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## Meridian: New World Ativador



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### About This Game

# MERIDIAN NEW WORLD

**An accomplished, old-school, indie, futuristic Sci-fi RTS with RPG elements!!**

Play as Daniel Hanson, commander of the first expedition to planet Meridian and uncover the dark secrets it holds! Shape the world around you with every decision you make and through every dialogue with your crew. Meridian: New World offers countless options to devise your own strategy, including various equipment options for your units and special abilities for you to rely upon. Use your abilities anywhere on the battlefield and turn the tide of battle by weakening the enemy troops.

Alternatively take the covert approach and sabotage the enemy power supply to shut down their production. You can rely entirely on researching superior weapons or special abilities. Or you can risk building a large economy, constructing a massive army from your enormous resources. The strategy you use and how many troops you sacrifice to reach your goal will influence the attitude of your crew towards you. Are you ready to shape the history of galactic colonization?

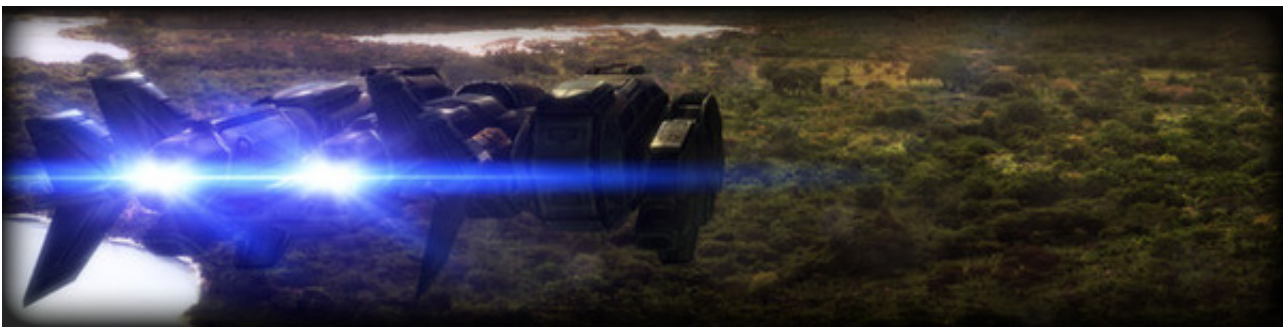
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Brought to you as the brainchild of Ede Tarsoly - the sole man behind Elder Games - Meridian: New World was mostly received with disbelief and awe at the fact that it's a one-man production. While it remains true that Ede is the source of every detail of the game, some assets were created by his friends Balázs Bodnár, Tamás Gyermán and Gábor Menyhárt, who are credited with their contribution.

### **Engaging and original story with varied missions**

- A single player game
- Polished, dynamic and fluid unit control
- Beautiful graphics; realistic environments
- Amazing immersive music



### **Steam Workshop**



Share the maps you create in the editor with the Community.

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Title: Meridian: New World  
Genre: Indie, Strategy  
Developer:  
Elder Games  
Publisher:  
Merge Games, Headup Games  
Release Date: 4 Apr, 2014

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**Minimum:**

**OS:** Windows Vista / 7 / 8

**Processor:** 2.5Ghz single core

**Memory:** 2 GB RAM

**Graphics:** nVidia GeForce 8600 GT / ATI 2600 Pro

**DirectX:** Version 10

**Storage:** 830 MB available space

**Sound Card:** Required

**Additional Notes:** Intel integrated graphics processors are unsupported

English, German, Czech, Portuguese, French, Hungarian, Russian









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Micromanagement Hell.

If you like that sort of thing, you're going to love this game.

Produce only one unit at a time. Must configure each unit you produce individually. Must manually assign individual workers to various tasks, even if workers are standing around idly. This is especially bad when you go to build new buildings. Once workers are done with a task, they're idle, which is fine as I expect to have idle workers ... to automatically do the next do-once task that pops up. Workers can not be assigned to a task via assigning them to a building. Workers seem to be unable to repair buildings. You're expected to manually heal individual units on the battlefield during combat.

