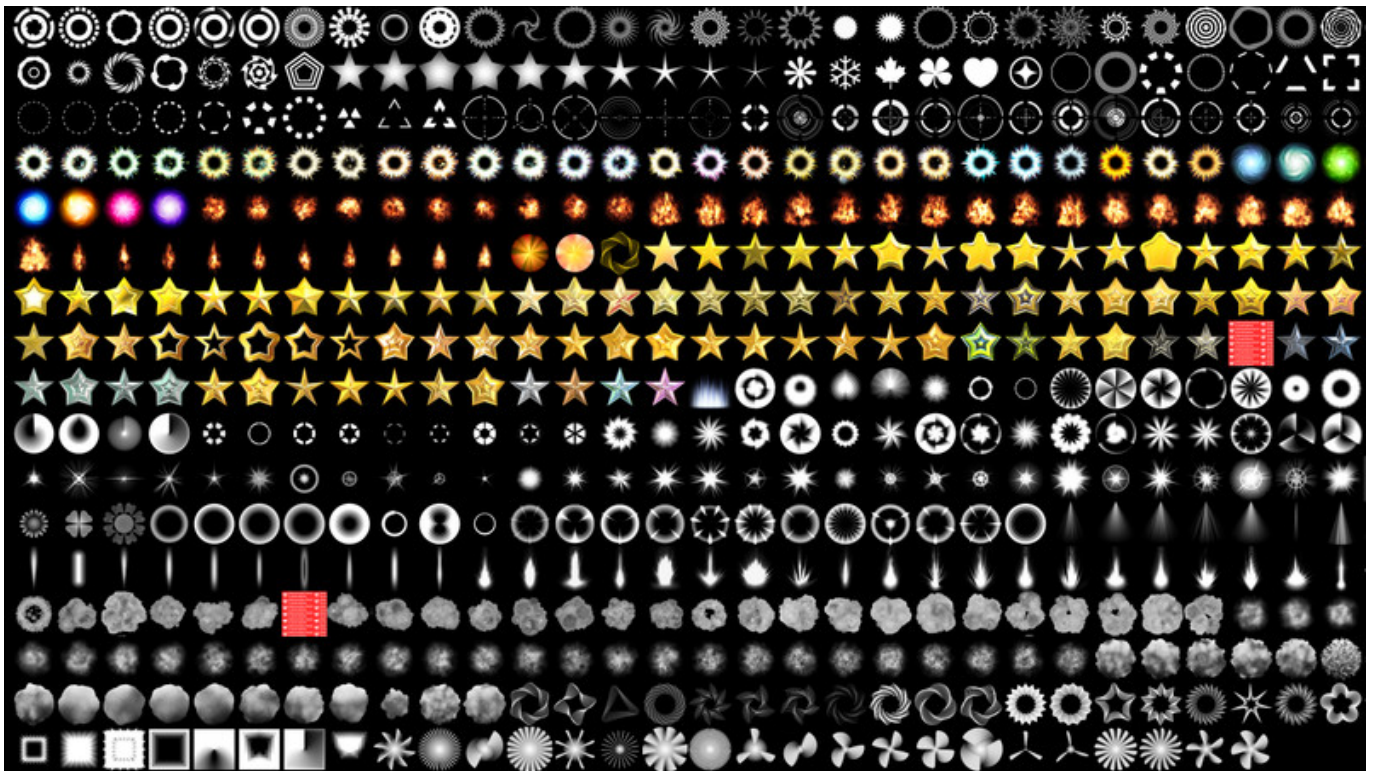

35MM - Soundtracks Download] [addons]



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About This Content

Atmospheric soundtracks by Dmitry Nikolaev for "35MM". With the participation of Sergey Grishin

- Dmitry Nikolaev - Be Careful
- Dmitry Nikolaev - Abandoned Light
 - Dmitry Nikolaev - Arrival
- Dmitry Nikolaev - Human Been
- Dmitry Nikolaev - In Trouble
- Dmitry Nikolaev - Memories
- Dmitry Nikolaev - Morning
 - Dmitry Nikolaev - Night
- Dmitry Nikolaev - Tunnels
- Dmitry Nikolaev - Quiet Steps
- Dmitry Nikolaev, Sergey Grishin - Black Stone Gates
- Dmitry Nikolaev, Sergey Grishin - The War Begin

Title: 35MM - Soundtracks
Genre: Indie
Developer:
Носков Сергей, Дмитрий Николаев
Release Date: 6 Jun, 2016

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Minimum:

OS: Windows XP / 7

Processor: Intel Dual-Core 2.4 GHz

Memory: 3 GB RAM

Graphics: NVIDIA GeForce GTX 275, GeForce GT 520, GeForce 8800GT

DirectX: Version 9.0

Storage: 3 GB available space

English,Russian

Casual Mode
You cannot be voted out of office, you cannot run out of money, and you have unlimited Clout to do what you want.

"2-0" Mode
Forces the galaxy to generate on a plane, rather than wherever in 3D space.

Economic Difficulty **standard** ✓ The standard setting

Planet Quality **standard** ✓ The standard setting

Political Difficulty **standard** ✓ The standard setting

Centaur Agressiveness **standard** ✓ The Standard Setting

Starting Resources **standard** ✓ Balanced start

Centaur Threats

The Golden Hordes of Liber


The Ascended Band of Orcus

The Holy Hauen of Janus

The Rational Remnants of Minerua

Varied Enemies
The centaur enemies are more random in their decisions.

Number of Planets



The Golden Hordes of Liber

The Golden Hordes of Liber are Centaur race that defines itself in strength and clan. The mightiest and most vigorous of the Centaur races, they are a race that emphasizes honor, courage, and duty. They seek to expand into new lands to prove their worth and to secure their future for their off spring.

The Golden Hordes of Liber's fighting style involves outright brute force. Lacking any kind of nuance or even discretion, they hit the hardest, and likewise have the hardest defense as well. Therefore, in a pure brute force match, Liber is the most dominant in the game.

However, their weakness is that they are prone to routing from low morale, and they lack any kind of disrupting abilities. Therefore, a smart Stellar Marine commander will fight around them, rather than directly against them. This means taking advantage of debuffs, disorganization, and maneuvering.

Their basic unit is the Liber Horde, which is a powerful, no frills unit. It contains high stats, high hit points, and nothing much more. It struggles to maintain morale, however, and is vulnerable to being defeat in that manner.

Their advanced unit is the Liber Champion. The Champion is a hero unit, which means it takes a dice roll to see if it survives each attack. It is simultaneously resilient, yet deals high damage. Additionally, it can strike at any unit on the battlefield, making a terrible foe.

Their special unit is the Kaiju, a living siege weapon. It can taunt, it can disorganize, and it can also improve morale. It doesn't deal direct damage, but is quite effective at protecting the Liber Armies from their own weaknesses.





35mm game soundtrack. 35mm musical soundtrack. 35mm film soundtracks

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