#### From Dust Torrent Download



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# **About This Game**

**From Dust** is the latest original game concept by Eric Chahi, creator of the cult classic, "Another World / Out of this World". Immerse yourself in a world as exotically beautiful as it is dangerous! You control the destiny of a primitive tribe against the backdrop of a world in constant evolution—a universe where mighty Nature reclaims what is hers; and your mastery of the elements is your people's only chance of survival...

# **Key Features:**

## • Ground-Breaking Technology

Play in the sandbox of one of the most advanced real-time nature simulations, where everything you see and interact with evolves dynamically, offering a constantly renewed experience.

• Unique Art Direction

Discover a large variety of environments: Tropical islands, volcanic landscapes, deserts and so much more...

• Rich Story Mode

Explore 13 breathtaking territories of emergent gameplay. Master the natural forces at play on a mysterious archipelago and help a primitive tribe to recover the lost powers of their ancestors.

# • Confront Mighty Nature

Protect your tribe against Nature's most devastating attacks. Face down tsunamis, wildfires, earthquakes, volcanoes, torrential rains...

## • Master Godlike Powers

Control the forces of nature to sculpt the world in your image. Hold back lava, stop raging waters, empty lakes, grow forests and raise mountains!

# • Live Up to the Challenge

Race against the clock on 30 additional maps in Challenge Mode. Each scenario is a puzzle-like challenge where time is of the essence...

## • Online leaderboards

Compare your Challenge Mode scores with the community on worldwide leaderboards.

Title: From Dust Genre: Adventure, Simulation Developer: Ubisoft Montpellier Publisher: Ubisoft Release Date: 17 Aug, 2011

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OS: Windows XP (SP3) / Windows Vista (SP2) / Windows 7 (SP1)

Processor: 1.8 GHz Intel Core 2 Duo or 2.3 GHz AMD Athlon64 X2 4400+

Memory: 1.5 GB (Windows XP) / 2 GB (Windows Vista/Windows 7)

Graphics: 256 MB DirectX 9.0c-compliant card with Shader Model 3.0 or higher (\*see supported list)

DirectX®: 9.0c

Hard Drive: 4 GB

Sound: DirectX 9.0-compliant sound card

**Peripherals:** Keyboard, mouse, optional controller \*Supported Video Cards at Time of Release:

ATI RADEON HD 3000 / 4000 / 5000 / 6000 series

NVIDIA GeForce 8800 / 9 / 100 / 200 / 300 / 400 / 500 series

Laptop versions of these cards may work but are NOT supported. These chipsets are the only ones that will run this game.

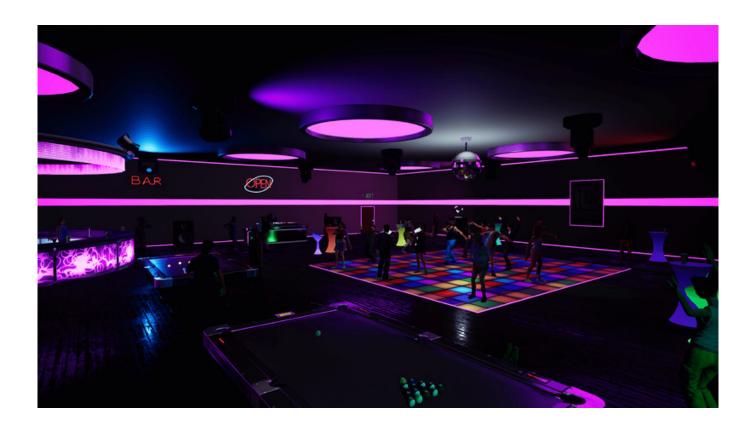
Crossfire or SLI-equipped systems may run the game but are not supported. It is recommended to use a single card while playing From Dust.

\* This product does not support Windows® 98/ME/2000/NT

English, French, German, Italian







#### translations. ♥♥♥♥♥♥ story. ♥♥♥♥♥ gameplay.

Good H-scenes. Best deal ever!. loved this game. Basically everything you could want in a sequel, it's got the same great gameplay as the first game with a whole host of new features that fit right in.. I only played this specific DLC today, For forty minutes, even recorded myself playing it for forty minutes. it was an absolute WASTE of six dollars. I thought the youTube videos were shafting me but they were dead on. it was a waste to spend it, Now if they were planning on adding more to the Aftermath DLC then great if not, they should have told us. so now Steam wants to shaft me by saying I spent more than two hours on this DLC when I have recorded evidence showing I only spent 38:57 minutes on the DLC. so as I understand it: That's well under two hours for this specific DLC. But they don't want to refund it. Cute Steam, REALLY Cute. And I am going to copy this just in case this post should happen to pull a Houdini.. It's quite underwhelming, they somehow manage to make the first tank battles in history look boring. I didn't expect multiple stealth missions (as if there aren't enough of those already) in a tank mission pack, by the way! Also the voiceacting for the English missions in this DLC is almost as ridiculously bad as the voiceacting for the Russian DLC, although with the lines these people got it's hard to blame them for it really. Don't bother with this one, the French DLC is better.. Best game in the world

For 12 \u20ac we get some recycled buildings, some repainted buildings and almost no new buildings. In addition we get a new sector project that only unlocks new building options and a bit of game time of which 95% is spent waiting for the next mission timer to reach zero....

I expected a LOT more from Anno and unfortunately the newest installment of the series can only dissapoint...

Summary: if you can get it on a sale it may be worth it. Otherwise: don't bother.. CA

logic...\u2665\u26

I can't find the words to express how in love with this game I am. If you like Stardew Valley, then you'll love this game. It's like that game, but in 3D and on steroids.. A fun concept but not perfectly executed. There have been several issues in only the first twenty minutes of play including difficulty with reloading, consuming the alcohol and picking up\/dropping items. The biggest flaw with this game is spacial awareness and that the bar seems to be placed halfway through the boundaries set up in 'room set-up', as a result when trying to pick up a glass or bottle you more often than not try to pass through the blue wireframe grid and (in my case) punch your TV, wall, sofa or unsuspecting spectator. a quick fix for this would be to simply alter the dimensions of the game to bring the bar corner further in and the entrance further out but so far no such update has occured, this one flaw is enough for me to have issue with recommending the game.

Bring the bar further into the room and the game will improve drastically, until then I personally wouldn't consider buying the game at full price and am only not requesting a refund due to getting the game on sale and hoping the developers heed my advice. I enjoy tower defense but this is not worth it even at a bargain price.

The cursur movement slows down when in the game screen to a point that I found this unplayable.

Movement control of the characters is cumbersome and tedious.

. I was waiting for this game like 3 months and when the game released I was happy but is this is a game really you cannot go back if you die untill esc which let you exit and you have to restart the game again and again.Controls are so senstive difficult to play.What i like was just story but the font style its unreadable.Its just a prototype don,t buy.. Good fun! There's a range of different characters where their special move is what differentiates them the most to me. Some might be in need of some tweaks in certain game modes.... but for the most part the game feels balanced. AI is good as well.

Well worth purchasing for some couch multiplayer as it is, I just hope there will be more content in the future. More stages to play on would be welcome!

The game works flawless from my Linux machine, over to the Steam Link with an assortment of controllers, which is where I have been playing most of the time.

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