
Earth 2160 Download Licence Key



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About This Game

After the destruction of the EARTH in 2150, the leaders of the Eurasian Dynasty escaped on board an evacuation fleet. Now they are fighting for the survival of the human species. Their base is one large building comprising of smaller variable parts. The Lunar Corporation is already on the Red Planet and has to fight to find a new base and home after the destruction of the Earth. LC buildings are built one on top of the other, similar to a skyscraper, but with one big difference - they have the ability to defy all the laws of gravity to move quickly to a new location.

The UCS (United Civilized States) machines evolved from the UCS battle machines. During the long flight to Mars, the computer decided to kill all human survivors and then initiated a plan to conquer the solar system with its own mechanical army. The Aliens - alien renegades were imprisoned a long ago, deep in the unknown history of Mars.

In 2160 the landing of the UCS ships awoke them from their long sleep...



GAME FEATURES:

- 4 playable parties with different basic technologies and abilities
- Each party consists of more than 13 basic buildings and more than 13 basic units
- 4 single player campaigns, each with 7 missions
- Skirmish mode with 10 maps
- 4 Multiplayer modes with 10 maps
- Realistic, formable and multi-textured terrain
- 12 virtual agents with special abilities
- Multiplayer matches for up to 8 players per match
- EarthC (programming language) SDK for Mod teams
- Rich musical score consists of 29 dynamically varied tracks
- Includes Superstorm, Platinum and Titanium Map Pack

Title: Earth 2160
Genre: Strategy
Developer:
Reality Pump Studios
Publisher:
Topware Interactive, ACE
Release Date: 1 Apr, 2006

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Minimum:

Windows XP / Vista / 7 / 8

Intel/AMD Single Core CPU with 2.0 GHz

1 GB RAM

DirectX 9.0 compatible graphics card with 128 MB RAM

DirectX compatible sound card

2.0 GB free disk space

Broad band Internet connection

Keyboard and Mouse

English,French,German,Italian,Czech,Polish,Russian







First things first: You don't actually have to register using personal information as some of the reviews on here claim. Just uncheck the box where it says something to the effect of "register product now" when you first start the game, and you're good to go.

Nevertheless, getting rid of all this **outdated activation\registration stuff is one of those things the devs should have done for the Steam version, but didn't.**

Another commonly cited flaw is the horrible voice acting. This is mainly true for the English version. The German localization, while still not what I'd call objectively "good," is a lot better and features a number of very popular voice actors. So if you're multilingual and have bought this game, installing it in a language other than English might be worth it.

Unfortunately, Earth 2160 is still a bug-ridden mess even after 13 years, which is why I cannot recommend it. Dealing with all those game-breaking bugs just gets tiresome after a while. I've played with the thought of trying out the Linux version, but scrapped that idea when I gathered from the forums that it's a WINE-based port with a number of issues in its own right.

Which is a real shame, because the actual gameplay mechanics are very interesting and fun. With 4 vastly different factions (each with an interesting back story), massive research trees and very customizable units and buildings, there's a lot of good content hidden in this game.. I first saw this game and was rather interested in the premise of a asymmetrical faction system inspired by Command & Conquer. Bought, downloaded and then was required to activate the game by inputting personal information and\or phone number... really? I understand its from 2006, but really to lock content behind an activation just puts me off. I am disappointed as I was looking forward to trying this out but I cannot support this garbage system\practice its original designers subscribed too. Don't buy.. Love this game, aliens are too op though and multiplayer with bots could get some more adjustable settings

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