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About This Game

Have you ever created heavenly bodies? And here it is done in one touch!

Great, now you can fill the vast expanses of space - new, pouring light into infinity, stars!

Would you like to launch a satellite into orbit?

Take it higher - run a small star into the orbit of the giant, and it will be beautiful

The circling around, demonstrating the beauty of gravity and leaving behind soft flaming tail.

Impressive? - But you can do much more!

Create whole constellations, expand the boundaries of your possessions, feel yourself creator of the universe and meet face to face with his rival in exciting, spectacular, universal scales of battle!

Use the stars as weapons, run through the objects of the opponent, light up outer space by colossal explosions from giant supermassive collisions and finally, create the worst universe weapon - a black hole! No heavenly body can to resist her incomprehensible gravity. Traveling by territory opponent, it will effectively absorb everything in its path, not leaving no chance of preservation, leaving nothing but of darkness.

Do you want to see all this in 3D? Elementary!

The strategy is simple:

- There is only one resource - energy. It is needed to create gaming objects.
 - The main object is a giant star. To produce energy, You need to launch a small star into the orbit of the giant. More stars - more produced energy.
 - The more giant stars in a player, the more energy they cost space objects.
 - If a player loses all the giant stars, he loses. Giant can be Destroy or shelling with small stars, or by absorbing a black hole.
- Several giants form constellations - this is the protective perimeter of the player's territory. Only the object can pass through the perimeter. Foreign objects, except for a black hole, are destroyed.
 - Also, you can get energy for destruction or for absorption object. If you destroy the small star in the first seconds, after it creation - then it will give more energy. This is effective when intercepted attack opponent.

There are two single player modes:

- Rating game - is presented in the form of a set of levels for passing. The effectiveness of each level is summarized in the overall rating and is entered in the general table of records.
- Training battle - a game in normal mode against computers where you can choose the size of the map and the complexity of the AI.

Title: Gravity Wars: Black Hole

Genre: Indie, Simulation

Developer:

stariy8419

Publisher:

stariy8419

Release Date: 5 Nov, 2018

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Minimum:

OS: Windows 7 or newer: 32bit / 64bit

Processor: Core 2 Duo or higher

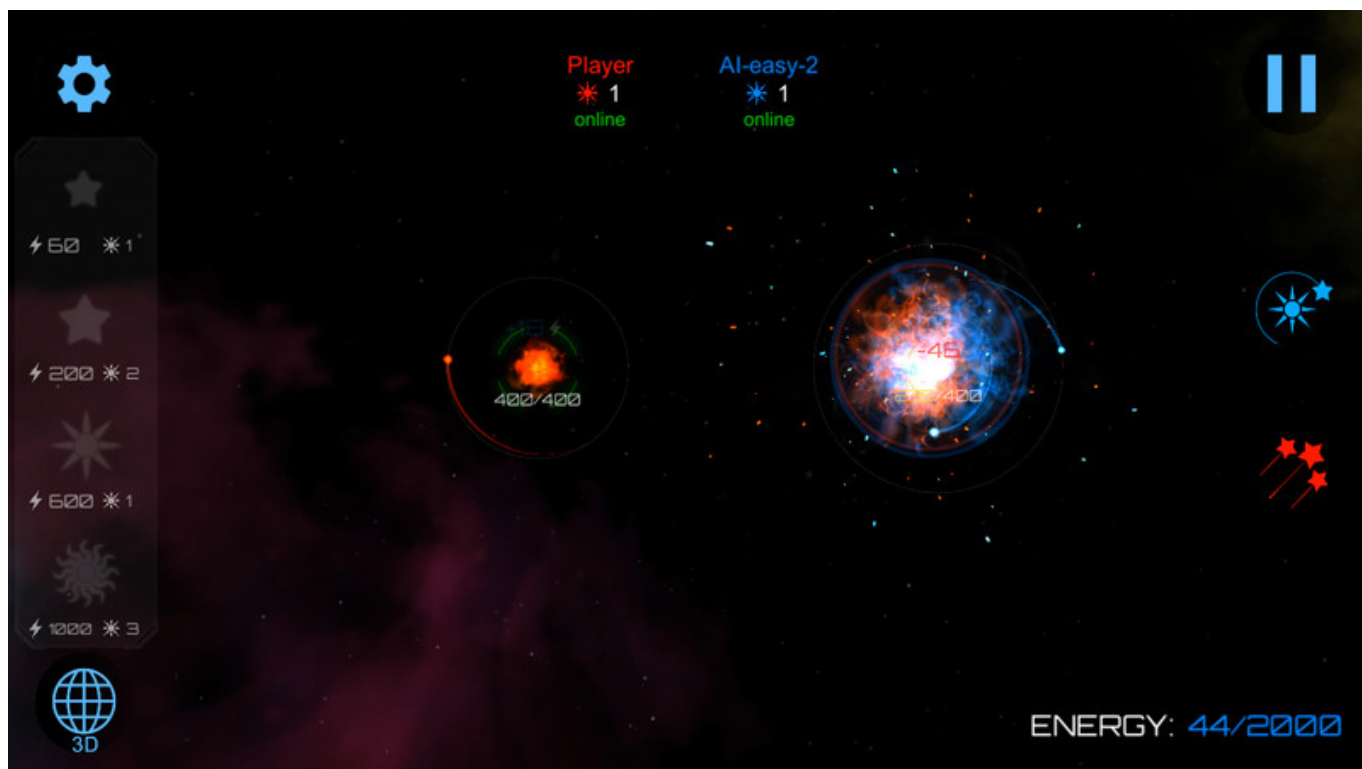
Memory: 2 GB RAM

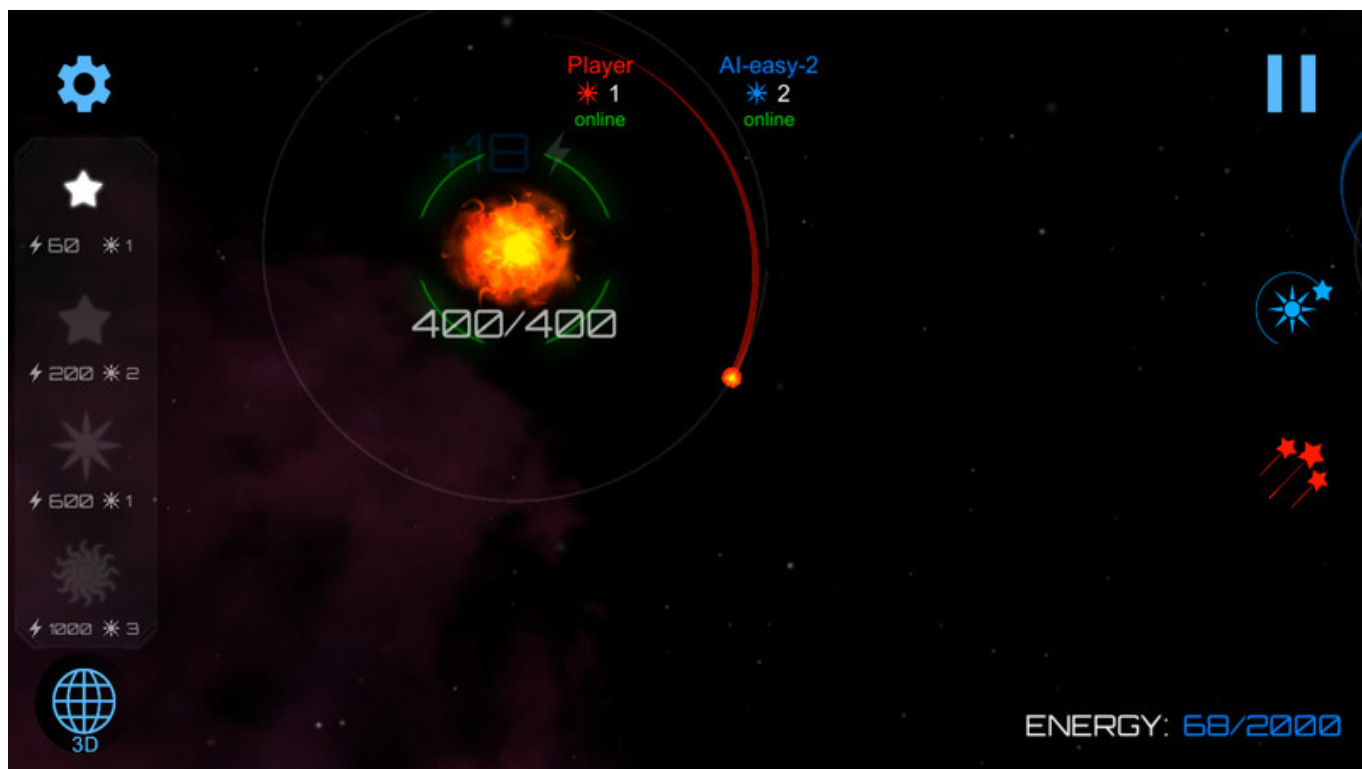
Graphics: DirectX11 Compatible GPU with 512 MB Video RAM

Storage: 140 MB available space

Sound Card: DirectX compatible sound card

English,Russian







For only 1\$ This game is super addictive and really fun. When you first start the game it is kind of confusing to get the controls down but once you go into the training mode and play for 10-15 minutes you will get the controls down and be set for the rest of the game. Its not a long game but it has replay value and i spent a lot of time playing missions over again. Overall I had a lot of fun with Gravity Wars and cant wait to play more of it.

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