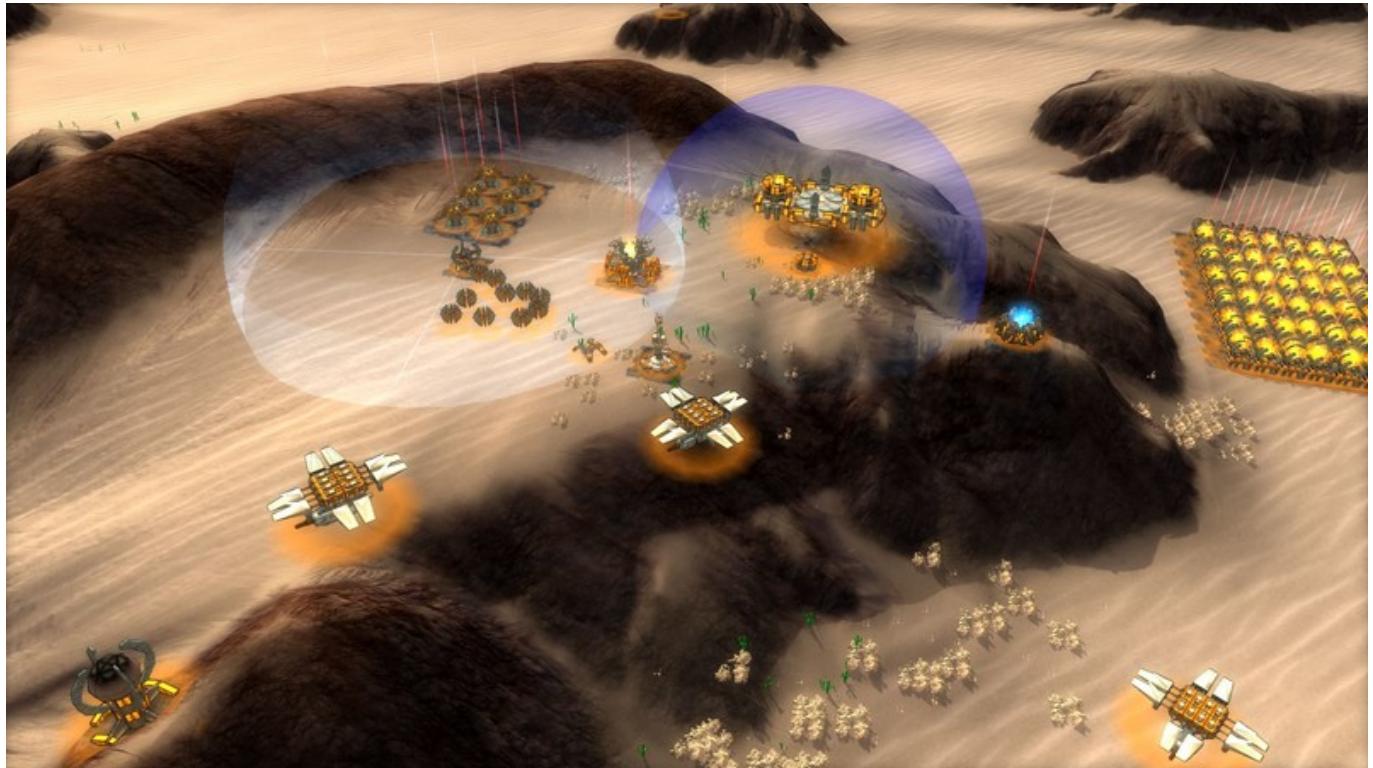


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## Evolution RTS 32 Bit Crack



Download >>> <http://bit.ly/2Josoty>

## About This Game

### Evolution RTS

is a free an Open Source RTS game designed using the Spring Engine. It has been in development for many years and receives updates often. Its gameplay is designed specifically to appeal to gamers of all skill levels. The gameplay is designed around the use of unit groups, and the mixture of your unit group often will determine how successful you are in battle, as opposed to churning out hundreds of the same unit continually.

