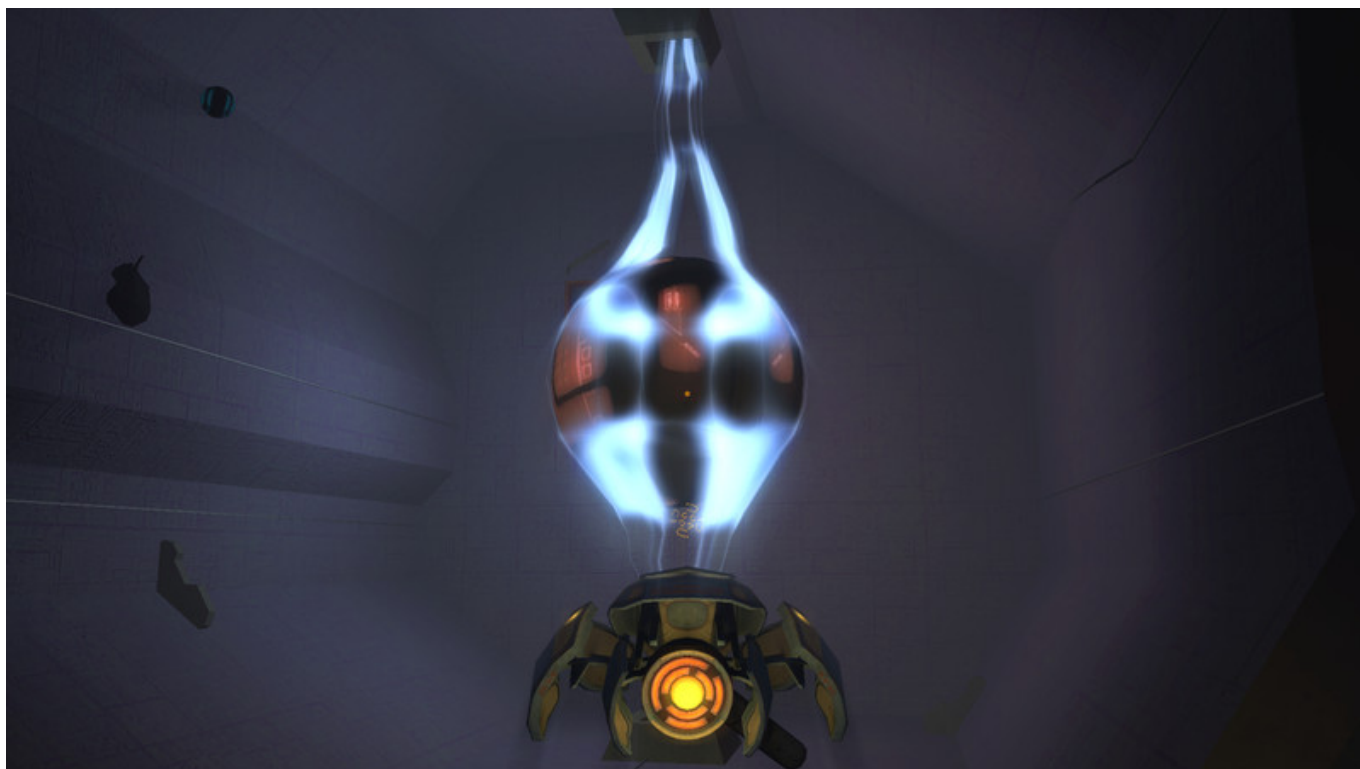

Somewhere On Zibylon Download] [Password]



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About This Game

Sci-fi exploration puzzle game with stealth elements, set in deep space and without gravity.

DESCRIPTION

The signal from the Control Center of the colonized planet Zibylon has been lost. A repair drone is sent to the station. Upon arrival, it detects loss of control over the stations and strange activity taking place in them. Using the capabilities of the drone and the orbital module, explore Zibylon, solve puzzles, hide from enemies and fight with them, search for resources and produce equipment to capture stations and mines. If you want to regain control over the stations, figure out the tangled mechanisms and structures and avoid the many dangers that threaten you.

FEATURES

- Explore the space stations and the entire planet.
- Solve the variety of environmental puzzles.
- Use stealth to find ways to avoid skirmishes with aliens.
- Combat the alien forces, using the capabilities of the orbital module.
- Search and capture space bases and mines.
- Mining, crafting and researching technologies for equipping and arming the orbital module.

