

From Dust Download] [addons]



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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.

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- **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.

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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

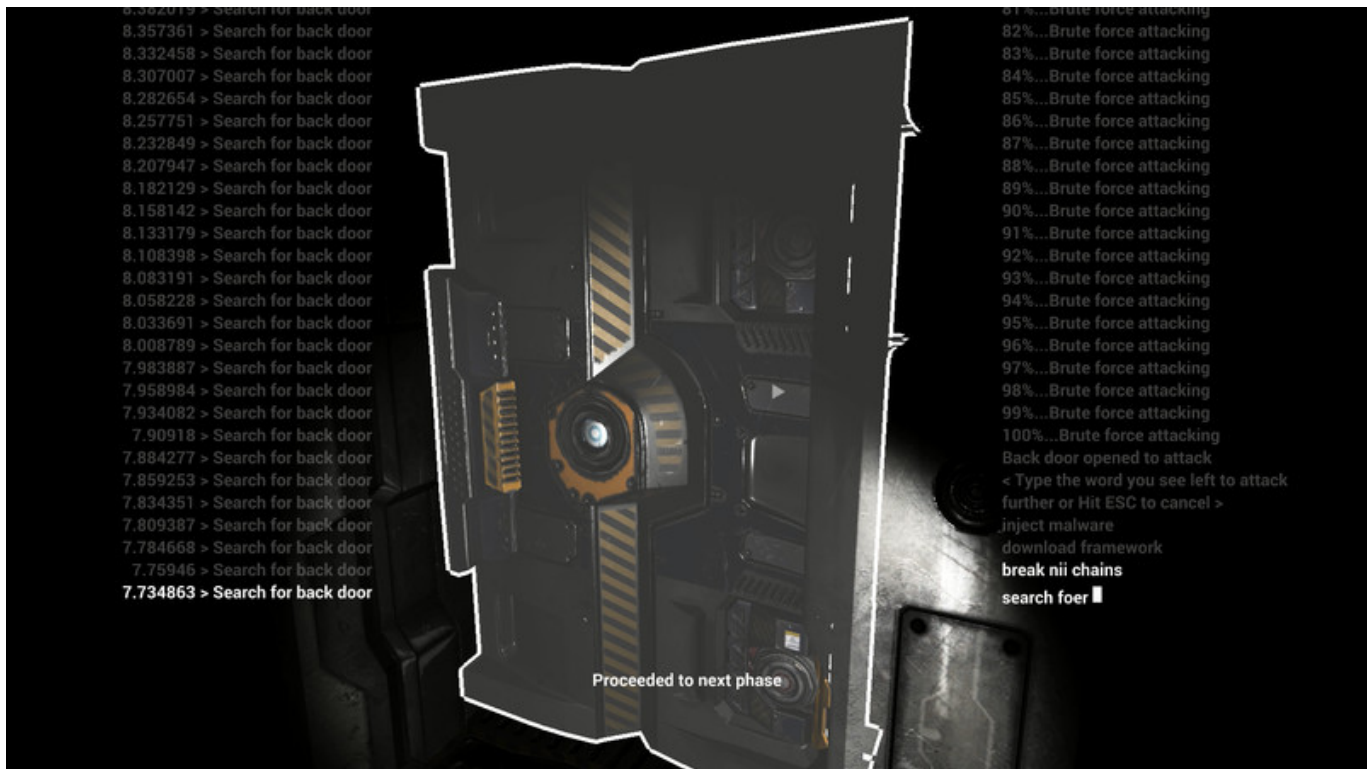
Laptop versions of these cards may work but are NOT supported. These chipsets are the only ones that will run this game.

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







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perfect workout. my vr-fitness program is getting better and better. Longbow, Holopoint, fastest fist and thrill of fight. Awesome. Keep going.. Stories of Bathymen: Puzzle Fighter Turbo Max 2nd is a game based on everything you never wanted more of in a legend of zelda game, You play as character I don't remember the name of and run around in a world that uses similar sprites and mechanics as The Legend of Zelda: A Link to the Past to pull on your nostalgia heart strings. Oh but here's the kicker, it's not. It a game about annoying and long puzzles that constantly impede you progress and make your fun over head adventure feel more like a cancer that is slowly killing you. You want to have fun but in the back of your mind you know a puzzle is only steps away waiting to kill that. Not just any puzzle, not even hard puzzles, just long annoying butt facking easy puzzles.

Hit them beats! Bo-boop-chz-boop

11/Legend of loink: putt-putt goes to the store, Couldn't recommend this game more.

