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About This Game

Convicted Galaxy is a fast action spaceship shooter, combining roguelike and shoot 'em up elements with a third person perspective in a 2.5D universe.

After a catastrophic event aboard an Interstellar Correctional Fleet (ICF) prison ship, you find yourself stranded in an unexplored galaxy full of escaped prisoners. The prisoners grow stronger with every passing moment. Build space stations and support structures around planets, upgrade your ship, and siege enemy locations in an effort to gain strength while weakening the enemy. Take risks when necessary, but don't forget that you only have one chance to complete your objectives.

Gameplay

In this single player experience, you pilot your escape pod through procedural generated solar systems, fending off escaped convicts and gathering resources needed to build various structures and upgrades. Adaptive audio and sounds, along with visual cues, aid you while searching for resources and navigating the large open solar systems. Upgrading and equipping your spacecraft is vital to your progress throughout the game. Enemy spacecraft will grow stronger and become more difficult to defeat as the game progresses.

Features

- Beautiful, vast, unique solar systems to explore.
- Discoverable upgrades and knowledge with objective based unlockable upgrades.

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- Constructible and destructible space structures and vessels, including stations, satellites, and ships.
 - Competing factions, both enemy and friendly, battle for territory throughout the galaxy.
 - Constructible frigate class siege ships.
 - Stackable ship upgrade specializations, abilities, and weapons.
 - Procedurally generated universe, systems, planets, and spaceships.
 - Permadeath, a single chance at each new galaxy.

Objectives

- Locate and determine the cause of the evacuation.
- Confirm existence of the mission objective planet.
- Seed new civilization on the mission objective planet.

Backstory

For nearly 1000 Pulsar Years (PY) the mass majority of humans have lived within space stations and ships in orbit around various planetary bodies of the Milky Way. All attempts to find another suitable planet within our own galaxy have been met with failure. Resource rich planets, including Earth, are now seen as production planets for food and minerals. Poor nutrition and living conditions in space have lead to the reduction in average lifespan by more than half (70PY to 30PY). Beside the negative side effects from living in space, resources and orbital space are dwindling. A recent deadly space station collision, preceded by many others, has prompted a response from the Federation of Earth Descendants (FED).

The Response

All Interstellar Correctional Fleet (ICF) ships have been sent on a potentially one way colonizing missions in hopes of keeping humanity alive beyond Earth. Each ship has been outfitted with Advanced Capabilities Exploration (ACE) pods, and have been assigned a unit from the Office of Galactic Reconnaissance and Exploration (OGRE) with high hopes of finding planets suitable to live on once again. You are an ICF guard aboard one of these vessels.

The Unexpected

You have arrived near the outer edge of an unexplored galaxy. Waking from stasis, you prepare yourself for the long day of briefings ahead. You look at the time. "Did we lose track of the pulsar, or am I running late?" you ask yourself. Either way, you decide to hasten your pace to your post. As you walk with a brisk pace to your post, the lights flicker. This is a common occurrence on a spaceships, although the tremor that accompanies the flicker is not. You look around the walkway and brace yourself for another tremor, as does everyone else, but nothing. Just as you begin to hustle toward the command post for your cell block, another episode of flickering and tremors occur. After the tremor ceases, you begin to sprint, but before you can cover 20 meters the evacuation protocol is initiated with blaring sirens and red flashing lights. Red indicators along the baseboards of the walkway blink in unison, directing everyone toward the escape pods for evacuation. You follow the lights and a few of the senior ICF members help you enter one of the ACE pods, and you prepare for takeoff. Although you haven't been fully trained in the ACE pod, you initiate the standard Emergency Takeoff. As you look back toward the prison ship, you see that the cell blocks have become detached, likely the reason for the tremors. There are streams of escape pods taking off from each detached cell block. As you begin to drift into stasis, you find it odd that the main hull appeared to be unscathed and no escape pods are ejecting. You whisper, "I hope they get out alright."

