
Final M00n - Defender Of The Cubes Free Download [Patch]



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About This Game

final m00n is a horizontal bidirectional 2.75D shooter like no other before!

A space shooter a million years ahead of our time.

Get ready for an experience like you've never had before! Combine strategic thinking, quick reaction, and making decisions about life and death.

KEY ELEMENTS

- Influence time in different ways. Use your protective sphere. Try to combine everything that this bleak environment gives you to escape the aliens once more.
- Protect (& heal) your three cubes & your own ship & if you can & the price does not seem too high, save a few survivors ...
- This is not a simple shoot 'em up. It is a strategic experience with countless ideas, types of action & decisions that **you** have to make.
- Survive the deadliest & most unreal environments in an apocalyptic future scenario that has never been seen before.
- Save the last of your species and sacrifice precious resources or endure your moral conflicts by leaving them to their

fate to save your own skin ...

- More than 20 Levels with hours over hours full of fun and thrilling gameplay filled with secrets awaiting to be discovered, levels are never the same and opponents and survivors always have random behaviour patterns.
- A detailed tutorial that gives you a step by step walkthrough of what has changed in over a million years, and what you need to understand to find a way to survive.
- Choose between three different spaceships with different characteristics (such as speed, nimbleness, turn-speed, destructive capacity, weapon energy storage, protection, "TimeScope", and "Spheres") that make your journey a different challenge every time.
- Use the different difficulty-settings & game-modes like:
 - The "Hardcore Mode" that leaves the cubes and their protection up to you and your healing skills for the whole journey.
 - The "arcade mode" that takes you back to the good old days before 1980. There are no "Save-Games" here, no holding hands and no Easy-Mode, here you really need "skill" to achieve something ...
 - And if you reach it: The final m00n!
 - One last, endless m00n. A challenge that never ends ...

Background

What happens, if, in more than a million years, the last humans have to fight for their survival. Uninhabitable planets and a far superior alien race from which they hide on m00ns. Your only chance at survival is to protect the three devices that make your m00n inhabitable. Cube alpha gives energy, cube beta gives food, cube gamma gives oxygen. If you lose one, you lose your life...

The last humans, forced by the uninhabitable environments of the planets, commute from m00n to m00n.

Is it time for you to die too? Like all the other millions of humans, their nameless bodies still aimlessly floating through space...
... where once upon a time was the earth - and now only a few rock chunks.

And what if...

- What if... you could slow down time itself?
- What if... you could nearly stop the time, for the whole galaxy but not for you?
- What if... you could generate a "Sphere" which stay in place for a short while and protects everything in it ...

And what if you could combine all these things?

- Can you be everywhere at the same time?
- Can two simultaneous points be protected at the same time?
- Can you overtake your own laser?

And by the way: how relative is "short" if you can manipulate time?

In final m00n, with the art of manipulating time, this and much more becomes possible.

Could you survive and reach final m00n?

In one way or another - One m00n will be your final m00n.

And never forget:

- You are not alone. The "highest form of life" is never far
- Her technique, her thinking and her entire civilization are a million years ahead of you.
- And you will not be undetected for a long time even on the smallest of m00ns...

Are you up to it? Can you reach the final m00n..?

Oh, and if you meet a survivor: Think better of you and your survival.

Believe me- **don't try to be a hero!**

Title: final m00n - Defender of the Cubes
Genre: Action, Adventure, Casual, Indie, Strategy
Developer:
Frank Gallinsky, Yuri Bechthold
Publisher:
Frank Gallinsky
Release Date: 30 Jan, 2019

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Minimum:

OS: Windows 7 64 bit

Processor: Quad-core Intel or AMD, 2.5 GHz or faster

Memory: 4 GB RAM

Graphics: AMD or Nvidia card with 1GB RAM

DirectX: Version 9.0c

Storage: 10 GB available space

Sound Card: Any sound card

Additional Notes: Keyboard & Mouse

English,German



Audio: Don't Try To Be A Hero

final m00n is your final location - it can always be different.

On final m00n, there is only one ship, no extra ships
and it does not use the difficulty settings of the game.
Pausing the game is only 3 times possible!
After that there is only one way back to the main menu ... t




If you do not lose a cube or your ship - it will never end.

Maybe you can find something useful ...

*We do not even know how long someone can survive there. It would be nice, you share it with us and others
in the social networks, tagged with - #final_m00n. We will look tense for it!*


Press **"Space"** to skip ...

Health 
Energy  OVERLOAD
Ships 2
Sphere 7

  
Contact Contact

m18n

0/5 Gen3tics

 Flying Saucer



Perfect targeting possible

Score: 242,522

Jumpgate Ready: Humans: Alive 5 Rescued 1 Lost 0

GalaxyTime Activ

TimeScope

This game is indescribable ... stunning

The graphics are awesome.

The End Times backstory and probably a real look into our future is more than just bleak.

It's perhaps the most complex shoot 'em up that has ever been.

So do not try to play this games before you do the (very detailed) complete tutorial!

It is divided into 7 parts and explains things like: TimeScope, GalaxyTime, TimeTunnel, Critical Hit-Points, The Sphere, Cubes & Cube-Healing, Bases, Landing & Rescue Survivors, The very complex HUD and some more.

If you lack this knowledge, you will fly around aimlessly

- The tutorial is very time consuming and often only text - rarely interactive.

- I would think a "in game tutorial" would be better.

+ Tutorial 7 (Rescue Humans) is not just a tutorial. It is the breathtaking story, how it came to the end of Human Civilization.

Overall: This shoot 'em up is the most imaginative & most unusual shmup I've ever seen. It seems a bit like an adventure.... Does not have a detailed tutorial.

This is essentially Asteroids/Space Invaders. The gameplay feels sluggish and is not a whole lot of fun.

If this were \$5, I might say it is a good deal, but it's not.

It costs \$40 which is WAY too much for this.

It also has some localization issues.

<https://youtu.be/V1bNz4YdJ1c>. Fulfilled my every expectation and surpassed literary everything I have ever dreamed of about a modern 21st Century "take" on the bygone 1980 classic Williams Defender. final m00n pushes the boundaries set by Defender and breaks the mould with many refreshing new ideas, perspectives and aesthetics bringing to the fray both something different and something very unique.

This review is kept simple, with no game play spoilers (it is best for you to discover these for yourself) and just my appraisal. The game is graphically astounding and the overall presentation polished as the most precious of stones, the diamond and likewise is well worth the asking price. The music is original, retro and yet futuristic at the same time and fits in perfectly with each m00n. Wow. There is also an electronic lady who pops up on occasion to inform the player of new threats of ship status which in my opinion adds more depth to the game. There are many many more things for you to discover so in conclusion: this is what games are about: finding something intriguing during the earliest stages (Steam Greenlight) of development, the agonising wait and finally the wait ends and the game is released. I am not disappointed in any manner. Defender will always be my favourite arcade game of all time and final m00n is a dream come true for those myself and others who love pure retro game with seriously souped up graphics and a magnificent soundtrack. 9.5 out of 10 - pretty much near perfect retro gaming heaven. A very special THANK YOU goes to the developer Frank Gallinsky who has put his heart and soul into this project for bringing to the market a unique and visually stunning shoot 'em up that plays like a dream and makes you come back for "one more go" on a continuous basis. final m00n Defender of the Cubes will remain indefinitely on my sold state drive.

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