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## About This Content

Exciting new scenarios, new units, and huge maps await you in Ashes of the Singularity: Escalation's largest DLC yet! Take on the role of a PHC leader and conquer dangerous missions where the odds are stacked against you, or join with the Substrate to repel your PHC oppressors. Engage your enemies on huge new maps, conquer one of the new scenario challenges, and more.

## Core Features

### New Units

- **PHC Atlas** - This anti-air, anti-drone frigate is an excellent line of defense against Drone Hives. Since it only costs metal and doesn't require radioactives, the Atlas is a less powerful, but inexpensive, alternative to the Apollo cruiser.
- **Substrate Tormentor** - This indirect fire frigate is capable of saturating an area with artillery shells, causing damage to anything in its radius of attack. Although it lacks accuracy and direct single target damage, the Tormentor is at its most powerful against groups of units rather than structures.

### New Scenarios

- **Ascension** - The Substrate have developed a prototype experimental Eye of Darkness. Build up your defenses and

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survive the onslaught of your enemy in order to destroy the weapon before it wipes you out.

- **Battleline** - A large Substrate army looms across the map, just waiting to attack. Your base is established and ready to go; now, you only need to push out strong units, maintain your resource levels, and survive.
- **Carnage [PHC]** - You're ready to make your last stand against the massive Substrate army. In the biggest scenario to date, face down 7 enemy opponents while also helping your 6 allies stay alive long enough for you to claim victory.
- **Carnage [Substrate]** - You're ready to make your last stand against the massive PHC army. In the biggest scenario to date, face down 7 enemy opponents while also helping your 6 allies stay alive long enough for you to claim victory.
- **Deadlock** - The Substrate are making huge pushes toward capturing valuable Turinium mines. Build up your forces and fight off the enemy before they reach critical mass or overrun you.
- **Entropy** - The members of the Post Human Coalition are attempting to overrun your Substrate base before you gain a critical mass of Turinium. Hold them off at all costs.
- **Incursion** - The PHC have launched an attack on Substrate territory. You have the initiative, but there's no one around to help you - you will have to defeat them on your own.
- **Influx** - Ventrix has tainted the name of the PHC for long enough. Overcome the scarcity of resources and take him out with vicious orbital attacks.

### **New Maps**

- **Battleline** - Medium 1v1 map
- **Entropy** - Large asymmetric 1v3 map
- **Osiris 5** - Large 2v2 with limited choke points through the center
- **Pallavia** - Medium 2v2 with limited choke points through the center
- **Battleline Frenzy** - Medium, single lane 4v4 for combined defenses and huge clashes of forces
- **Galatea** - Large symmetrical 10 player map designed for standard 5v5 games
- **Caldera** - Large symmetrical 12 player map designed for standard 6v6 games
- **Nashira** - Enormous symmetrical 14 player map designed for standard 7v7 games

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Title: Ashes of the Singularity: Escalation - Secret Missions DLC

Genre: Indie, Simulation, Strategy

Developer:

Stardock Entertainment, Oxide Games

Publisher:

Stardock Entertainment

Franchise:

Ashes of the Singularity

Release Date: 1 Feb, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** 64-bit Windows 10 / 8.1 / 7

**Processor:** Quad-core Intel / AMD Processor

**Memory:** 6 GB RAM

**Graphics:** 2 GB GDDR5 NVidia GeForce 660 / AMD R7 360 or better (GeForce 900+ / Radeon 290+ for Vulkan)

**DirectX:** Version 11

**Network:** Broadband Internet connection

**Storage:** 27 GB available space

**Sound Card:** DirectX Compatible Sound Card

**Additional Notes:** 1920x1080 Display Resolution or Higher

English,French,Italian,German







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It is said that this game was found in an ancient mayan ruin, oh how far we have fallen from the times of old. Meh, this is not a game with reachable achievements but rather achievements with a bit of nonsense around it. Avoid this crap.. This is a crisper rendition of an airport, ground textures are better and the overall quality is better than previous releases from Feelthere. However, there are still a few bugs in the game but they dont really get in the way of controlling your airport, unless you are one of those that cant see past the bugs.

I think the bugs stem from the core package of Tower3d Pro and the coding in that rather than in this airport DLC.

If you already have the core package then you will already know this, but it shouldnt stop you from buying this addon DLC.

