Meridian: New World Free Download Game Hacked

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About This Game

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?

http://store.steampowered.com/app/312330

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
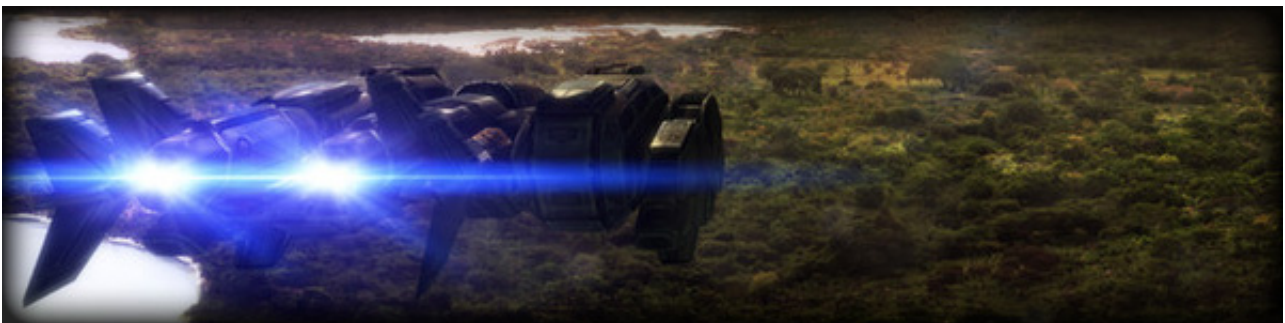
Steam Workshop

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

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

Descend Mode

Blocks move down with each beat. When you clear, blocks will auto slide up to fill in spaces.

Game Mode

- Freeplay
- Ascend
- Descend

Special Power

Right Click Icons for Pro Levels

Common

- Wildcard
- Roulette
- Auto Combo
- Zapper

Unique

- Laser

HOW TO PLAY

MANUAL

OK

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Looks ok in screenshots, but the gameplay is clunky and dreadful.
It's too late for me, save yourselves from this.. 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.
. Let me start by saying, I'm not a fan of "Early Access" games. This "game" is the exact reason why. I just finished the campaign mode, which consisted of about 1\/10th of what i imagine the complete game will be (like 3 maps). I labeled it as "recommended", because it is truly a very-well put together RTS. It's beautiful, plays extremely well, and a solid buy at $15, that is, it will be when it is COMPLETE. The problem with early access games, is that they are often abandoned or updates are severely delayed. I hope that's not the case with Meridian. I suggested this game, because you can play Skirmish and have fun with it, but I'd recommend waiting until the game is complete.

Edit: Changed to "not' recommended. Very disappointing to not see them ever really complete the game, and then abandon any idea of ever updating it while just focusing another money-grab sequel.. 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.
 -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.

*Optamization
 -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 inconvinience 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 cand be really bad at times. I.E. I send a scout to one corner of the map and it cuts through and enemy base on the opposite side of the destination. Still good for the games 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)

*Halowars 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 is not finished and yet a sequel has been released... Very sad indeed.. 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

This game is an RTS developed on a competitive formula and created mostly by a single person. The graphics are on par with many modern RTS titles and the gameplay is, for the most part, slick and elegant. As an RTS, its only pitfall in my opinion is a lack of factions and the ability to have team battles. The game currently lacks multiplayer, but the developer has stated that he plans on adding it in later. The campaign is a very interesting take on the RTS formula with interesting and varied missions that are actually quite challenging. It's a nice throwback to the quality of RTS that we used to see back during their inception, a la C&C and Red Alert. This is a fun game that you should support as much on principle as in practice- one guy made this game, and it's nearly as good as strong titles like Starcraft and Company of Heroes.. I really wanted to like this game. I really did. Two main problems keep me from doing so.

1. Babysitting. I can't send units from one part of the map to another and depend on them to get there in one piece, because they will move to that spot without fighting back against attacks on their way there. Even in Command and Conquer, units would shoot back when being attacked, but these units just march to their deaths and don't do anything to try and prevent it.

2. Dumb units. Select a unit or units to attack and enemy and will they open fire once within range? Not always. Sometimes they'll walk past the enemy to shoot from one particualr side. Why would they insist on shooting from the right rather from the left even though the left is of equal distance from the enemy and doesn't expose them to enemy fire like the right side does? Who knows, death wish?

Some odd programming choices here. Sadly, I'll be uninstalling the game.. Has the potential to be better than Command and Conquer. Maybe even better than Starcraft when it's finished.. 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 favourates 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 \/ 10 , or 4 stars.. I have enjoyed my short time in the game. For the price it is a steal. Does it reinvent RTS games? Not by a long shot, but it does stay true to the elements that make RTS games fun. So far the campaign mode has been solid and considering the size of the developer that is behind this, it is quite frankly a damn fine achivement. So if you are looking for yet another RTS to add to your collection you could choose far worse for way more money.. 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 alot might not agree with me) is that in skirmish the AI does not realy fight amongst themselfs 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 alot 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 im not going to recommend this game.. I really, really wanted to like this game. I just can't, though.

I guess the reason for a larger team instead of one person is to point out little helpful things like... "Don't you think it's really annoying that units will just charge the whole way accross the screen to fight something?"

And... "I understand the medic scouts are fast... but it's just aggravating that they will always run to the front of the battle." In fact, that's most of this game... could have just called it formation commander. Most of it just involves trying to keep healing units from being in the front.

As for the campaign... it's tedious. It's extremely simple with hard parts that shouldn't be hard at all. At one level you're left with a tower defence portion. This killed the entire game for me. There's not enough of a story to bother spending the time it would take to beat it. You can't even adjust the difficulty... there simply isn't an adjustment. Anyways... at about level 20(of the TD mini game) I just gave up. Positioning units to protect from air attack... and then they just run off all willy nilly.

Hey, and in this part... you can't control them... No hold position function.

Seriously... I wanted to love this game... I wanted to so bad. I just can't. It looks pretty, but the mechanics are horrible.. 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 approriate 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.. 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\/infanty 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 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 ♥♥♥♥♥ 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 ♥♥♥♥♥ 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.. 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!"

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