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## Evolution RTS Download Key Serial Number



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## About This Game

### Evolution RTS

is a free an Open Source RTS game designed using the Spring Engine. It has been in development for many years and receives updates often. Its gameplay is designed specifically to appeal to gamers of all skill levels. The gameplay is designed around the use of unit groups, and the mixture of your unit group often will determine how successful you are in battle, as opposed to churning out hundreds of the same unit continually.

The economy and teching system is easy to learn and use. The game itself supplies many tools that make managing your economy easier so that you can focus more on crushing your enemy than of playing simcity in your base. Units interact using realistic physics and varied terrain (you can actually micro units in order to dodge projectiles!).

Below is a very short list of the features that Evolution RTS has to offer:

#### Realistic Physics

Projectiles and units use a realistic physics system which allow for unprecedented control and gameplay. Micro your units to avoid projectiles. Hide behind terrain for cover.

#### Epic and Macro scales

Control the battlefield and a level that feels the most comfortable to you, whether zoomed in controlling individual units, zoomed out viewing the entire map and issuing orders on a macro scale, or somewhere in between! You are in complete control!

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### **Fine tuning controls for builders**

Set builders on repeat so that they repeat the orders you give infinitely until they die. Adjust builder priority in order to control the amount of resources allocated to that specific builder's construction project.

### **Unique Cover System allows you to easily set up ambushes**

Hide your army in rocks and foliage completely undetected and lie in wait to ambush your enemy!

### **Gameplay geared towards casual gamers in addition to hardcore rts fans, as opposed to only being fun to play at the higher levels**

Gameplay designed around being easy to learn yet hard to master. As a newbie you can be up and running in no time, and the gameplay ensures that just because you are new, you aren't necessarily at a huge disadvantage.

### **Hundreds of units at once**

The Spring Engine allows for hundreds or thousands of units to be beating the daylights out of each other all at once. Gameplay scales seamlessly to fit!

### **Unique unit abilities**

Discover units with special abilities, such as the ORB with its incredible area healing abilities, or the Overseer with its EMP ability!

### **Simple Economy**

The economy is designed to be easy to learn, and use. There are only two resources in the game; Energy and Metal. Energy is used for utility purposes such as unit ammunition, powering shields, and building nuclear missiles, whereas metal is used to construct structures and units. Metal income is split between allies and resources that overflow the player's capacity automatically flow into allies banks.

### **Easy to learn teching system**

Simple teching system that revolves around using the same buildings that supply energy as a means to increase your tech availability ensure seamless transitions into heavier unit technologies.

### **Beautiful effects**

Full particle effects engine and beautiful effects painstakingly created down to the last detail ensure that every battle will be visually stunning!

### **Full Soundtrack**

Full in-game soundtrack that highlights the mood based upon whether you are building structures in your base or engaged in an all out no holds barred war for survival will keep you on your toes and fuel your need for dominance! Over 40+ tracks!

### **Easy battle formations**

Easy to use battle formations via selecting a group of units, right-clicking and dragging on the map make it easy for you to give complex orders to your units, even in the midst of a battle!

### **Intelligent Unit Targeting AI**

Units automatically target the best enemy units to attack on their own, leaving you to concentrate on formations, flanking, and commanding your army!

### **Give orders via the mini-map**

Full unit orders can be given via the minimap, so you can control your units intuitively no matter where your camera is pointing.

### **Place map markers with or without labels, and draw directly on the map**

Map markers, drawing, and labels make it easy for you and your allies to communicate your battle plans, and illustrate them!

### **Unit balance dependent on unit mixture instead of one unit owning an entire army all by itself**

Unit balance is designed so that composition matters more than simply churning out hordes of the most expensive unit.

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### **Intelligent builder AI**

Builders have a plethora of tools and options available to use to help you with macro tasks so that you can focus on kicking robotic ass!

### **Completely customizable GUI**

The many parts of the in-game gui can easily be moved around, resized, and positioned exactly how you like it! Be your own boss!

### **Gorgeously detailed unit textures and designs**

### **Automatic ladder ranking and replay system**

<http://replays.springrts.com/browse/game=9>

Completely free, forever!

Open Source!