A New Beginning

You wake violently, in a cold sweat, screaming. “What a bad stasis nightmare,” you nearly say out loud. As you look around at the small cockpit of your ACE pod, you quickly realize this is all real. You pinch yourself just to make sure. Yep, this is all too real... You bring up the controls and begin to acquaint yourself with your new vessel. As the system is completed automated checks, the protective window shutters retract. You find yourself in an asteroid belt near the outer edges of a solar system. There is debris and unpowered ACE pods floating nearby. You approach them to see if you can help, and more importantly, to see if they can help you locate the prison ship. The prison ship has the coordinates for the destination system and planet, your best chance to find refuge.

Title: Convicted Galaxy
Genre: Action, Adventure, Indie, Early Access
Developer:
Mind Grown Software
Publisher:
Mind Grown Software
Release Date: 9 Feb, 2017

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Minimum:

OS: Windows 7/8.1/10

Processor: Intel i3 or equivalent

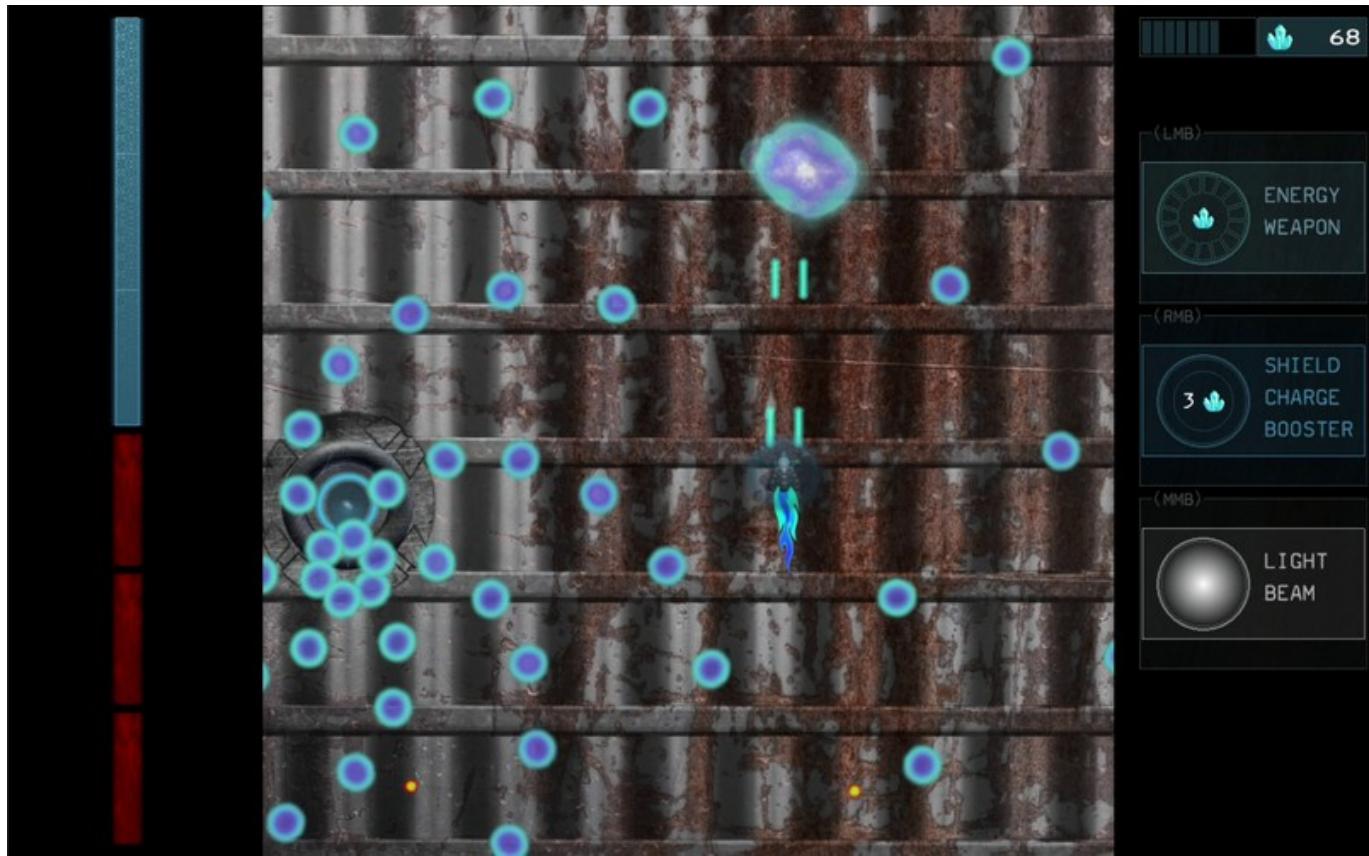
Memory: 2 GB RAM

Graphics: Intel Integrated Graphics or equivalent

DirectX: Version 9.0c

Storage: 800 MB available space

English







convicted galaxy

I played this game back when i didnt have online...Those were the days.

