

Logos Cheat



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About This Game

Imagine that You are the Main Logos of the Earth, that is, the ultimate master and commander. Human life is merely just a moment for you.

Using the Fate-cards, you are able to lead your people towards their future which is unknown even for you. Your decisions will affect the fate of a whole civilization: the population, reproduction, people's ideas, the technology and also the health of the planet, that is, Mother Earth, which might be endangered by wars, alien civilizations and even armies of undead people.

It's in your interest to have more and more people reach the Logos level of perfectness, the primary conditions of which are harmony, ethics and the maintenance of the ecosystem being in service as the living space

As the Main Logos, you are of course aware that the planet you dominate serves as a classroom for the billions of Logos, souls hiding in human bodies, but for you this place can be a toy in your hands, which means you can do anything to them that your all-powerful will desires.

Keep in mind that there are other Main Logos out there who may compete for you planet, but it's up to you if you give them space or you refuse to take such challenges.

Details:

Turn based, card strategy game.

25.920 years, 108 years/turn.

As Supreme (Main) Logos, you use Fate-cards to develop humanity.

Fate-cards impress one turn but are able to impress further development.

Ecology, population, birth rate, health, food, resource, conflict, harmony, ethics, battle score change continuously.

Wild animals, aliens and even undeads may appear during the entire cosmic cycle (25920 years)

In addition, different events may also have an impact on the planet and on humanity.

Title: Logos
Genre: Simulation, Strategy
Developer:
Logos Universe
Publisher:
Bertalan Zoltán e.v.
Release Date: 13 Jun, 2018

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English,Hungarian

The screenshot displays a strategy game interface with a world map at the center. The top bar shows various resource and technology icons with their respective values: a person icon (50 thousand), a globe (1%), a cross (100%), a tree (100%), a dollar sign (40%), a fire icon (1%), a sun (0), and a yin-yang symbol (5%). The text "Year 0" is in the top right corner.

On the left side, there are several icons representing different resources or technologies: a person (50 million), a tree (50 million), a globe (500 million), a globe (3 thousand), and a person (0). A decorative panel with various icons is located in the bottom left.

On the right side, there is a circular compass-like icon and a "Golden Age" indicator showing a sun icon and "+50". Below this are five colored circles with values: a yellow circle (150), an orange circle (0), a white circle (0), a blue circle (0), and a green circle (0).

At the bottom, four cards are displayed, each with a title and a set of icons and values:

- IQ 1**: +1%, +4 M, -2.5 M, -5%, -3%, +4%
- Understanding mountains, hills**: +2.5 K, +0%, +2.5 M, +0.2%, max, +2%
- Salt mines**: +1 K, +0%, +8 M, max, -0.2%
- Cult of Gaia**: +3.5 K, +0%, +4 M, -3 M, max, -1%

100 thousand

100

LOGOS

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As an idea, the game is good. It seems to work, as far as I played it. Graphics are simple but functional, music doesn't bother me, but doesn't mean much either.

What annoys me is the propaganda. Yes, it's based in New Age idea of souls learning for lifetimes and traveling through ages and galaxies, I'm OK with that. Its got elements and elemental balance and that's ok, it's good for a human to be in balance.

The game has things like, vegetarianism and eating meat, plant and fur clothing. Important stuff it seems. As important as fire, and almost as important as zombies. Now, I try to eat my greens for health and avoid eating animals for moral reasons, not perfect but more dedicated than most, and I understand those are Good Causes. I can accept people tell me those are good causes. What does not go well with me is the way the game punishes you if your pre-stone age people add protein to their diet or wear clothes that actually protect them in the winter. In modern age, we don't need to kill animals to survive, and I'm all for that. But if the game tells me, eating meat and wearing fur is bad for stone age or pre-stone age people, you can all just kiss my nether places.

You don't get your calories, you die. You try wearing a fig leaf in a snow storm in the Ice Age, you die.

It really pisses me off. If the choices were at least equal, it wouldn't, but in this game, meat is simply a bad move and veggies are purely good.

Studies showed that increased calorie and protein intake caused by eating meat was what made growth of human brain possible. Increased brain size led to more and more varied diet. These are GOOD things.

Really, I feel my values being mocked. There are real, sensible, rational reasons for vegetarianism, and ethical = scientifically explainable reasons for not eating meat/kindness to animals. There are even psychological benefits for spirituality but this game just turns it into pseudo-religious good is good because is good whoohaw and tries to ram it down your throat like a catholic priest.

Something good at least comes out of this, I get a baconburger, my GF gets a furcoat and hopefully that gets me a lot of very non-spiritual carnal playtime as I try to distance myself from this so called... game.. If you're looking for a smooth concept, complete tutorial and have a few happy hours to kill I suggest you look somewhere else...

