Void LINK Activation Fix

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About This Game

void LINK brings the casual charm of early days RTS gameplay to high-end VR: Using both arms players direct ships through **volumetric** sectors of toy-box interstellar space, gathering resources, building their fleet and going to battle against rivals.

With its **simple** user interface and mechanics this game allows for **instant casual play**, where complex strategy arises from your ingenuity, rather than from extensive rulesets or tech-trees.

void LINK is one of the first products to build on the unique advantages of modern VR peripherals (*HTC Vive*, *Oculus Rift*) to make RTS interaction with "spatial maps", truly **3-dimensional battlegrounds**, headache-free by letting you implement your strategies in 3D space simply by moving your hands through it.

For some optional depth, *void LINK* comes with a voxel-style editor for creating **custom ships** from basic building blocks (Laser, Propulsion, Sensors, ...). You can design and introduce new unit types, even during battle, to counteract specific threats, ... or just for the fun of it.

"Enlisted by an intergalactic mining consortium as one of their 'Field Coordiators', the player runs resource extraction operations in far-out regions of space. Depending on their remote control interface, 'void LINK', Coordinators find themselves pitted against each other and engaged in series of battle encounters, where winners climb the 'universal' leader board."

Title: void LINK
Genre: Indie, Strategy, Early Access
Developer:
Zentrifuge
Publisher:
Zentrifuge
Release Date: 27 Dec, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 64bit

Processor: Intel i5 3550

Memory: 4 GB RAM

Graphics: Nvidia GeForce GTX 770

DirectX: Version 11

Storage: 2 GB available space

Additional Notes: Low-end VR-ready PC

English

15: Obtained 2 Gold

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Alea Jacta Est (hence AJE) simulates Roman-era warfare at a strategic level, and it is probably the best one on Steam.
As any good strategy game, AJE is a game of informations, and its brilliance shines the most in how these informations are acquired: unlike other "arcade" games (e.g. Rome Total War 1\/2) the map does not show true data, but just a patchwork of rumors, whose reliabililty depends on factors under the player's control (e.g. own army composition, scouting), factors out of control (e.g. subordinates' skill, or lack of it), and enemy's actions.
The game reward thinking and planning: re-routing a marching army is not a trivial task (and rightly so), and plainly wrong assumptions about enemy's intentions could lead to catastrophic consequences (again, just think to Scipius and Hannibal at the Rhone's crossing).
Under this regard, the 30days long turns are indeed helpful to make the game more credible, and to add a bit of thrill.
Another very nice touch is that pitched battles are not always a necessity (Sun Tzu could not agree more...) and their effective impact on the course of the campaign is for the most a consequence of the campaign strategic plan: again, it is a game of strategy, not of tactics, and subordinates' defeats are just one among factors which must be taken into account when planning the moves (a note about battles: these may happens if armies\/fleets enter the same region, but this fact alone does not guarantee that a pitched battle will happen. Armies' rules of engage, army composition and evasion values, commanders' skills define the chance for a bloody encounter. Since the turn covers 30 days, there may be more encounters, until one side lose its ability to fight or the field commander call the retreat).
It goes without saying that supply chains, fatigue, units' cohesion, experience, weather, terrain, etc...are simulated and have a major impact on the campaign's outcome: an army or fleet can literally "melt" even before meeting the enemy, and even the best veterans need to rest and winter in suitable quarters.
Compared to military aspects, diplomacy, country management and home politics are quite stylized (also because the game is not a sand-box, and developers evidently chose to "force" up to a certain extent the historical accuracy) but blend well.
The choice to follow quite closely history on the one hand opens interesting "what if" options, but on the other gives a good advantage to those knowing the events (which I suppose are the vast majority of such games' purchasers): this is true especially when playing as Rome's enemies.
In-game tutorial covers just the basics, but there is also a well-detailed manual, so I would not complain here: if there is a manual, it is supposed to be read.

As for the technical aspects, the game features nice graphics (nothing too fancy, but makes the map very easy to read, and this is by far more important than seeing a lot of tiny legionaries and hoplites swinging swords and spears...) and decent score (nothing to be thrilled of, and a bit repetitive on long scenarios); turn processing is a bit slow on low-end computers, even if I play AJE even on a rudimental Celeron N2840 powered, 2GHz RAM netbook.
On the bright side, the game is remarkably stable on Win10
Overall AJE (and its expansions) is a great game, which could make the player lose track of time (even if there is a clock in the interface, just in case :)) and capable of huge satisfactions. This loco is too OP to operate realistically. The couplers stretch like rubber bands and float in mid-air. The dynamic brakes are too OP and will always cause either wheelslip or derailment. If you do buy it, I personally don't recommend it for lead-unit operation in mountainous territory and for DPU operations as it can clip into the car in front of it, lift it off the rails, and if you're not careful derail your train.