The economy and teching system is easy to learn and use. The game itself supplies many tools that make managing your economy easier so that you can focus more on crushing your enemy than of playing simcity in your base. Units interact using realistic physics and varied terrain (you can actually micro units in order to dodge projectiles!).

Below is a very short list of the features that Evolution RTS has to offer:

#### Realistic Physics

Projectiles and units use a realistic physics system which allow for unprecedent control and gameplay. Micro your units to avoid projectiles. Hide behind terrain for cover.

#### Epic and Macro scales

Control the battlefield and a level that feels the most comfortable to you, whether zoomed in controlling individual units, zoomed out viewing the entire map and issuing orders on a macro scale, or somewhere in between! You are in complete control!

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### **Fine tuning controls for builders**

Set builders on repeat so that they repeat the orders you give infinitely until they die. Adjust builder priority in order to control the amount of resources allocated to that specific builder's construction project.

### **Unique Cover System allows you to easily set up ambushes**

Hide your army in rocks and foliage completely undetected and lie in wait to ambush your enemy!

### **Gameplay geared towards casual gamers in addition to hardcore rts fans, as opposed to only being fun to play at the higher levels**

Gameplay designed around being easy to learn yet hard to master. As a newbie you can be up and running in no time, and the gameplay ensures that just because you are new, you aren't necessarily at a huge disadvantage.

### **Hundreds of units at once**

The Spring Engine allows for hundreds or thousands of units to be beating the daylights out of each other all at once. Gameplay scales seamlessly to fit!

### **Unique unit abilities**

Discover units with special abilities, such as the ORB with it's incredible area healing abilities, or the Overseer with it's EMP ability!

### **Simple Economy**

The economy is designed to be easy to learn, and use. There are only two resources in the game; Energy and Metal. Energy is used for utility purposes such as unit ammunition, powering shields, and building nuclear missiles, whereas metal is used to construct structures and units. Metal income is split between allies and resources that overflow the player's capacity automatically flow into allies banks.

### **Easy to learn teching system**

Simple teching system that revolves around using the same buildings that supply energy as a means to increase your tech availability ensure seamless transitions into heavier unit technologies.

### **Beautiful effects**

Full particle effects engine and beautiful effects painstakingly created down to the last detail ensure that every battle will be visually stunning!

### **Full Soundtrack**

Full in-game soundtrack that highlights the mood based upon whether you are building structures in your base or engaged in an all out no holds barred war for survival will keep you on your toes and fuel your need for dominance! Over 40+ tracks!

### **Easy battle formations**

Easy to use battle formations via selecting a group of units, right-clicking and dragging on the map make it easy for you to give complex orders to your units, even in the midst of a battle!

### **Intelligent Unit Targeting AI**

Units automatically target the best enemy units to attack on their own, leaving you to concentrate on formations, flanking, and commanding your army!

### **Give orders via the mini-map**

Full unit orders can be given via the minimap, so you can control your units intuitively no matter where your camera is pointing.

### **Place map markers with or without labels, and draw directly on the map**

Map markers, drawing, and labels make it easy for you and your allies to communicate your battle plans, and illustrate them!

### **Unit balance dependent on unit mixture instead of one unit owning an entire army all by itself**

Unit balance is designed so that composition matters more than simply churning out hordes of the most expensive unit.

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### **Intelligent builder AI**

Builders have a plethora of tools and options available to use to help you with macro tasks so that you can focus on kicking robotic ass!

### **Completely customizable GUI**

The many parts of the in-game gui can easily be moved around, resized, and positioned exactly how you like it! Be your own boss!

### **Gorgeously detailed unit textures and designs**

### **Automatic ladder ranking and replay system**

<http://replays.springrts.com/browse/game=9>

Completely free, forever!

Open Source!

<http://www.source.evolutionrts.info>

**Evolution RTS** is a continually evolving and developing game; **Come and join our community!** We love having more people to talk to and play with! Preemptively, welcome to our community!

