
Evolution : The Video Game Activation Code And Serial Key



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About This Game

Inspired by the board game with more than 1.6 million players, *Evolution* sets a new standard for digital tabletop. Adapt, survive, and thrive in a beautiful and ever-changing ecosystem enhanced by incredible art and thoughtful, balanced mechanics.

KEY FEATURES

- 24-level campaign mode
- Unlockable AI personalities with different difficulties
- “Brutal Mode” for experienced players
- Multiplayer with matchmaking based on skill
- Friends list and custom games with friends
- 12,000+ trait combinations
- Learn-as-you-play tutorial

DETAILS

- **LEARN AS YOU PLAY**
Our friendly professor will guide you from one watering hole to the next on our learn-as-you-play tutorial, showing you how to survive before sending you off to make a name for yourself!
- **ADAPTIVE AI OPPONENTS**
Discover a new world of unique, adaptive AI bosses. As you move through the campaign you will unlock new AI personalities; defeat them to add them to your menu of single-player opponents!
- **MATCH-MADE MULTIPLAYER**
Find a match with the first skill-based matchmaking system in digital board games! Play against your friends or be matched quickly with opponents of equal skill.
- **STRATEGIC YET STREAMLINED**
The rules are clear and quick to learn, but allow for incredibly diverse strategies and unique personal play styles. There's no wrong way to play!
- **PACE & POLISH**
Evolution is not just a digital board game – it's a whole new animal. Purpose-built for online multiplayer, with a smooth, intuitive UI, beautiful illustrations and animation, sophisticated AI, and more.
- **ENDLESSLY REPLAYABLE FOR ONE PRICE**
It's not about the cards you get; it's about how you play them. Thousands of possible species combinations evolve from 17 unique trait cards, meaning no two games are ever the same.
- **CROSS-PLATFORM INTEGRATION**
No matter what your friends' opinions are about platforms, Evolution brings you together across iOS, Android, and PC.

Title: Evolution : The Video Game
Genre: Strategy
Developer:
North Star Digital Studios
Publisher:
North Star Games
Release Date: 12 Feb, 2019

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Minimum:

OS: Windows 7 SP1 64-Bit

Processor: Dual Core 2 GHz

Memory: 4 GB RAM

Graphics: NVIDIA GeForce GT 8500

DirectX: Version 10

Storage: 2 GB available space

English







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This game is really awesome! I am obsessed with animals, nature, and ecosystems, and this game has a very nice theme of that. In addition to this, this game also makes me think really hard about problem solving, especially what I should do in my next turn. This really helps me stop and think about exactly what I want to do. There are many strategies, and you can play it over and over again. Very fun; thank you developers!! I like the game enough to give this a positive review, but MY GOD the bugs.

Right now I can't even log in because the forgot password process is so busted. Incredibly frustrating.. I'm definitely addicted to this one. Good game balance, I never feel like any build is just too powerful. Challenging AI. Cute/Beautiful art. Fun facts. Satisfying sound effects; glad I can turn the music off without turning them off (though the music is good to).

I assume you could unlock brutal mode right away but playing through the campaign on both difficulties has been both an enjoyable difficulty progression and given me plenty of content to consume. Especially with the fun of trying to unlock sketches. But Darwin gets super annoying on the second go through.

I hope more cards are added. It would be amazing if the community were to grow so big that we could get some mods~

I wish I could see closer pictures of the icon art creatures. Some of them are super cute.

I really can't tell much difference between the graphics settings. I keep having to trade computers with my fiance to play since the game is nearly unplayable on my older/slower one.

I was only slightly disappointed that my purchase didn't extend to mobile but I needed to clear up some space any way.

Pretty disappointed that there's no hot seat. Won't be able to play against friends for a while. (edit: I hear they're working to add it though?)

Edit: I can't block people and I've encountered at least one person I really wish to never play with again.

Edit: I definitely need the ability to block people omfg. Do not pay for this game because it freezes and has other bugs constantly.

It's a really fun game and would be great without the bugs, but I would not recommend spending money on the game until they're fixed. I'm disappointed because the player base is going to dwindle due to these bugs.

Beware the enemies of AWAY: Journey to the Unexpected!:



After meeting up with friends and gearing up for the adventure, you will encounter some **evil forces**. Oh, you don't think they look **so tough**?

Let me tell you, those are some pesky enemies, and if you underestimate them you'll be in trouble!

I give you the **Batshots Crazy**, erratic and fiendish flyers you'll find in flocks! The **Molinones**, who'll burrow through anything to get close enough to jump out at you when you least expect it! And check out the hideous **Inaroos**, they may be slow, but watch your back as just when you think you've got them licked they'll split into three and come right back at you!