What I was expecting was something more along the lines of Spellforce. What I got was something where everyone acts like they're chess pieces.

Like I said, if this is your thing, you'll have a blast. But it's not mine. Ugh.

And yes, we all know you micromanager nutters are out there. "What's this? That soldier will stand around and get shot unless I tell him to shoot back? (Cums a little in his pants) Oooh, yeah, baby! I LOVE THIS GAME!". THIS is the kind of RTS i like, yea it may be early access, but it is good enough to stand up alongside with quite a few alltime favourites of mine, yes, that means you Supreme Commander.

In terms of gameplay, it could be improved only with additions that im pretty sure the lone developer is planning on adding anyway, my point is, if you have the money, you should get this, its not often i do reviews, but for an early access game, this game is well structured and is worth it.

I would rate this 8.5 V 10 , or 4 stars.. After playing it for three days, doing some skirmishes and getting to the last current mission (Mission 5 at the time of the review), I have to say I am very impressed. This game is really simple, but in a good way. Almost no learning curve to the basics of this game. It reminds me of Command and Conquer and the first Starcraft put together.

Pros:

\*Even with only about 8 (I count the fighter and heavy fighter as one) units total, it's diverse.

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- 3 Units (infantry and bomber) only have 1 available weapon.
  - 1 Unit has 4 (Fighter/Heavy Fighter) weapon choices
  - 4 Units have 5 (Light/Heavy Vehicles) Choices
  - (I count tier 1 and 2 weapons as one because the upgrade replaces the tier 1)

\*For an RTS it has a pretty good story to it.

-In between missions you can walk around your ship and converse with the crew, run training simulations, and read about various parts of the game.

\*Optimization

-As stated in another review, there are virtually no loading times. My rig is a 4 year old gaming laptop and missions and skirmishes load up in less than 5 seconds.

\*Fun campaign

\*Good graphics

-The graphics are really good for how smooth it is, even the cutscenes are really good looking.

Cons:

\*No way to zoom in or pan the camera.

-Normally I play supreme commander, so I don't really care about panning the camera, but being unable to zoom in and out can be a minor inconvenience at times.

\*Short campaign

-As fun as it is, it was over too soon, BUT!!! it is only on mission 5 so far. The dev is still adding missions in as the game progresses

\*Only one faction

-I'm not even able to really speculate on whether I feel there would be another faction or not. It's too soon to tell but I don't see why there wouldn't be plans for one.

\*A little buggy

-I had a start up error, but the crash report was very detailed and provided multiple troubleshooting ideas to solve the problem and they worked. This is an early access game, so bugs are to be expected.

\*Pathfinding

-The AI pathfinding can be really bad at times. I.E. I send a scout to one corner of the map and it cuts through an enemy base on the opposite side of the destination. Still good for the game's current stage.

Neutral Points:

(These are neither good or bad, just some features that some people might like and others may not)

\*Snipers can outrange defense turrets

\*Defense turrets function like the NOD Turrets in C&C 3: Tiberium Wars (There is a central hub that is linked to turrets)

\*A rank up tree (level up, get perks)

\*Halo Wars Deathmatch style unit cap. You increase your unit cap by building structures.

All in all I do recommend this game. More so if it is on sale.. This game had so much potential but it just falls very short of what it could have become. The biggest problem I have with this (even though a lot might not agree with me) is that in skirmish the AI does not really fight amongst themselves unless they happen to meet each other along the way to your base. As the player you HAVE to rush and build an army ASAP to defend yourself, leaving a lot to be desired of the base itself. It also seems that the AI cheats like hell, even on lower difficulty's. It's a shame but I'm not going to recommend this game.. My goodness, this is an awful game.

I see what they are trying to do, I really do. Meridian: New World is trying to be a throwback to the good old days of Westwood and Command and Conquer, and has many good ideas along the way, but it fails on too many levels to be anything but a waste



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of money. Poor controls, optimization, visuals, voice acting, and a general feeling of shabbiness ruin what may have, at one time, had the potential for an interesting experience.

