

Aurora Dusk: Steam Age Download Requirements



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About This Game

Aurora Dusk is a collaborative sandbox game. Do not expect to win alone. You will need the help of many companions to build a city and unbreakable defences.

Build Anything You Want

- create and customise your characters.
- plant resources and harvest them.
- build workshops and manufacture your equipment.
- learn spells and master all the schools of magic.
- build ramparts and defence turrets
- build barracks and recruit soldiers and siege weapons.
- assemble gigantic golems and command them.
- evolve from the Wood Age to the Steam Age.

You keep your characters from one game to another and accumulate experience.

You can unlock special abilities and progress continuously.

You are not limited to one character.

You can create, name and control more than 100 characters.

Use the editor to create artificial intelligences in few minutes in order to switch any character to automatic mode.

Play multiplayer in co-op or versus in the 3 game modes.

You can play online or in a local network. You can leave and join a party at any time.

The game settings are easily accessible.

You can add new maps thanks to the image editor. It is possible to edit and create additional content with a simple text editor.

Aurora Dusk: Steam Age offers you:

- 6 ages going from Prehistory to the industrial age.
- 8 playable races (humans, dwarves, elves, half-elves, colossus, felines, black elves and Astalans)
- 380 items (weapons, armour, mounts, spells, consumables...)
- 75 skills with their individual experience bars
- 62 buildings (workshops, houses, turrets, barracks...)
- 27 resources to plant, harvest and transform.
- an adventure mode with 16 missions and 6 levels of difficulty.
- a skirmish mode to battle up to 10 villages.
- a survival mode to fight unlimited hordes of monsters.
- 50 maps.

Try the free version:

You will automatically recover all your characters when you upgrade to the Steam Age.

<http://store.steampowered.com/app/397170/>

Title: Aurora Dusk: Steam Age

Genre: Indie, RPG, Strategy

Developer:

Sylvain Harlaut

Publisher:

Sylvain Harlaut

Release Date: 29 Apr, 2016

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Minimum:

OS: Microsoft Windows XP, Vista, Windows 7, Windows 8.x, Windows 10

Processor: 2,33 GHz

Memory: 2 GB RAM

DirectX: Version 9.0

Storage: 240 MB available space

English,French







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This scratches my itch for a hybrid town builder/rpg.

It is *severely* lacking in polish, though, and also balancing. The default campaign difficulty (which you have to play through once to unlock other difficulties) can literally be won by your AI teammates while you sit back and grind.

It's worth \$10 if you like this sort of game, but only barely worth it.. Aurora Dusk: Steam Age is a fun game. The mechanics are interesting. I see it as a mix between majesty, spellforce and settlers. You control your avatar but you're not the hero like in most games, instead you work together with the other AI to get things done. You can play a big role however by planting enough resources, starting buildings (so the AI finishes them for you), and gear up so you can defend/attack with your hero and golems, mercenaries you can recruit. The AI do as they please, sometimes very helpfull by setting up defense towers/ golem defense and attacking your enemy. Sometimes not so helpfull by building a bunch of buildings you don't need, gathering resources for the hell of it. They never seem to build a market though, unless you start it yourself. The campaign has 20 maps and takes about 7 hours on normal difficulty. There are 6 difficulty's so you know what to do. Survival and Skirmish Mode.

I would like to see the option to hand out roles to some people. Make one person a landscaper going around planting resources. A builder focusing on setting up every building (and not 3 barracks for one town). This would allow the player to focus on more specific roles as well. One skirmish game I decided to be mercifull and keep one enemy peasant (I called him Bob) alive. While I build my artillery weapon Bob managed to revive his fellow peasants and they rebuild their town. The AI is pretty good, just needs a bit tuning.