Mic Drop!. This is so stealthy I can't even find it after paying for it, loving it, OR learning kikongo. **My full review is posted on our blog:**

[Aero's Quest Review](#)

[Rating: 4.5/5](#)

[Let's start by saying that I played Aero's Quest long time ago when it was in alpha.](#)

[I liked the mechanics of the game from the beginning and I have to say the developers made a good job to pack more than 100 levels.](#)

[The game is very challenging: perhaps too challenging for the average player but there are many ways to play \(speedrun and in-game rewards\) that guarantee a good replayability.](#)

[Graphics and sounds are ok for this kind of game.](#)

[Looking forward for eventual updates!](#)

[.Quaint little game~. This is excellant to use for educational purposes but is there a way to add a sandbox mode where you can mess around with different chemicles? That could help\u2665\u2665\u2665\u2665\u2665we do our own experiments.. Loved every minute of this Game. Sadly the Warhammer 2 Mortal Empire version made playing the base game unbearable because of all the QoL they did there :\(](#)

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I can't recommend this game enough. Sure it's cartoony and looks cheesy but the game play by far is the most robust action packed shooting game on the vive in my opinion. There are so many features and the devs are pretty active in keeping this updated. The only thing I would like to see is more levels and maybe gun customizations like laser sites and a rocket launcher. Also maybe the ability to switch guns during gameplay. But even without those things, this game is really awesome.. QbQbQb feels like one of those different puzzle games that tries something new.. In this case, players must clear blocks either by stacking three on top of one another, matching three that are next to each other, or even matching two that are across from each other. The twist (literally) is that the blocks fall onto a circular playing field and you have to direct them by spinning the planet. It's a very fun action puzzler and an addicting one too.. The music is also catchy and gets better depending on how good you're playing, which I love.. :) ..Only complaint is that there's no vs CPU option but it doesn't bother me that much.. . Fun, but very EA. Would buy again!. The DROD series are the best puzzle games ever made, no contest.. This game will yield hours and hours of fun. I shouldn't be so quick to call it a game though; It's more of a sport. There are few controls other than stop, go, turn, and restart, but don't think for a second that there is no room for improvement. The game engine catches every slight turn of the wheel for split second victories or losses. The community is great too; there are countless custom tracks that refuse to let this game become stale.

WELL worth the price.. so shadows one of the more expensive pieces of DLC for endless legend.

what does it contain? Three main game elements.

- first "The forgotten" faction.
- second "a spying mechanic" for all factions with some small uniques for the forgotten.
- thirdly "a stealth and raiding mechanic" for all factions.

so is each separate part of the DLC worth it?

the main problem here is that "the forgotten" are glass cannons on the battlefield. They are supposed to do hit and run tactics and were down the enemy through the spying and raiding mechanics, luckily they do both of these things really well due to the stealth they have on all their units.

the spying mechanic is in my honest opinion a really well thought out system which allows you to do more stuff quicker the longer your spy remained in the same city.

and unlike in Civ 5 you don't just get some vague hints and tech steals by the spying, you get actual options everything from lowering population to reducing fortification values and capturing enemy governors to sell them for ransom.

then the raiding and stealth mechanics, the raiding element allows you to gain income through raiding luxury extractors, strategic mines, pacified villages and watch towers, honestly you probably won't be using this mechanic all that much unless you play a very warlike playstyle to feed your armies or keep your cities happy because in addition to simple dust income it also provides you with rescues from the buildings you plunder.

the stealth is a whole other thing in itself you get stealth items by just playing the game and getting items. The usefulness depends greatly on what you use it for but you can lure opponents into traps using stealth armies or units.

now if they asked for any two of these gameplay mechanics for 13 then I would need to think about it a bit, but they give you all three which does make it a good deal but the AI can be really annoying with them raiding your mines and extractors.

In short Yes you should buy this.. Another crappy game from a bundle pack that should have been retired instead of hastily ported to steam. The game is bad for a lot of reasons, but the biggest is its confusing interface. There isn't a tutorial mode, there are very few 'challenge' scenarios, there's no way of seeing when the next milestones are, building position seems to be irrelevant... The entire game is from another era - and while it might have some nostalgic value for a couple minutes, it definitely doesn't meet today's standards of a pay to play game -- it doesn't even hold up to most free games.. IDK man the story and puzzles and the graphics were good but I mostly just bought the game because the protagonist is rly hot. So if you have a thing for short, plump, socially awkward in a cute way gals I would recommend this game to you.



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