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Design, build, and defend a mining facility to support a remote location on the edge of an alien attacked planet. Additional Notes: Shield Up! has a minimum of 10 hours of gameplay. (time-based gameplay is not designed for long term entertainment, but rather to keep players immersed and moving through the game for a specific time period) Additional Information: Shipped w/Original Case Windows - Windows 7 1 Year Warranty Gracile Vesta is a perfect rocky and interesting orange-colored asteroid. This asteroid is next to the red-colored craggy Pleiades asteroid. This well-preserved asteroid is located about 1079 kms from the Sun and 1,857,000,000 km from Earth. This asteroid is mostly composed of iron and nickel with small amount of sulfur and calcium. About Prime Mining Corporation Construction In 1960 when this game was first released, mining was a major industry in the United States. Back then, the average worker earned about \$350 a month. Mining was a part of everyday life in communities across America. As of July 30, 2014, the average worker's salary is \$344,179. Nowadays, only 5.7% of the average worker's salary comes from wages from mining and production. In the 1980s, the United States lost 5.8% of its total mines and 10.8% of its total production. In the 21st century, mining is still a very important industry. It is the only industry where there is a surplus in terms of jobs. In 2001, the amount of workers in the mining industry hit a record high of 20.4 million. The number has since decreased to 19.9 million. It is estimated that by 2030, the mining industry will still have 5.7 million jobs. Geography Neptune, Earth's sixth planet, is a planet of many moons. They are called planets too. Although it is called a planet, it has no life. It is a planet made up of eight moons. One of these moons is called Oceanus, which is the largest and most massive planet in the Solar System. It is so big that it fills up the space between Saturn and Uranus. Earth is the 3rd planet in the Solar System next to Mars and Jupiter. It is a planet of 1/6th the size of our planet and a quarter

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Features Key:

- Pure Retro Sci-Fi atmosphere
- Easy to play, easy to learn rules
- Award winning redesign
- Replayable games
- Distributed by
- Community enabled.

About the Game

A strange fog rolls across the darkened city. A worker enters his bed well after midnight. His door clicks shut, and he sleeps. With the rest of the city, he remains unaware of disaster at the horizon.

Your vocation is that of a worker: one that ensure the safety of the citizens of your city, under and under the familiar skyscrapers. Your only goal is to defend your turf against aliens and mutants in the central station of the city, which is watched over by your superiors, who have ultimate authority. Under normal circumstances you would earn respect and concessions from your peers, but now that they are failing and you have to deal with alien invaders it is more important than ever.

You own a small apartment on the ground floor of the central station, which can not be accessed by outsiders. In addition to the control room for the power grids, in the apartment you have stowed your resources: food, tools, weapons.

Causa, Voices of the Dusk is an award-winning minimal game that challenges the player with his own decisions. In each chapter, you have to make a self-assessment of a situation. Do you cut your losses and retreat, or do you take up the fight and gain more credits for the big effort? Sometimes you'll have to restrain your enthusiasm.

After concluding negotiations, there are two possible outcomes:

It can be a life - or death situation:

That right there will decide your fate.

In the long run, you fight the good fight to achieve great things. But every battle has its limits.

The flow of Causa, Voices of the Dusk depends on mutual support between all players. Even small contributions are priceless.

Product Specifications - Additional Notes