These issues are also present in the SD70Ace V2 pack.

I bought these a few years ago and I haven't found much use for them.. Yes it works. no crash or flaw right now. You feel a little bit like an astronaut in a simulator.

But there can be done a lot more here from the developers:
- A hud with information like oxygen and fuel charging level. As well helpers like a gyroscope.
  You can learn from the game "Lunar Flight".
- Resolution of textures are very low, when you come close to the vessels. Quite a pixel show.

- Player can't set the resolution at all.
- Some more interesting tasks, not only fly to a point and stay there.
- The Earth is spinning, when you fly over it with the shuttle in an orbit lower than 36.000 km.
  The shuttle and MIR were mostly in a lower orbit.
- Dialog loop too short, you hear it over and over again. More variety please.

I am sorry guys, can't recommend it in this state. Game is pretty cool! Controls take some getting use to but its fun and challenging. I like the music and especially the anouncer voice with the deep tone. I like that there's also a story for the game that you can read! Cool theme for a game!. with the route combined the career scenario's give a horrible framerate on even a high end system. The physics of the loco are all off,pulling the quickdrive consist of 15 tankers is nearly impossible,the gradual braking and traction are hard to use with pad or keyboard and only work a bit better using them in cab.
The traction does not work as it should which leads to undrivable situations,the loco brake lever moves the opposite way,braking is releasing and releasing is braking etc etc,a shunter to pass
PS I hope you can read this cause i've seen negative reviews disappear on here. \u6211\u7684\u516c\u53f8\u5168\u662f\u5200\u5854\u4e3b\u64ad\u7136\u540e\u4e24\u4e2a\u6708\u5c31\u7834\u4ea7\u4e86
10\/10

This game is a parody DONE RIGHT...lemme explain. Cyieftpop (acronym for game) is a promotional game for another game called spaceventure or spaceguest (I FORGOT) you play as Cluck Yegger Free Ranger as he goes to the planet of the poltroid to stop Cernol Zanderz and his evil poltroid chicken factory called BFC Bodasious Fried Chicken, when your flying into the planets atmosphere you get shot with an ion storm and crash land right in front of BFC. The games story has Cluck repairing his ship durring the day and recharging the solar battery for his NIGHT TIME SURVIVAL. At night time you have to play Poltroid Peekaboo with your Robotics cussin's until day light (poltroids hate light remember that.) Clucks ship comes with two security doors to the right and left of him and in front is the main control pannel which allows him to check his ships cameras, scan for enemies in the factory, and activate a blast shield (for a big friend that hatches on night 3...i call him fluffy...cluck calls him BIG FRIGGEN CHICKEN) The repairs on Clucks ship takes 7 days exaclty so help the free ranger escape from the planet of the poltroid before he gets nibbled into gibblets by his feathered cyborg cussin's. A \u2665\u2665\u2665\u2665ing Masterpiece.

11\/10 -God.. As an HTC Vive owner I'm always looking for games that make use of the hardware in innovative ways. The jog in place mechanic of this game is fun and pretty good exercise too! Check out my full video review here:

https:\/\/youtu.be\/9eK1Xzcqigc. Another port of a PS2 title in the series, it's a perfect conversion with just one problem-it appears you can't play in fullscreen\/widescreen\/stretch-it doesn't take up the entire screen. If you can live with that it's good for the price, esp if on sale (I gor it for $2). Just be warned-in Arcade the Boss I-No may be THE most difficult boss ever, and I've beaten my share of very difficult ones.. Not a very gud game
. Animated Wallpapers are pretty dank.

7\/10. Pretty mature tower defense. Have some glitches, but gameplay is really hardcore.. This is a simple copy of My Kingdom for the Princess. Whatever, I loved that game, I'm down. I played through the main story (way too easy) and ran out of upgrades to buy about halfway through. I continued into the bonus levels hoping they would be a little more challenging. I had no problem closing and reopening the game previously, but upon reopening it again, I discovered all my progress wiped, my old user totally gone. Waste of six bucks for a badly re skinned game that will wipe your save.. This is a really fun puzzle platformer that's all about controlling gravity. The physics are nice and smooth, the art is neat, and the soundtrack is great.