There is the germ of good ideas here; you can customize the loadouts of individual units upon construction, which is always neat, and the story is attempting to be that rarest of beasts, a character-driven RTS. You, the player, have a branching tech tree that allows you to perform actions like healing individual units, disable enemy vehicles, that sort of thing. The problem is, like so many games of a more indie persuasion, the good ideas fail to live up to their potential.

The customizable loadouts are a good idea, but it's done when you start building your units, meaning that by the time it's done, you may have wanted something different...but too bad! You'll need to build a new one. Compare Dawn of War, which had a fantastic loadout system.

The story is uninteresting, poorly translated into english, and with pretty awful voice acting. Normally I wouldn't mind this, but they are clearly trying to use branching, bioware style conversation trees and characterization to drive the plot. Bad voice acting undermines this goal.

The controls are slow and stiff, with painfully snail-like camera panning, and the ugly, impractical UI doesn't help. In a good RTS, your units feel alive, and responsive, and you are able to control them with precision and skill. Here, I feel lucky when they are even able to move where I want them to go. And if I wanted to change the controls to fit my needs, I have exactly two options to customize controls; mouse sensitivity and a toggle for "camera panning," a mysterious button with no discernable effect on gameplay.

The players ability tree works well though. Kudos for that, though it was at first a little unclear how the energy bar that powers your abilities works. Unfortunately, there is only one faction (something the original Command and Conquer was able to overcome), and so the tech tree is the only source of variety you're going to get.

Moving on, the game is ugly and poorly optimized. It chugged more than games that look far better than this does, and crashes frequently. I know this is part of the early access package, but you have to keep it together if you want players to stick with it until the final release.

Finally, on a less easily described note, the game just feels...shabby. Other early access games have been able to have a feeling of beauty and vibrancy from the very beginning, but this game feels broken on a more fundamental level.

Taken as a whole, Meridian: New World is, quite, quite awful. It is the product of one man's vision, and where for some games that means a new experience, here it is clearly the work of someone in way over their head, trying to match the work of those who are far more skilled. It would take a truly gargantuan effort to make this game worth playing at its final release date, and I just can't see it happening. Take this game as an example of Steam's famously lax quality control. Or better still, don't take the game, and go play your favorite good RTS instead.

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Meridian: New World is made by one developed, one! and after play the game for some time, the level of quality the game has to offer for the price it's asking is just amazing, the look and feel of the game, and the sound track is just great, it even has a high quality single player campaign with full of voiced characters. I'm not that into and not that good at RTS games, but a know a good one when i play one.

More info at: <http://www.ksalue.com/main/2014/04/game-shock-meridian-new-world/>

<http://www.youtube.com/watch?v=5bfE3pqdnzE>. Think C&C but then...

[-Remove all but one Faction](#)

[-Cut the unit roster down to a quarter](#)

[-Boil away all charm and personallity](#)

[-Cannibalise the UI](#)

[Learn from my mistake, save your hard earned money.](#)

[. This game is not finished and yet a sequel has been released... Very sad indeed.. 5/10.](#)

[A late '90's style Real-Time Strategy game, with a simplistic but solid foundation.](#)

[What you can expect: Around 15 hours of fun, 90's RTS inspired nostalgia... and a bit of frustration, too. Beware that the variety of units, and some features of gameplay are very simplistic, so you will likely need to adjust to the limitations of such a basic system.](#)

#### [Hints:](#)

- [In the campaign, there is often an easy win condition. For example, rush to build a line of turrets at a bottle-neck; or, look for some unguarded enemy power stations; or, rescue the group of neutral units to get a bigger army.](#)
- [The simulation maps are great ways to pick up a few handy hints on gameplay.](#)

[A bit of a rant about the things that frustrated me about this game:](#)

[Kudos to this lone developer for making what is essentially the basis for a great game. Unfortunately, the developer made a few gameplay decisions which entirely spoilt this game for me, especially since this is a strategy game. Namely:](#)