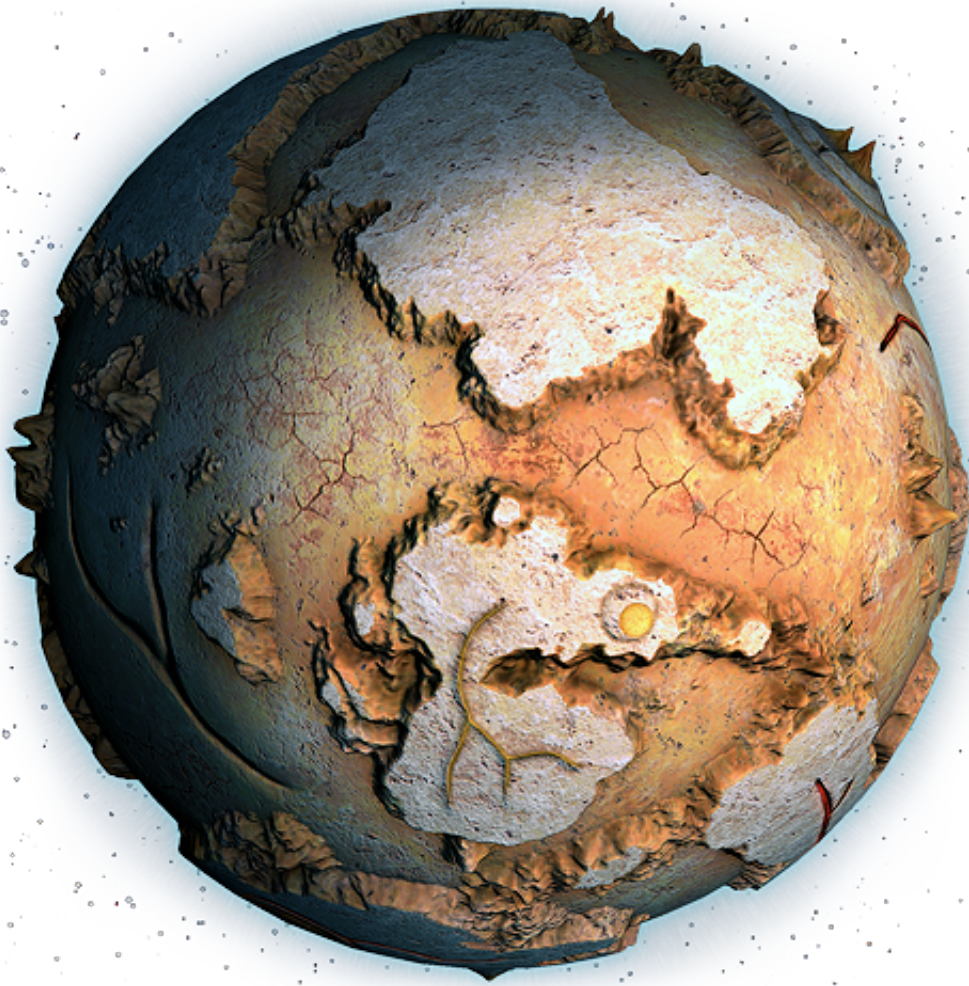
GAME MODES

(Explanation of the game process and game modes).

The game contains two game modes - Drone Mode and Planet Control. The essence of the game is to reach new levels in Planet Control mode, and then pass them in Drone Mode.

In Planet Control mode the player controls the orbital module, which explores the planet and finds the captured stations. Destroying the aliens' defensive weapon first will give access to most stations. Installing the weapon and the reinforced hull to the orbital module increases your strength. Extracting resources and using the crafting mode to produce all the necessary details are key to winning. Producing these requires certain technologies; they become available after passing the corresponding level in the drone mode.

The Drone Mode refers to exploration of huge space stations, solving logical tasks and avoiding collisions with aliens by using stealth.



Title: Somewhere on Zibylon
Genre: Action, Indie
Developer:
Mykhail Konokh
Publisher:
Mykhail Konokh
Release Date: 14 Sep, 2017

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Minimum:

OS: Windows 7 or higher

Processor: Dual Core 3.0 GHz

Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTX 560 (1 GB Memory) or equivalent discrete card (INTEGRATED CARDS WILL NOT WORK)

DirectX: Version 11

Storage: 2 GB available space

English







Awkward controls that you can't change, annoying constant background noise, and no clear directions or help (not even community guides or walkthroughs for when you're stuck on a puzzle where you can't even figure out the goal).

Even at \$3 it felt like I was ripped off.. This game is an awesome example of a solo dev making a great game.

Short version, you're trying to reclaim a planet - you blow up surface defenders so you can capture the base via a drone, which gives you "science", which lets you build better weapons/armor/etc to blow up more advanced surface defenders, ad infinitum. You also mine for resources, but that's more of a minor farming thing than anything else.

Are the levels polished? No. They aren't buggy (as far as I experienced), but you can peek thru most walls, etc, if you hump the wall and angle your camera.

The puzzles are confusing in the early levels, but after that the techniques to solve 'em mostly remain the same - they just get more complex and difficult.

My biggest complaint is that the "manual" and the UI are... hard to interpret, until you learn how the dev thinks - then, they makes total sense.

TL;DR: It's fun - more "strategy" than "action", with a side-order of puzzles.

NOTE: When you Mine, you sometimes get "wreckage" - and you can "Disassemble" that to give you random parts and one thing you can't mine.. Zibylon is a decent indie puzzler/space game. Though the graphics are built on a dated engine, I had a bit of fun with the game. I made it to level 3 and was a bit frustrated with how long this particular level was taking to solve. Your drone, which you use for the puzzle aspect of the game, moves quite slowly and level 3 is a LARGE level. Moving from one end to the other was just taking too much time.

The other aspect of the game - the planet rebuilding, is quite nice. The whole game has a little bit of that 'Planet Driller' vibe; very indie but well done.

I am, however, deciding to refund it as I think the price point is a little high for what Zibylon has to offer. But since you can always request a refund through Steam, I actually do recommend trying out Zibylon to see if it is a right game for you.. Not worth your money.. What a cute little game! The puzzles are actually quite fun, though they do make me feel a bit stupid at times. Some are pure logic ones involving levers, weights, timing, and so forth, but a fair amount of others have to do with figuring out the geometry of the space you're in. The game is quite beautiful at times, and while it feels (I can't tell for sure yet) like it is not going to have many sandbox elements or choices, it's pretty relaxing if you take your time. Just take a look at the video and I hope you'll see that this is no ordinary "random game that was released with a flurry of other games on Steam", the developer put a true effort into making it worth the bother.. Feels very alpha.

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