It has a complex taxiway system with lots of crossovers and joining taxiways which will keep you on your toes.. What can I say. I had fun from beginning to end. Each island was unique and vastly different from those that went before and challenged me to consider new tactics. This isn't Dark Souls, in fact there isn't anything dark about this game. It's light and colorful and frequently comical. It was certainly worth whatever I paid for it. I'll be playing it again.. Absolutely wonderful and unique experience! The acting was great and the ability to watch the story unfold by altering time makes this truly a one-of-a-kind form of theatre. I hope to see more like this in the future.. I absolutely love this tool! It has always been one of my goto VR apps. It is the most humanly intuitive 3D model creation tool that I have experienced. And I have experienced them all. My favorite was walking into the first VR arcade in my city and seeing a very interesting blocky 3D plastic print on display. I asked them how they made it and they told me they used SculpVR!

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Really cool game!

I miss old style RTS games. I couldn't find spirit of those in modern productions, so Crush Your Enemies is the game I was waiting for.

It takes the best design ideas of games from 90s like unit balance, economy etc and adds alot of innovative features.

All levels/maps are small, placed on one, non-scrollable screen, but this gives player full controll over situation.

Unit controls are different then most games like that, but it gives more precise/convenient control of units, and makes gameplay more dependent on timing/strategy skills then on precise mouse pointing.

. This game is fun, scary and stable for Early access. Love it ! ♥. This game is amazing for the price! Great bullet hell and even 1 hour is worth the price!

. After playing this game for about 2 hours i beat it. It's hardly an RPG and much less a story continuation of Chosen. I'll have to thank my friend for getting this game for me. I now will never get back the 2 hours i spent beating it. He got the game for \$0.49 USD. I probably wouldn't spend more than that.. Get rid of that damn inverted control bVs. Let up be up and down be down. Totally lost interest after just a few mins because of this. At least give us the option to change the controls in settings. Feel like I just threw a dollar in the trash....

REVISED: Within just an hour the devs for this game instructed me how to adjust the controls!! GREAT SUPPORT!! Fun game and a buck WELL SPENT! Awesome support and thank you!! This game is a bit of a throw back to the early 2000's with it's own campy style. I highly enjoyed it. What this game did was accomplish more for me so far (hour and 20 min's in) is a good building of scare and alot of emotion as you find out more about a certian someone. i actually throughly enjoyed this and surprised at how good it was.

<https://www.youtube.com/watch?v=K5u7Ayrups&feature=youtu.be>. Didnt care for it. This has to be one of worse games I every play. The controls are limited and it's controllers are a joke.. When I tried my joystick, it froze out my thrusts. Don't buy this game. Look for something else. This is a short point and click game that follows The Lost Crown. It is set in the same town with many of the same characters but is a much smaller game. I finished it in about 8 hours playing very leisurely but an experienced adventure gamer may finish in just a couple of hours. There are only a few puzzles and they are not very difficult. There are lots of things that seem important but don't lead anywhere, and you can sidetracked on them. There are no steam achievements for it.

[During play it can seem like you're stuck and not making any progress. You'll perform some action and it isn't immediately clear sometimes that you've done anything. There are choices that will affect the outcome if not the main story line. I saw questions in the forums asking whether or not the game was bugged. I played through without any issues at all and I think it plays as designed. My advice if you're stuck is to look around thoroughly, talk to everyone multiple times, do actions multiple times \(even if they don't seem to do anything\), and don't forget outside. There are only a few areas in this game so there really isn't that much to check. I would not resort to a walkthrough because there are very few things to solve here and you'll probably regret it. I'd recommend this game to anyone who likes point and click adventure games.. If you are looking to play a modern space colony simulation then Surviving Mars is the only game in town. If it wasn't then no one would play let alone recommend this game.](#)

[-Its UI is so horrible half of the mods in the work shop are just working to fix it.](#)

[-The games 'difficulty' is better described 'tedium' with harder just taking longer.](#)

[-Citizen management is fire and forget, once you have it set up there is no reason to touch it again.](#)

[-There is a birth system that even has education but then no mechanics for old age or death, no retirement home or cemetery.](#)

[-As a sand box there are extremely few options for buildings and even less for cosmetics.](#)

[-The replayability is limited entirely to the end game mystery as the simple game mechanics mean there is no variation in play styles. Every problem usually has one and SOMETIMES two solutions.](#)

[It's sub par at pretty much everything but modding the hell out of it makes it playable at least and its not like there are many other games like this.](#)

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