Generated Galaxy**

Space stations, planets and nebula are all randomly generated to provide a unique gameplay experience for each user.

##### **Story**

Dissimulation features a full single player story. While exploring, you will encounter story events which will ultimately reveal the dark secret of this galaxy.

##### **Exploration**

A key element of Dissimulation is exploration. You can land on nearly every planet to explore its surface. Each planet will be unique with its own weather, plants and wildlife. Some will be nothing more than an arid, barren wasteland, devoid of any

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natural life. Some may be lush, with a climate similar to the Earth's. Depending on these conditions, the human structures will change. The more barren planets may only have a single research station or mining colony. The more picturesque planets will likely be popular galactic tourist destinations.

### **Resource collection**

To acquire resources, you must mine asteroids or natural structures on planets. The yield of the planet's structures is strongly influenced by various conditions on the planet, particularly the chemical makeup of the crust. However, Dissimilation is specifically designed to give players the maximum amount of freedom. It is therefore possible to play the game without collecting a single mineral or touching a crafting table.

### **Loot System**

A variety of containers and other items of interests are randomly generated on each planet's surface. Venturing out from the colonies and research stations is often rewarded by finding crashed escape pods or old cargo containers. These structures may contain valuable items or credits to aid you on your journey.

### **Ship Upgrades**

There are a huge variety of upgrades for your ship. These upgrades range from simply installing larger fuel tanks in order to explore for longer durations of time, to increasing power to the laser cannons for a higher intensity attack.

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Title: Dissimulation  
Genre: Action, Adventure, Indie, Simulation  
Developer:  
Fivesyounger Development  
Publisher:  
Fivesyounger Development  
Release Date: 15 Feb, 2018