- [cannot attack while moving \(can't even begin to list the strategic consequences of this\)](#)
- [too few micromanagement options \(such as no patrol option, no defend-this-building button, no action/movement queuing\)](#)
- [Units sometimes wouldn't auto-acquire enemies that came in range.](#)
- ["attack towards" would first move my units forwards a few meters before attacking anything](#)
- [too few units and buildings \(exaggerates hard counters, eg 2 rocket-launcher light tanks beats a whole army of troopers. What's worse is that because there are so few unit types theres a very good chance that this would happen. You end up needing to build 2 of everything which is just fiddly and annoying\)](#)
- [Finally, I stopped playing this game after a Campaign map where the enemy has somehow amassed an army of around 100 units, and had 6 unit-producing buildings surrounded by turrets. It was an impenetrable wall of units that just kept regenerating. An example of how a fight would play out: You have a squadron of aerial fighters with high-ranged armor-piercing weapons. The enemy has a rag-tag mix of every conceivable vehicle/infantry and weapon variant. In all likelihood you'll win this one. However, you need to retreat in order to prevent the AI from focus firing your units down. You spend a few seconds moving away \(taking damage the whole time and unable to damage them while doing so\) they finally catch up, but their high-range tanks reached you first and they start shooting \(out of field of vision range\) you use the](#)

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attack-towards command to save the few seconds it takes to manually target them once they come into your view. Your units fly a bit farther than was necessary due to \u2665\u2665\u2665\u2665\u2665 auto targetting; putting their whole army in range of yours. Very soon your whole army is getting flanked and shot down one-by-one with no focus fire. You cannot do the retreat strategy because that means more time taking damaging whilst dealing no damage. You decide to manually focus fire. That's all good an fine, but you're losing damage efficiency in the seconds between then your manual target dies and when you manually target the next enemy. Don't even think about using the attack-towards function to lessen this down time, though, because we've already established that it's not viable. .. in a last desperate attempt to win the fight you retreat slightly and attack-towards just in front of where the remaining enemy army will emerge. This time, a close-ranged scouting vehicle comes into sight on its own (slightly ahead of the rest of their army) your unit's auto-acquire this target; quickly killing it before any other enemies come into sight. You move a few meters forwards; (unbeknowst to you) you reach the spot where you'd originally anticipated they would appear... HOWEVER! The attack-towards command has finished executing. Now, due to \u2665\u2665\u2665\u2665\u2665 auto-targetting your units dont even attack the rest of the enemy army as it comes into sight. You get picked off in the following few seconds. You escape with 3 units left on 5% health each. You use AoE heal, but somehow despite your units being within the displayed grid only one of them gets healed at all.. Simply put, this game is awful to actually play. If that's all you need from a review, you can stop here. If you want to know WHY this game is awful, keep reading.

### 1. Storyline

The story is pretty uninspired. It's not completely terrible, but it's nothing you haven't seen before. Maybe it gets better, but I couldn't get too far due to numerous frustrations before I dropped the game. The voice acting is at best, average. With woodenly delivered lines, and dialogue that could have been written by a chat-bot.

### 2. Gameplay

This is the main problem. An average to below average plot/voice acting can often be made up for in gameplay. Unfortunately these developers seem to have forgotten how RTS' work.

#### Problem 1: The perspective and selection of units.

The angle of the game, and the awful awful unit boxes make it very difficult to get all your units, or select individual units, or really do basic things quickly and efficiently. Did you miss on of your units when trying to select it? Well screw you player! Because now you have NOTHING selected. Isn't that great? There are several abilities in the game that you are to use on a singular unit. This is difficult and can cause issues. Anyone who is used to a well made RTS, and want's to micro and control army effectively is in for a bad time. This however, is not the only contributor to that bad time.

