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About This Content

Don't miss an opportunity for opulent self-expression! Conspicuous Consumption dresses up Offworld's five advanced buildings with custom particles and audio. Give your game some classic sci-fi flare with retro-styled versions, or have a good laugh with the goofy fun time versions. Maybe your newfound extravagance will distract your opponent long enough for you to establish an offworld monopoly right under their noses! ...Okay, perhaps not, but at least you'll look awesome while you try.

Features

The "Conspicuous Consumption" DLC comes with two variants for each of the five advanced buildings:

Hacker Array: Well, it ain't Vegas, but it'll have to do. Take your chances and make luck your mistress while styling the goofy roulette version, or embrace the retro feel with an old-style radio tower.

Offworld Market: The colors, Duke, the colors! Launch your goods offworld and hope the popsicle rocket doesn't melt, or change to a sleek retro rocket to make your opponents envious of your sweet ride.

Optimization Center: Careful not to burst anyone's bubble while you optimize your resources in the silly bubble machine version, or give your opponents a little shock with the retro-styled tesla coil.

Patent Lab: Research some science inside a giant Rubik's Cube (we DARE you not to get distracted trying to match the sides!), or get ahead of your opponents in a building that looks suspiciously like the robot's head from "Forbidden Planet."

Pleasure Dome: Disco Inferno, baby! Tear up the dance floor inside a giant disco ball, or leave your platform shoes at home and enjoy some space burgers at a retro-styled galactic diner. Just...don't order the special.

Title: Offworld Trading Company - Conspicuous Consumption DLC

Genre: Indie, Simulation, Strategy

Developer:

Mohawk Games

Publisher:

Stardock Entertainment

Franchise:

Offworld Trading Company

Release Date: 9 Oct, 2017

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Minimum:

OS: Windows 10 / 8.1 / 7

Processor: 1.8 GHz Intel Core 2 Duo / 2.0 GHz AMD Athlon X2 64

Memory: 2 GB RAM

Graphics: Nvidia GeForce 8800 GT / ATI Radeon HD 3870 / Intel HD Graphics 4600

DirectX: Version 11

Network: Broadband Internet connection

Storage: 2 GB available space

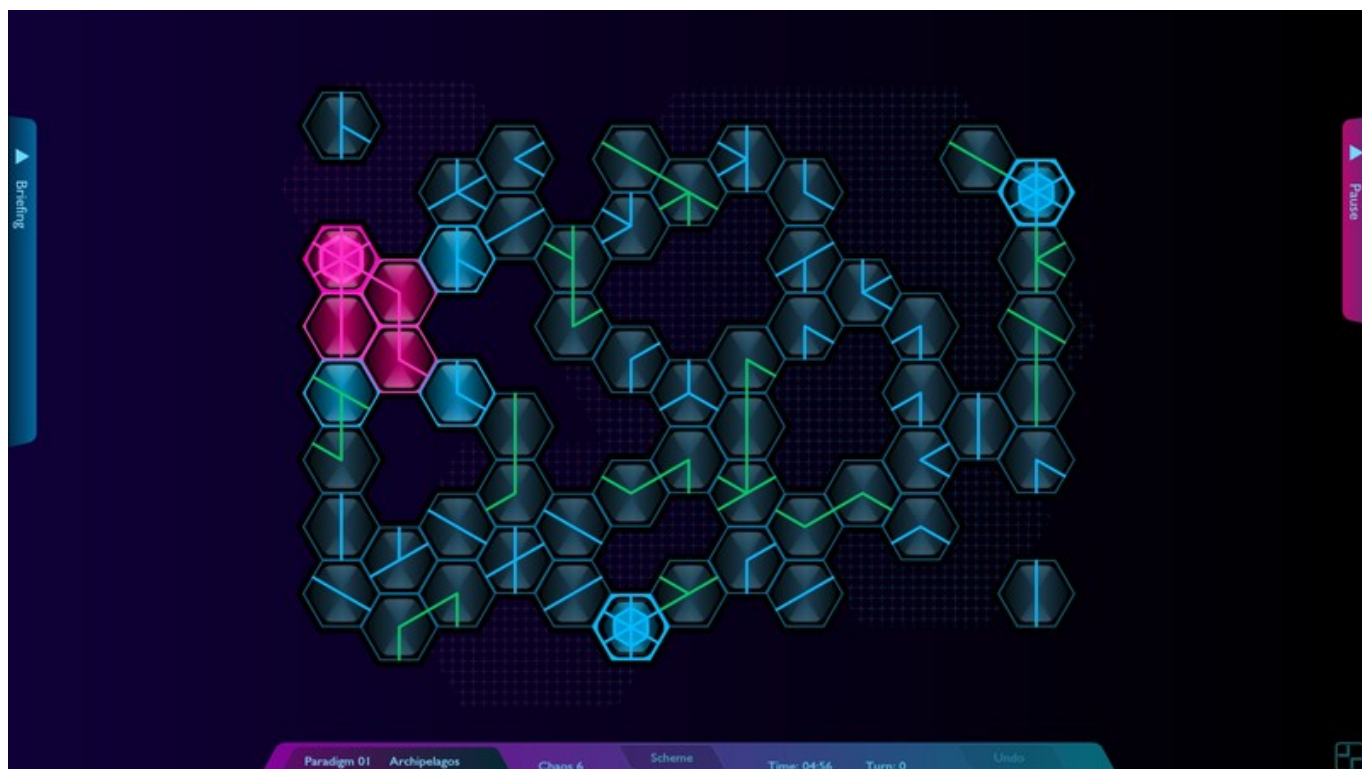
Sound Card:

English



WHITE GIANT

RPG STUDIOS





Love this game, it's atmosphere, music and gameplay. It's not for the action-hungry crowd, but if you're willing to give it the time it requires to dive into the world, it's absolutely fabulous. :). If I could go 16 years back in time and decide to use 1/10 of the time I've spent on Uniball instead on playing the guitar, I'd probably earn a nice living as a studio musician and/or have a bunch of great albums out. 10/10, would decide to play Uniball again.. I thought this game would be just like the old hamster ball you know?

but it ended up be racing game with a ball.

may be it's just my fault but I still think the level is not that fun and it is hard to control your ball.

graphic looks nice though.. Good game but too short.. I cannot hold back your tide of bad decisions.. amazing feeling of locomotion and great fun to play

needs to be much longer and expanded on but a great story very excited to see where this game could go. Can't really remember why I bought this kid's highschool computer programming project, to be honest.

Hope it was for under 5.00 at the time.. this is my favorit game

I've been playing since it was in beta. Love it very much! Buy this game and play with friends. This game is so fun to play with friends xD

I like the music and sound effects :) and its fun to breack all of those melons into little bits and stuff xD

Only problem is it says cannot reach to Litterly everything hen i try to look for matches i dont know if that means theres jsut no matches or if actually cant reach anything xD. A mobile game that is like Bejeweled. You can see your ping ingame which is really not needed, lol. Anything else new? These free games/paid games that are coming out are literally all the same but with diff graphics. Srsly man. To exit the game you must go to settings first >_>. If you want nostalgia and an easy one handed collecting game, this is for you. This is not a new game, it is in fact 10 years old, but still being updated. It is not ground breaking, it is not particularly amazing, but it has friendly players, and it is good for killing time when you're bored. In the spirit of it's age, this game has a lot of grinding.. I loved this game , and i still do but this version of 9Dragons is no longet the one i used to know , the guys from red fox are far better than the guys from games campus , i saw that they try to keep the game fresh and i really apreciate that . In conclusinon if you are an old player who wants to live again the days of glory you would be surprised to find out that most of the things you know are outdated but i still think is worth giving a try .

If you are a new player well sit down son and enjoy a piece of history no, please no.

Cons -

1. Gunplay is horrid
2. players are non existent (for good reason)
3. Melee barely functions
4. bugs as far as the eye can see including clipping through solid objects and getting stuck

Pros -

1. Refund available through steam... wait thats not just for this game. The game is pretty depressing but fun at the same time. The plot can be a bit predictable, but is still intriguing and there is some plot twist in between. I do enjoy the game, especially when I need to properly manage my resources and time in order to get multiple endings. The designs of the homoculies are cute too.. The first 15 or so hours of game play was some of the most fun, strategic and funny♥♥♥♥♥♥♥♥I've ever seen in a rts. The rest is dlc that they made fookin free cause it's ♥♥♥♥♥♥♥♥♥♥, still what a good fookin time.. Rating: 4/10 (Slightly Below Average)

Recommended: No

With a fair selection of several different weapons (which have special stats to them which improve certain aspects of their use) and shields ranging from decorative to fully protective, the game certainly offers a nice bit of choice when it comes to the player choosing what weapon they want to play with against waves of AI opponents.

However, the AI opponents themselves are lackluster: they use animations instead of physics, meaning there's no realistic feedback when it comes to combat. You swing your sword and clash blades, and the AI blade will either continue, or bounce back the exact same way every time. The disconnect between your real-life motions and in-game effect is such that Sword Master VR really doesn't compare to certain other VR fighting games. The AI will continue to use these animations, meaning their weapons will clip through you, or your own weapon, and generally make it feel like you're fighting ghosts rather than actual opponents. This is the consequence of using full-body animations versus physics-based animations when it comes to Virtual Reality.

Because of the lackluster combat mechanics, the lack of level variation, and a lack of distinct enemy types (three variations with gradually larger weapons), Sword Master VR doesn't get a recommendation from me. The most I can say is that for the short while I've played it over the past few months, I've enjoyed it for about twenty minutes, before losing interest.

Much credit goes to the developers at Master Indie for building the game however, and I definitely hope that they continue making VR games. Based on Sword Master VR's quality and presentation, I think they have great potential to continue creating fun content, and I look forward to seeing games by them in the future.

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