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**Minimum:**

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

**Processor:** 1.2 GHz processor or faster

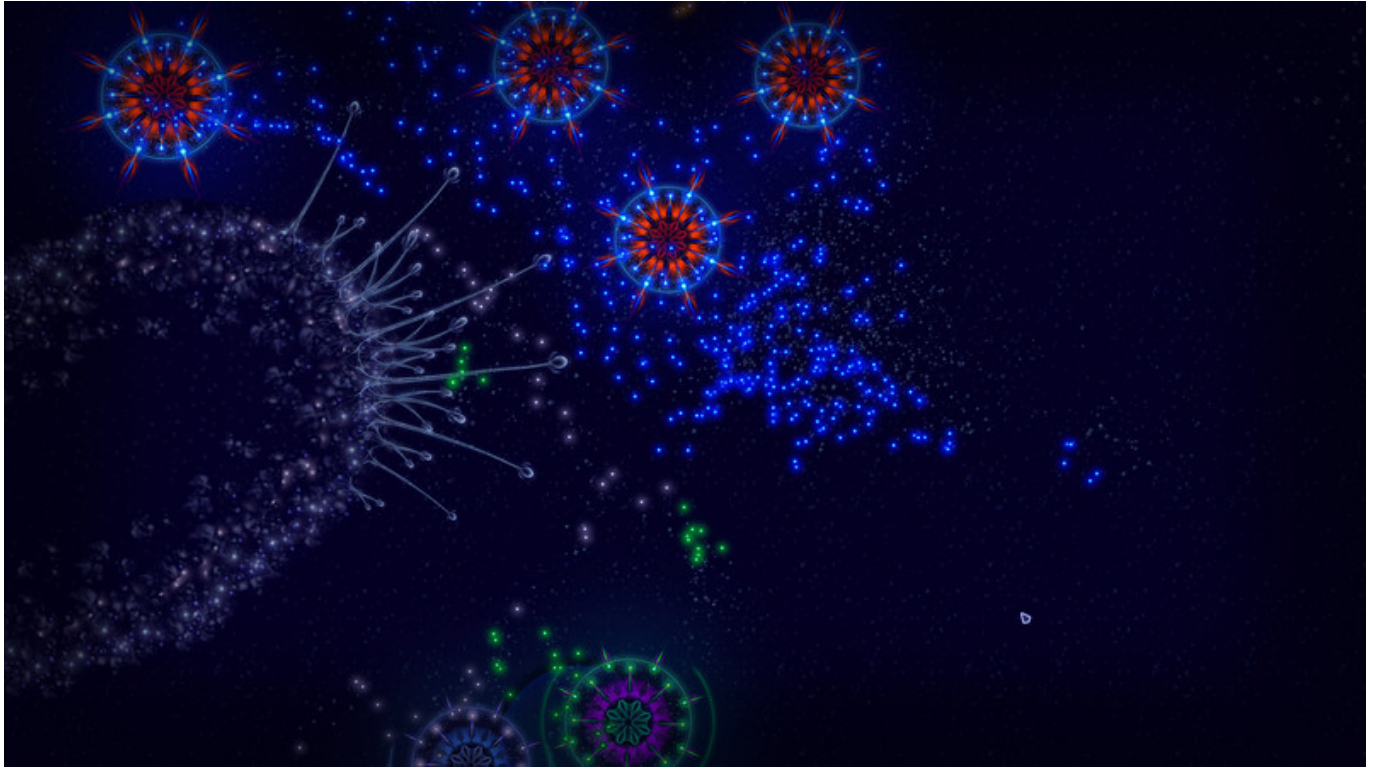
**Memory:** 4 GB RAM

**Graphics:** DirectX 8 compatible graphics card with 512mb video memory

**DirectX:** Version 9.0c

**Storage:** 141 MB available space

English







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Cool character. Totally worth 4 bucks. Love the customization and that its basically a machine.

. fun mahjong solitaire with sexy girls as a bonus. Would buy if it was full price 10V10. Great business simulator. From farms to factories to shops. I usually start with strawberries and try to beat the riches man on earth. Complexed but easy to learn .. Not worth half the money, scenery nice but none of the coal points at Maerdy Colliery work, I knew this was a short route but would have expected some working assets, once again another TS stinker, when are they going to do a route with working industry assets?, this is probably the worst I have bought and I wouldn't recommend anyone buy it.. I really like this game, don't let the negative recommendation tell you otherwise. The only and major beef i have with this game is the combat mechanics. The game would benefit greatly if you made it more tolerable or removed it all together. It is the only thing that ruins the game for me. Other than that, this is a really entertaining game that is fun to try and speedrun when you've already beaten it.. Good and Fun RPG to play with friends. [https://www.youtube.com/watch?v=8Ae-Z6\\_0rGc](https://www.youtube.com/watch?v=8Ae-Z6_0rGc)

Lacusta Passage is an upcoming first person survival game which takes place on the planet Mars and is being developed and published by Random Seed Games. The 25 square mile map was generated using real data collected by HiRISE (High Resolution Imaging Science Experiment) and photos from real-life rover missions. The developers were inspired by NASA's Curiosity rover landing to develop the game.

It's rare to find a survival game, where the only enemies are the elements. In Lacusta Passage while your EVA suit is on, you'll have to worry about Oxygen & Power levels. Currently these can be replenished by entering a habitat that is powered. You also have hydration and nutritional needs. These can be replenished with snacks, meals, and water. The catch is, you have to find a powered habitat to take your helmet off to consume/drink.

As I'm writing this, story mode is not available. However I'm excited to say the main protagonist will be female; Another rare but appreciated aspect of this game. Players will assume the life of Jessica Rainer as the only survivor of the first manned Mars mission. As you can imagine, she's going to Matt Damon the crap out of this.

I also felt it necessary to point out how beautiful this game looks. Players will look towards the Martian horizon and see the crimson rust mountains, covered by orange-blue skies. You'll get to see our sun, from another atmosphere. It's even more satisfying to see human-made buildings and gadgets populate the surface. It's capturing my imagination into what I hope becomes a reality.

