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Evolution RTS Download] [Xforce]



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## 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 unprecedented control and gameplay. Micro your units to avoid projectiles. Hide behind terrain for cover.

#### Epic and Macro scales

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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!

#### **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 its incredible area healing abilities, or the Overseer with its 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!

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**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.

**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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the Spring-engine is an open-source engine as far as i understand you can make many games with it! This one is a worthy Supreme Commander Clone, redone by someone who likes total annihilation a lot, like myself. join up for some online battle, lads!. Positive Review for statistics because it's worth it. Neat concept, couldn't figure out how to get a game running for the life of me. I'm sure other people have figured it out but nothing should be this much of a pain in the butt to play.. It wouldn't of been a bad game if it weren't for the fact that It's extremely hard to learn how to play. It's just not worth the time. Unless you get someone who knows how to play the game, it's unlikely you'll actually be playing the game instead of trying to learn how.. not the smoothest running game. steep learning curve with no instruction or tutorial missions.



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ai just sits in the middle of the map doing nothing and no infantry!. A good and complex RTS as we like them. If you were (or still are) fond of Total Annihilation this game is for, it has almost everything TA had plus a few new concepts (eg:shields). Even if you don't know or liked TA I recommend this game to anyone who likes RTS.. confusing asf started playing and had absolutely no clue wtf to do. This was really complex at the start, but got really fun. I like this, and it is a good RTS game, if you are looking for one, this one can give you a challenge and is pretty fun when you get the hang of it. And I have to say, I honestly love flying around and zooming in on stuff and pusing it and looking at all the pretty lights. Would make a good screensaver for Christmas.. The one thing I found absolutely awesome about this game is the developer getting back to me to try and help me figure things out. I'm not changing my recommendation, but I did feel like I needed to let folks know about that. More developers should be so involved when it comes to their games.

Like some others have said, it's a pain to get it working. I do recommend giving this a try if you don't mind the hassle you might have to put up with.

Original Post - Wasn't able to do anything with this game, Couldn't build anything, Not sure what I did wrong, and not willing to put the time in to figure it out. Hope others have more luck, but it wasn't for me.. It's like a mix of Supreme Commander/Warzone 2100, only 80MB, free, and easy to get a hold of. Plus it's 100% moddable.. So here is what's up with this game.

- 1) most of the people don't write reviews of the game itself, they are usually based on the WebLobby which this actually is.
  - 1-A) You can play MOST games that use the Spring RTS engine,
  - 1-B) The negative reviews are only because these people are basically cancer to any game they play BECAUSE; They are super annoyed by tiny flaws in the Lobby, or because of a slight malfunction they get feminism level triggered
- 2) Most of the games associated with the Spring RTS engine are mods to the prequel of Planet Annihilation, Total Annihilation, and so they call this a mod as well (u2665u2665u2665u2665ing dumbasses) The only similarities it has to the other games are that they use the same; Maps, Lobbies, Engine, and occasional unit name
  - 2-A) This game is basically a stand alone game, but it's awesome. The Community to "Evolution RTS" is amazing but small, now I wasn't talking about the most popular game "Balanced Annihilation" because boy I can tell you some bad examples from EVERYONE over there including some of the admins, but not the developer
  - 2-B) people complain on small amount of units buuuut let's be honest here; It has more units in it than the entirety of the Popular "Starcraft" series

Now let's talk about the actual game here:

The game is very simple and I mean VERY simple, but it's not at the same time.

It's simple cause it self-explanatory, but in a game it's not so simple.

You have Metal, Energy, and Supply as your resources that each do their own thing:

Supply: serves as an army cap

Metal: build stuff

Energy is used for ammunition and upgrading stuff.

Metal Extractors give you metal, generators give you energy, and Supply Depots give you 10 supply and storage for energy and metal.

You got 5 types of units:

Hbots: cheap strong hitters with good range, but slow with no armored units

All-Terrain: very good Versatile class, but they don't have any outstanding strength

Hover: Best range and great in late-game, but early game they are kind of weak

Amphibious: Fast-Powerful-Versatile, however they use up a lot of energy to attack, and they have really low health

Air: Great at EVERYTHING, but they're expensive so they're balanced (I'm biased against them)

Now that's the strengths and weaknesses of each class of unit, but T3 units are just good all around.

Now that you got the most basic of basic introductions to the game you'll have to learn the rest on your own.

Now let's keep in mind that it's a single developer with a little bit of help here and there so it's not completely perfect, but it's fun with a great community. not enough people playing it but it's a really fun game.

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