TLDR: Great game made by one developer, that continues on improving this game. If you are into this kind of games, the price is worth it.. Love the game, I love the continued and frequent dev releases, even if some of them are small content updates. I agree with the comment that "community resources" aren't really a thing, and that could be a nice change. A resource pool that perhaps villagers could drop into. Regardless, I enjoy the game as it is. Beat the campaign, played a good bit in sandbox, and I will revisit soon, as there is a good amount of new content that I haven't seen yet.. Fun game team building crafting horde like town Defane game. AMAZING RPG!! the skill and character creation/development system is one of the best you can hope for in any game, interlaced into every aspect of the game and attached to a character you take between all maps played, this game is full of innovation that makes it a breeze to play intuitively yet still challenging circumstances such as impending invasion of GIANT ARMIES. You should start small and build up a character before going into making big towns or tuning up the survival mode settings. aside from skill system this is also an epic action rpg in which you escalate from jungle fights 2v4 skeletons with sticks into 50v1000 elemental mages and giant stronghold fortress, the game scales in a really cool way, I think the small complexity is best early on for learning and training skills but epic wars are what you train to prepare for, you might die but keep the skills.

I was going to sleep yesterday then decided to try this game -- Actually I think I'm about to play it again, the only problem of this game is the unrelated art style blonde girl graphics everywhere, it's jarring to see alongside such colorful graphics in the game everything looks similar to SNES but the mascotgirl or whatever I thought it was a main character I had to play but this game actually has a really good character creating system and the graphics look nothing like that (except in loading), so the loading screen looks bad is my only real complaint, (there are some bugs too but nothing too bad, I couldn't load all the missions but the other 2 modes are good and missions are considered 'tutorial') you have to play this game to understand how good it is, just close your eyes during load and you'll have a perfect time playing a masterwork game. I saved the town by selling an unreasonably amount of baked bread to the market which has not crashed fortunately from wood to steam age.

Amassed around 10k monies, I went and bought the best soldiers bread money could buy. You see 160 mechanized soldiers encircling the thousands of goblins and skeletons marching toward this bustling little town that I baked bread in.

Let's just say lasers could win over anything anyway :nippy:. Main attraction for me has to be the look of the game, its cute, and you can customise your units. There's building, exploration, resource management and some planning to do which if you want to

chill can be done in a sandbox where you won't be attacked unless you want to. That's pretty much what have done with the game.

There's a nice touch where you can put your characters on Auto and let the game run itself.

The game has faults though. Although you can build walls I really couldn't work out how to link sections of wall. The resource management is painful, you progress through ages and need different resources in each, well that has a limited appeal and only really serves to make the game drag on. The Campaign game chugs on a bit and you barely need to concentrate to win, right up to a level where the game just goes demented and it really is a challenge to get through, at which I stopped playing. To get a perfect game you need to get past the very hard Campaign level and grind for some level achievements and kills. Well I'm not going to bother as it'll take too long.

Its a good game, massive amount of work has gone into it and really like the visuals and theme. I sort of like it, but the Achievements difficulty and the Campaign game can be really annoying.. I'm having a great time!

When I first looked at the screenshots I thought this was some sort of rpg maker game but the graphics and animation etc are quite different and well done. The music is alright too.

The concept of the game I love. It's very low plot but very rpg and tower defence as well as random generation. You create your own scenario which involves how common enemy waves are and how many enemies there are in each wave. Or you can chose the wave to happen in real time by simply clicking on the spawn wave icon. You create your own characters which involves race and gender (race affects starting skill levels but said character can still overcome and even dominate with their starting weaknesses) And have at it.

Do you want to start with just that character, stand around a grow/build things for skill levels? Done. DO you want them to be alongside up to 100 other randomly created AI NPCs that do their own things? Done and anything in between. You don't have to fight even however that is a fun part to the game.

If you aren't convinced that's A-ok! Watch the videos, look at screen shots and ask on the discussions. You get to decide if this game's for you! I know it's for me!

I give it a solid 9/10. I want to see smarter AI that arms itself and interacts with building and facilities more efficiently. That would get a 10 from me.