The game also is very realistic and allows the player to discover how to play the game without forcing it down their throat. There will be a few pop-ups about how to use the very basic controls of the game, but past that, it's all up to you to discover how to do things by trial and error. I've learned for example, don't change fuses in a fuse box, while the power is still on.

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Usually Early Access games can be a mess, and the lasting wish I'm left with, is that they'd do bug fixing. That's not the case with Lacusta Passage. Instead I'm left wondering what cool features and systems are they going to develop? I'm hoping for a broad cultivation system to grow your own crops. I'm obsessed with farming simulators, and I'd love to have a garden on mars! \*Spoiler\* I was teased with a gorgeous looking land vehicle that is currently inoperable. I can't wait to see the different ways players are able to travel on the red surface. I'd love to see if they approach multiplayer, but I can also see this being a great solo-only experience. Also, this game would be super rad in VR! Could we expect that? I really hope so. I'm rooting for Random Seed Games and you should too!. I originally tried the demo of this game and thought the first "Level" was pretty cool. Its very simple but it just feels so lacking. For example, i couldn't remember something simple like info about meadows and how certain things affect animals coming. So half way through the second game i was confused. Forget wtf i was supposed to be doing. Ended up dying and feeling frustrated as there's no in game info you can bring up to refresh yourself. It feels clunky when my horse wont eat. Even though im clicking it to eat -\_-

The way the info on things comes up feels slow and a pain in the butt. You have to be literally sitting still on the building for like 5 seconds for its info to pop up.

It is so freaking boring when your playing blind. (It hand holds you for the first 5 minutes then dumps you and your like wtf?) It would be so much better if in the first levels each time a new building or "thing" happens then it gives you a little cinematic or run down of what this is, what it means or does for you.

I got this thinking it would have been bumped up a little in the aspects i mentioned but it hasn't. Its the same.

If you want to keep it simple it needs to at least grip you or tell you what does what so you can enjoy it xD



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campaign was ridiculously short in comparison to previous titles (I was really surprised that's all),  
- dumping mechanics in comparison to 1&2, really nice gem i like!. Not the worst top down racer, and not the best. At least it's not awful.. Amazing experience. Really demonstrates what VR will do to gaming in the future!. This is a solid and thoroughly challenging platformer. Dye doesn't mess around and clearly targets a specific audience, so if you enjoy difficult 2D platformers with numerous features dedicated to speedrunning, then hop on board without reservation.

As always, the usual boxes that need to be ticked are controls/movement, level design and finding the balance between difficulty and content. Dye hits all of these, and while not reaching the heights of the top games in the genre, it's an excellent effort from the two-man dev team. The game ramps up the difficulty almost immediately, and the latter two worlds are where some pixel-perfect jumps need to be made if you want to get all the trinkets. A word of warning: your requirements for unlocking levels are more severe than most games, and backtracking from trinkets on easier levels may be necessary at points.

The levels are designed well, each world introducing a new environmental mechanic or two for you to abuse or avoid. Controls are good, once you get the hang of switching between the float and sliding down a wall, and the hitboxes never seemed unfair to me. Restarts are rapid and the checkpoints are cunningly placed to encourage risk-reward behaviour. Do you go for the extra trinket and possibly risk dying, therefore losing the first one you got? Or do you opt for the safety of the checkpoint first and be unable to backtrack? It's clear that the devs have considered both beginners and experienced veterans with these design choices.

The aesthetic is functional, the colour gimmick fitting the tone and look of the game decently enough. Soundtrack is excellent for a little indie game, and never grated on my nerves despite many retries on certain levels.

Dye is a very solid entry into a packed genre, being very difficult but avoiding the pitfalls of unfair kaizo games. I'm an experienced, somewhat competent platformer and found it challenging to beat the game; getting all the trinkets would require many tens of hours. 'Solid but unspectacular' perhaps undersells the game slightly, but it's the best way to describe Dye. It hits all the right notes to be a competent challenge-platformer, with a few peaks that eclipse many in the genre.

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