Cu... cute??? You find them... **CUTE**? Well I hope you don't intend on hugging them. That would be the last hug you ever gave!

Legend says they were former Labiworks employees. Then one day, after being in contact with a strange liquid, they turned into those **deadly creatures**. But then, the legends say all kinds of crazy things...



These ones, on the other hand, are one hundred percent **evil-ish creatures**!

Vegiesquids are floating vegetable squids (Vegiesquids, get it?) They'll spit their inky goop at you from afar. A pure mess.

The **Sporabombers** are lurking living mushrooms that explode when defeated. Real walking booby-traps!

And worst of them all: The **Psychic Cloud**! Get too close and it'll teleport...**BEHIND YOU**. What a creep!

URG! You better be ready and bring on the big guns when you're out there. Find some **good and powerful friends**, you will need them when AWAY: Journey to the Unexpected comes out on Feb. 13!



To stay updated on Away news, follow us on social media here:

[Twitter](#)

[Facebook](#)[www.facebook.com]. AWAY: Journey to the Unexpected **Patch note V1.61 - Various bug fixes & new graphic options!:**



AWAY's first patch is now available on PC! We've fixed some bugs reported by the community & also have added new graphic options in the menu. Here's a list of what changed in this patch:

- Steam Achievements now works as intended
- FOV is now adjustable in the graphic settings
- Smoothing has been removed when you play with a mouse & keyboard
- Mouse controls have been reworked & feel more pleasant
- Bugfix of the below ground enemies
- New graphic settings have been added for the PCs with low performances
- Various new settings in the menu
- Various minor bug fixes

If you still encounter bugs while playing, please go on the Steam forums & write a summary of what is happening, ideally with screenshots / video capture of the issue.



We'll continue to share infos about the game on social media, so feel free to follow us here to stay updated on Away news:

[Twitter](#)

[Facebook](https://www.facebook.com/away-the-game)[www.facebook.com]. **AWAY - Opening Animation Karaoke!:**



To celebrate the upcoming release, sing along with AWAY's opening theme song! Don't forget AWAY is coming on PC on February 13th!

<https://youtu.be/cJaSLZazR2E>

Composed by Kazuhiko Naruse

Performed by Aya Majiro

Animated by Jérôme Perrillat

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Playing on Steam? Wishlist us:

<https://away-the-game.com/wishlist/>. **Meet your friends in AWAY: Journey to the Unexpected.:**



Along your journey you will encounter a wide range of bizarre characters. Some are non playable characters (NPC) but some are actually playable. We'll have a tour of some of the wonderful playable buddies you will come across in AWAY: Journey to the Unexpected.

First off, you will most likely stumble upon Ernestin, a grumpy old wizard, caring for some hens. His house got turned upside down by the groundworks of the LABIWORKS Group, breaking his glasses in the mess. Furious, and expecting some answers, he will be of great help in your quest, shooting fireballs around...whenever he manages to see his targets!

You will also meet with a LABIWORKS Manager there. His name is Mike Smoothman. He reports that everything is perfectly fine and under control. Hmmmm...

However he says that he slipped and touched the strange liquid his company is digging up, and seems rather stressed about it. He should be!



Later on you might come across an unusual tree that seems to be moving and talking. It's been absorbing some curious liquid up its roots. It also craves some action and seems quite violent. Word of advice: be careful when talking to it, it seems so tense it could explode.

There's Lighthead and the Bounty Hunter. The Bounty Hunter is a world class mercenary that has appetite only for gold. Sometimes he practices his shooting skills on poor Lighthead like a moving target. Fortunately for him, Lighthead can grow his heart back.

Along the way you will find some more characters to chat with, and hopefully befriend. But be careful, in order for them to join you, you'll have to play nice and friendly. No lying, no sarcasm! Just honesty and friendship. That should give you a headstart on befriendng characters in AWAY: Journey to the Unexpected.



Coming this February on PS4, Xbox One, PC & Nintendo Switch!

Playing on PC? Wishlist us now:

<https://away-the-game.com/wishlist/>

If you're interested in the game or want to learn more about it, feel free to **follow us** on **social media**:

Follow Playdius on [Twitter](#)

Like Playdius on [Facebook](https://www.facebook.com/)[www.facebook.com]. **AWAY** will be released on Feb. 13 on Steam! New Gameplay trailer!:



We're glad to announce that AWAY: Journey to the Unexpected has finally a release date! The game will be officially available on February 13th on Steam!

Because a good news never comes alone, we've also made a 10 minutes gameplay video to show you how the game is in its final version, we really hope you'll like it!

<https://www.youtube.com/watch?v=UHsp38Vv0g>

If you're interested in the game or want to learn more about it, feel free to **follow us** on **social media**:

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