Such a great game, developed by one person, too! If you haven't even tried the demo, what are you doing with your life?. Lots of fun stats, satisfying grind, good depth, much better than other pixel art releases recently kaff kaff ch***fish. As of game version 1.4.5, this game seems deceptively shallow. On the surface, the game is pretty enjoyable. There are lots of things to do, there's all kinds of cool perks to unlock, and the campaign can be relatively challenging. The problem comes with "what's next?"

My character is closing in on level 250, but in reality I've done very little since around level 170. With the way the skill system works, certain important skills take days to raise a little, and other skills level very quickly. Turns out, once your character has decent levels in some essential skills, just spamming the "easy level" button is far more rewarding since perks replace the need to grind. In previous versions, people were leveling Defense to ludicrous levels to get perks, and the new method seems to be spamming buff books (Redemptive, Necromantic, Shamanic, Conjuring).

Why does all of that matter? Because it's really best to do all of this stuff on a "peaceful" map. You COULD level your character on a survival map where you're slowly raising tech levels and completing a variety of tasks around your town - but the Villager/Companion AI winds up causing severe lag which completely hamstring your ability to get anything done. The game has a pretty large sampling of other balance and bug issues, but this is really the worst one. I quite enjoy killing waves of monsters or trying to out-compete other villages, but after a few hours the severe slowdown makes the game unplayable.

I have high hopes for this game since it's fundamentally a really interesting idea. I think if things get ironed out a bit, this will be one of my favorite semi-idle games, but at the moment it really needs a lot of work.. Think I've given this game a fair shake at this point. In short, it's not good.

Let's go over why.

1. Absurdly unbalanced. Starts off a cakewalk and jumps up to impossible at the 11th hour.
2. RPG elements are underdeveloped.
3. Plays like a tower defence game where you don't get to choose the placement of your towers.
4. Impossible to make a cool looking or efficient town. NPCs drop their buildings wherever the ♥♥♥♥ and never build what is needed.
5. AI is ♥♥♥♥ing terrible. You cannot achieve victory without the AI cooperating.

Bad, bad, bad bad. Bad.. This game is

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but there is a loading bug i tried loading every map and it wont load. Get this, get this. You don't have to play this game, to win this game. You can build an AI set and let your character do everything on it's own.

I'm being genuine here, I love that. I love watching my team of custom made AI guys win.. Main attraction for me has to be the look of the game, its cute, and you can customise your units. There's building, exploration, resource management and some planning to do which if you want to chill can be done in a sandbox where you won't be attacked unless you want to. That's pretty much what have done with the game.

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It's a good game, massive amount of work has gone into it and really like the visuals and theme. I sort of like it, but the Achievements difficulty and the Campaign game can be really annoying.. Do not be put off by the simple graphics and broken English.

There is a deep game here where you can survive and grow as part of a living world. You are part of a thriving settlement and must assist to build it from the ground up.

I found myself mostly planting mushrooms (mana regen), berries (stamina regen), grass (health regen), and the various resources (wood/stone/crystal), while occasionally setting down blueprints for towers.

With all the resources taken care of my villagers were able to finish my constructions and also build what they thought was important.

Once some time has passed the enemies attack and you will discover if your tower defence is sufficient (or you can wade into battle yourself with melee, ranged, or spells - or send your troops into battle for you - there are a ton of playstyles available here).

But this is one of the few Action RPG Sandbox games where you can play a pure support role if you so desire.

I just refunded Planet Coaster and spent all weekend playing this instead!

[EDIT: So 10 hrs in and I've beaten the last level on the hardest difficulty.

I had fun and there is no level/skill cap and I have discovered that the second to last level is actually harder so I'm currently trying to discover the best build order to defeat this level on Demigod difficulty which is a lot of fun.

Similar to a roguelike game you will get some bad luck (when the AI allies decide to do stupid things), but other times your luck will go well (and you can influence the AI to some extent as well).

Also, LAN play is available and online is in the works too so I better get back to leveling up my character!]. I bought this game this morning, and I'm rather addicted. The campaign is fairly long (I think I'm about halfway) and it is certainly addictive. The minimal/retro graphics are cool, the gameplay is cool, everything is cool. I'd recommend trying this out!

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