If you want a game that feels cheap at every turn, has unpredictable outcomes to every conceivable action and confusing text written by someone with the barest grasp on the English language and of course...zombies! Continue, this game is for you.

When I played this I felt like I was being hit over the head with the crack pot ideas of a high schooler who learned philosophy from Wikipedia and thought it'd make a good Sim earth style game.

The most fun part is watching good things cause bad outcomes and vice versa. The true worst part is behind it all there is no balance whatsoever, some things can give you a bonus/penalty in the triple digits or thousands, or even millions.. I bought this game because the concept is interesting, but it's not worth 9.99. First of all, the graphics are mediocre, which I'm usually willing to look past for a small indie game like this, but the design is just downright unappealing in this game. Lots of clashing visual choices. As for gameplay, in addition to the outcomes being pretty boring, there is barely any explanation of how to play the game, or even what the objective is in a "normal" game, which forces you to play a campaign, but even though they're described when you choose which mode you want to play, the objectives in the campaign are vaguely defined too. To make things worse, no matter what mode you decide to play on, you're stuck just kind of using your best guess at which cards will be the least harmful to your strategy. I could go on and on about the things wrong with this game, but I'll just end this by saying that don't recommend it for anyone looking for an engaging or rewarding gaming experience.. For me, it is a fair game, but I would not recommend it to anyone else. It is a deeply strange game. I like that.

You play a god or alien overlord of a new planet. Your goal is to protect and nurture humans along their journey. It is card driven. You draw four cards each round and have to play one. The cards have one time or continuous impact on the planet.

There are not many games like it, and I like that. Probably the closest comparable games are Reign or Fate of the World. Like Reign, your first playthroughs you really don't know what the threats are and you will fail.

Why don't I recommend it?

First, it is clearly early access. Graphics are bad, UI is not very logical and there is not enough in-game information for a new

player. It will probably get better.

Second, more disturbingly, I feel like I am playing a cult initiation tool. There are a ton of strange design choices that speak to the developers' philosophy and if I scrutinize them too closely they give me the creeps. I think for most people that would be a turn-off, but I actually find it kind of cool. The game evoked a response from me that most games don't.. Instantly hooked, hoping for more updates and content :) Need more planets - to colonize and a chance to actually co-exist with aliens , but really good - surprised actually.

. pointless game. Happy I refunded.. I think it is a very nice little game, there is so much potential in it. The battling system looks very promising, so keep up the good work guys, I'm eagerly waiting for the updates.

Alpha game in early access. The state of development reflects that. When I first got it, it was extremely raw. Features have been added and the game has been refined with feedback. Progress is being made. The developers are responsive. A fun little strategy game is shaping up. What more what I ask of an indie early access game?. Really pointless game. Absolutely pointless.. This game has potential, although in the current state of the game, it is easy to see there is much work to be done.. The game seems simple on the surface. After putting in a few hours you realize how challenging it really is. If you adopt a certain strategy you may be forced to change that during the game.

Pros:

- addictive
- simple UI
- makes you think about how fragile our world is
- many possible outcomes

Cons:

- addictive
- missing a "short/quick game" option.

This game is cheap and you guys can have a wonderful couple of hours trying to figure out rules and stuff if you are into those things.

Cons:

It seems developers have lost their interest and don't even reply on the forum. There will be no patches or updates.. A strategic card game that's equal parts fun, addictive and frustrating.

The gameplay is simple enough, you play a single card each turn then see what happens. Where things get complicated is there are a LOT of variables to account for and how each card affects each variable changes drastically according to your current "age" (changes with number of turns) and current variables. A card that takes out most of the population early on could destroy you, but that same card could save your planet from starvation later. Another wrench thrown your way is the necessity to keep the four elements in balance by playing properly themed cards. Too bad that fire card messes up your carefully groomed world because now you have to play it or face destruction.

On normal mode the number of turns are limited but that's not to say each session is short. The game can be quite long, I played a single run for 3 hrs and still didn't reach the "intended" ending. As the number of turns go higher so does the difficulty of keeping everything in balance until more likely than not the planet is careening towards its inevitable doom. It's really a bit sobering and dark when you think about it, but the fun of trying to balance everything just so has a definite appeal.

There are definitely things that could be better. While there is a "manual" the game leaves out a lot of info and there are plenty of things I don't quite understand even after playing for hours. Some info being left out for the player to figure out is fine, but some things could be explained better just to keep frustration down.

Overall though it's a fun game already and the promise of multiple worlds and achievements is enough to make me happy.

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