It was really good back then simply because of two reasons...the rainy whether and the music...the music is beast in my opinion ...other then that nothing pspecial..i bought so i can hear the music again.. Fun little game with a cute story and great art. Its short but its one of those games that would start to drag if it was any longer.. If you own a VR headset and have at least a fleeting interest in art, you must download this app, it's amazing!. Pixel Art: 5/5 (Very creative and artistic)

Immersion: 4/5 (I just love this world)

Gameplay: 5/5 (Every moment of frustration is so enjoyable!)

Controls: 4/5 (Precise and complex)

Value: 5/5 (Lots of game play for the price)

Difficulty: 5/5 (Can be really tough, especially 100%)

Overall 4.6 (Difficulty is always excluded)

[Please follow my Pixel Art Curation for other great games...](#)

WOW!

I love saying that, but don't too often...This game is a must have for pixel and platformer lovers alike!

I am still trying to wrap my head around this game and all the while I am just sucked right in!

The pixel art is so simple, yet has so much creativity and depth! Very imaginative!

At first I thought this was going to be a really cheap, cheesy and crap game...Boy, was I so very wrong!

It is simplistic in the truest form of graphic design, yet its aesthetic is remarkably beautiful.

The game concept is simple, move from A to B in a small game field while jumping, sliding, dashing, morphing, etc. The game play is therefore, so very complex because of the various controls and obstacles!

If you are a platformer, you should play this game!

ACHIEVEMENTS: Lots and lots...Tough game, so 100% will be an investment of time and frustration.. car and gun noises are Russian men doing sound effects

-MS Paint textures

-weird characters

-odd jokes

10/10. Multiplayer only game costs \$5.99NZD.

Of COURSE no one is playing.

This needs to be F2P with some cosmetics or something.

<https://youtu.be/9yqBAo-omzQ>. Still needs lots of work. The concept is very cool but still a lot of tweaking would need to be done before I could recommend it. The roloading is almost automatic minus the slip of a mag into the gun. Throwing and arming grenades is awkward. Also no menu to exit a server once you are in a game you have to shut the game down. Which means you need to reboot the entire VR for me. With active devs that listen to feedback from players and make some

adjustments accordingly I could see this being a great game for the price. Great Variety in weapons and play styles is great. The firing of the gun feels good as well. If only the server had more then me I would of liked to seen how that felt to shoot another player.

I will recommend after some updates that make it playable.

Not a game, per se. Instead, it's an experience, and a mighty fine one at that. A written explanation of Invisible Hours really doesn't do it justice. The title is a bit expensive, but good entertainment has a price. For anyone on the fence, I recommend downloading Quanero VR (free). It's also a time manipulation experience that's very similar, but very very much shorter. If you like Quanero VR with the locomotion of Budget Cuts, you'll likely love this title.. The main game is mostly suggestive but the free DLC is fully adult only which is quite nice. It's very nice for cheap, especially when I got this for 50 cents. Finished it and card farmed it in about a half hour or so, or whatever it says I played this game for when I post this review. Oh yeah and I finished the whole game with the Steam controller too, haha.. 10 

10 Hours cleared

 +  CG  uncensored patch + All CG 

Download Link : {LINK REMOVED}

). This game is great for what it is, people are like "its not the watchmen" or "its a disgrace to the watchmen" u have to remember, this isn't WATCHMEN, this is the game! A game set before watchmen where Rorach an Nite Owl are team members. I will admit that it does get quite repetitive, and the level designs are a little lacking but the visuals are amazing! and the fighting and the cutscenes! I would recommend this as a casual game that you do a level and then leave it then come back to it later, If you were to buy this, buy it in the sale.. \udb40\udc21

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