#### Problem 2: The (lack of) pathfinding

You know when you play a game, and sometimes your unit happens to go a weird way around the map to the location you sent it to? Usually doesn't happen that often, and usually isn't a big deal. That's not the case In Meridian: forgotten mechanics. Do you want to move somewhere specific? They will eventually get there. Not together, not in a timely manner, but eventually. Just hope there are no enemies to fight.

What happens when there are enemies? Well I'm glad you asked! See, if you run in to an enemy, while moving around the map, chances are everyone in your dumb as hell army has separated into squads of 1. Thankfully, the enemy AI will just put them out of their misery. Now, it is possible you'll actually have your army together and want to attack. One of the basic moves in an RTS is to Attack move. In almost every RTS ever made, as soon as an enemy is in sight and range, the guns start blazing. In "Meridian: What LSD trip made us think we knew how to make a game", you will find, at almost every occasion, your units running directly at the enemy without firing. Without realizing that they are NOT some sort of kamikaze unit. Without deigning to obey your commands in a remotely satisfactory manner.

Thanks to these amazing mechanics, you often need to retreat to try to herd your dumb struck army in to a semblance of a group so you can actually play the game. In most RTS' retreat is a viable strategy. In "Meridian: Oh my GOD does anyone know how to walk?" this is nigh impossible. Retreating involves attempting to move away from the enemy. In the unlikely event your units actually manage to walk away from

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the enemy, you will find them immediately attempting to engage the enemy. The worst part is, the terrible pathing and AI means that they will have half trying to get back somewhere, half who are going the other way and get stuck on each other, and no one actually firing on the enemy OR retreating. The target acquisition range is just absolutely nuts. It doesn't make sense. I've had units react to hostiles WHO WEREN'T VISIBLE YET. I'm pretty sure Chewbacca lives on Endor, because it just doesn't, make, sense.

Bonus problem:

Hotkeys. I get having your own hotkeys for your game so you can be "different" so all the cool kids will like you. But changing fundamentals like moving the hold position command from 'H' to 'E' is just plain stupid. There's many similar changes in this game. "Meridian: who even needs hotkeys anyway" decided to reinvent their hotkeys from the refined version most games have settled with, to a new pile of crap that no one wants to be in.

### 3. Graphics

This is the only area where Meridian: Really Shiny gets any sort of credit. I'm not saying it's a visually stunning masterpiece. But it is nice. It's vibrant. Also really shiny. Nothing to write home about, but nothing particularly bad either.

Final Thoughts: There are lots of RTS games out there. There is a reason that Command and Conquer, Warcraft 1, 2 AND 3, Starcraft 1 AND 2 are all timeless classics. There is a reason that most RTS games have similar if not identical base mechanics to each other. It's because they WORK, and they work WELL. They allow strategy, micro and macro. Meridian: Barely a functional game decided that's not necessary in their RTS. They wanted to be different, to be cool, instead everyone should be making fun of them and ignoring them.. If you're a fan of RTS games, ala SC2 this game might just be for you. Is it StarCraft II??...well, no.

But this game puts a few interesting spins on the RTS formula that make it really interesting and fun to play. Instead of producing a standard unit and upgrading offense\defense from an appropriate facility (this game has this feature aswell for unit specific upgrades), any weapon upgrades you research for your units can ONLY be applied when they are created. For example, you can Research upgraded cannons, rockets, lasers, railguns etc. that are purchased with the creation of your new unit (varried costs). Cannons are strong vs infantry, Rockets apply area damage, Lasers have increased range and Railguns jump to nearby units.

Also, Commander abilities add alot to gameplay (a SC2 comparison would be hero powers, but they are only usable when you have a hero and only with hero in range). Meridian's 'Commander' abilities are usable anytime and anywhere on the map not affected by fog of war. These powers do come at a cost in the form of an regenerative energy bar and vary from Direct Damage to Healing to Increased build\production rates. These abilities are trained with points you acquire when you level up.

No Multiplayer (yet at least), some pathing issues and at times questionable voice acting are the only minor concerns with this title.

NOTE: This game was for the most part made by ONE MAN in 2 years. Damn impressive.

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