

Space Mining Clicker Torrent Download [portable Edition]



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About This Game

HOW ARE THE DIRECTOR

Become the Director, manage your mining facility and try to make profit when surviving to the geopolitical storm opposing the two biggest factions.

As the winner of the monthly global lottery, you are now in a carrier on your way to manage a mining facility on P3X-777. You will collect ore to sell it to big corporations, gather supplies to maintain your robot-workers and build new infrastructures to increase your performances.

Your mine is your main focus but a conflict between the Solar Empire and The United Colonies may force you to change your priorities. What can you do at your scale to influence the conflict ?

WARNING: The playtime doesn't exceed few hours depending your clicking skill and your ability to manage the facility/answer to the dozen of events.

Enjoy it as an adventure not a competition/fast track :)



HOW TASHAS AS DIRECTOR

- Mine
- Collect
- Build
- Make spacecrafts
- Complete missions
- Survive events
- Pick a side

Clicker or Idle

Some resources will be collected in very low quantity by your mechanical workers but you must be an example to them.
(This is not an idle game (5%) but a clicker game (95%)).



NEW STUDIO, FIRST GAME

Inspired by games like Fragile Allegiance, Space Mining Clicker is the first game of Cold Coffee Studio, a solo indie creator working nights and weekends with passion on small scale gaming projects. I hope that you will enjoy my first project and join me on the different channels to discuss and give me your feedback.

- Discord will be the main channel to chat and talk about released or future games. Always looking for beta testers and hardcore players to point out issues.
- Twitter to stay up to date and participate to events/open beta/discover other developers.

[TWITTER](#)

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Title: Space mining clicker
Genre: Action, Indie, Simulation
Developer:
Cold Coffee Studio
Publisher:
Cold Coffee Studio
Release Date: 16 Mar, 2019

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English

A DIRECTOR ON HIS WAY TO MINE #127290



SPACE MINING CLICKER

APRIL UPDATE

- UI REWORK
- STEAM ACHIEVEMENTS
- DEBUG

MARCH UPDATE

- VISUAL IMPROVEMENTS
- BALANCE AND PASSIVE GENERATION
- FACTION MISSIONS
- AUTO COLLECT >AH FOCUS<



A DIRECTOR ON HIS WAY TO MINE #127290



LOADING



SUPPLIES 1,670 / 8,000 ORE 2 / 8,000 CREDITS 16,032 DAY 01
 6/SEC 2/5EC NEXT CARGO IN 0 SEC

EVENTS

144 SEC !

RADAR 1
DISABLE

RADAR 2
DISABLE

RADAR 3
DISABLE

BUILDING MENU

COMMAND CENTER
4,000
LEVEL 0000000000

MINE
2,000
LEVEL 00000

POTATO FARM
20,000
LEVEL 000

WAREHOUSE
2,000
LEVEL 0000000000

SILO
2,000
LEVEL 0000000000

SPATIOPORT
4,000
LEVEL 00000

RADAR
10,000
LEVEL 00000

SOLAR PANEL
4,000
LEVEL 00000000

CURRENT ENERGY: -8

CLOSE

menu

Pros: nice animations, somewhat balanced mechanics.

Cons:

There is NO prestige mechanic, Game lasts less than 2h.

Bugs found in the first hour:

- Focus button timer stuck, can no longer switch focus
- Event timer counts down at double the speed of radar timers
- Events that require you to harvest or mine 720 times fail if you harvest even just 1 more than the required amount (ie 721/720)
- Pop-up tool tips in the Facilities tabs do not always show the correct level. (Solar panel was showing level 1 despite multiple upgrades)
- Harvest even rewards don't feel like they scale at all
- When clicking on a radar during a positive event, text at the bottom still says it is reducing the timer by x seconds, when the timer for the event is actually increased
- Going to the Diplomatic Panel and back will reset the Focus buttons V timer
- Current Energy is not shown after switching back from the Diplomatic Panel to the main view.
- Next cargo timer does not include the time for the cargo ship animation
- Under Cover Objective 1 - Text says to upgrade to level 10, but the counter on the left is out of x/11 not x/10

There are better free games out there with more depth. play those instead.

Unique blend of clicker and linear base builder that's definitely worth the price of a gallon of gas to experience. The pace of the game's progression is spot on - The journey requires heavy interaction to advance, a caveat for idle game enthusiasts, and while I tend to lean more toward incremental & Idle games, I'm enjoying this game every step of the way.

Developer seems incredibly active and responsive and even implemented a change I requested via Discord.

Recommending this game to all clicker and base builder fans - It really represents an epic game experience you shouldn't miss.

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