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Title: Evolution RTS  
Genre: Casual, Free to Play, Simulation, Strategy  
Developer:  
Forboding Angel  
Release Date: 4 Apr, 2014

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**Minimum:**

**OS:** Windows 7/8/8.1

**Processor:** 1.6ghz

**Memory:** 2 GB RAM

**Graphics:** Nvidia GTX 450 or better (or ATI/AMD equivalent)

**Network:** Broadband Internet connection

**Storage:** 1 GB available space

**Additional Notes:** ATI/AMD Video cards sometimes have issues with OpenGL games. Post in the forums if you have an issue and it will be worked out.

English







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Simple game straight to the point RTS. Has the old school feel of C&C. Mind you "feel" not a look alike but thumbs up because its free? if you dont like it then still give it a thumbs up because you got to try it for free? lol. Good game once you get in! Due to many new players rushing in at the same time it was a bit chaotic. Dont let that scare you away from a great game!. Never had one single problem downloading, installing, or playing.....

Windows 10

Intel Core 2 Quad 2.4 Ghz,

8gb mem,

Nvidia GForce GTX 650,

120gb SSD

This game is a great free to play open source RTS.. its a fun game for as far as rts goes. Very fun and a game that once givin a chance it is one of the best you shall find. much better than planetary annihilation, a lot of mods and its open source!. Its the dirty brother of supcom FA. The game itself is damn good. Although more depth and polish is needed.

However it is let down by the UI.

Very much still a work in progress.

Personaly I think releasing it in its current state was a bad idea.

simply because Its going to push people away.

As good as the game is once you know whats happening it does not make for a pretty first impression when you have to go through the spring lobby.

Hoards of people were comeing and going simply because they could not understand what was going on.

or get into a game. Couple this confusion with a buggy lobby, failing downloads, many others newbies asking questions and a lack of direction and what you have got is chaos.

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SPRING RTS still have ONLINE players.. Evolution RTS online is dead, but if you install Spring Lobby (google it) you will see many people still play other Spring RTS mods (better mods) such as Balanced Annihilation, and Tech Annihilation. These mods have full servers playing them in the daytime of every day of the week and all day/night on weekends. Population is mostly Euro players so servers are usually dead on weeknights if you're in NA.

Again Spring RTS ONLINE is alive and well, just install Spring Lobby and join a server with people in it (will prob be a balanced annihilation server). Visually distinct game with intriguing gameplay when you could get it to work.

Extremely fast pace game with effective UI, though can be overwhelming at times

Edit: issue was resolved with help from Developer, turn out it only affect old players who migrate to steam.. Positive Review for statistics because it's worth it. Quite an amazing game. Have played for a long time (ignore the fact it says 133.3 hours on the time that i am writing this) (I have been using a different way to launch the game recently).

Fast pace gameplay, diversity of units, different strategies. What a RTS fanatic wants in a little free package. (plus no micro-transactions)

This game runs on the spring engine, which also allows you to play other RTS games that use the spring engine. So even more RTS games

In order to have the best experience with the game, I would recommend joining the discord (<https://discord.gg/WXGeb3v>) to connect with the community and get technical help if you have any problems with the game.. this was a very different game than what I'm used to but man was I impressed. Here's a short list of what this game is.

1. The game is fairly interesting and competitive.
2. It isn't EvoRTS, but "spring web lobby" which leads you to all the spring games it supports. Including Evorts.
3. When you play the game, don't be afraid to ask for help. It is very tough for new players to understand and might be more fun with friends or someone helping you understand it.

The game overall is pretty good, but the biggest flaw of the game is the community. The community is rather small and it's often difficult to find a good server, because some map makers prefer creating small maps since a large map would be harder to play with a smaller team, and most of the players that ARE playing are pros that don't hold back against noobs, which makes the game tougher as a player who plays normal rts games that have different strategies.

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