<http://www.source.evolutionrts.info>

**Evolution RTS** is a continually evolving and developing game; **Come and join our community!** We love having more people to talk to and play with! Preemptively, welcome to our community!

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Title: Evolution RTS  
Genre: Casual, Free to Play, Simulation, Strategy  
Developer:  
Forboding Angel  
Release Date: 4 Apr, 2014

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**Minimum:**

**OS:** Windows 7/8/8.1

**Processor:** 1.6ghz

**Memory:** 2 GB RAM

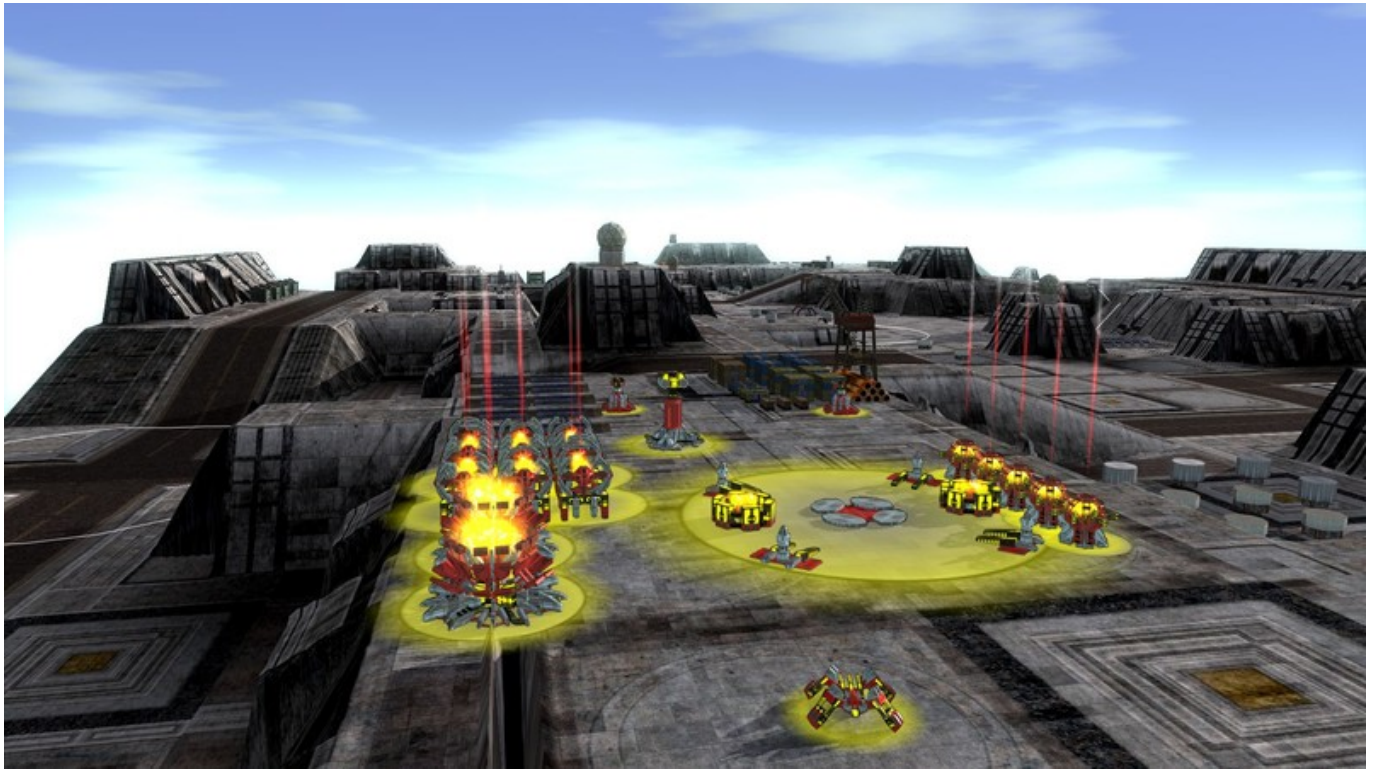
**Graphics:** Nvidia GTX 450 or better (or ATI/AMD equivalent)

**Network:** Broadband Internet connection

**Storage:** 1 GB available space

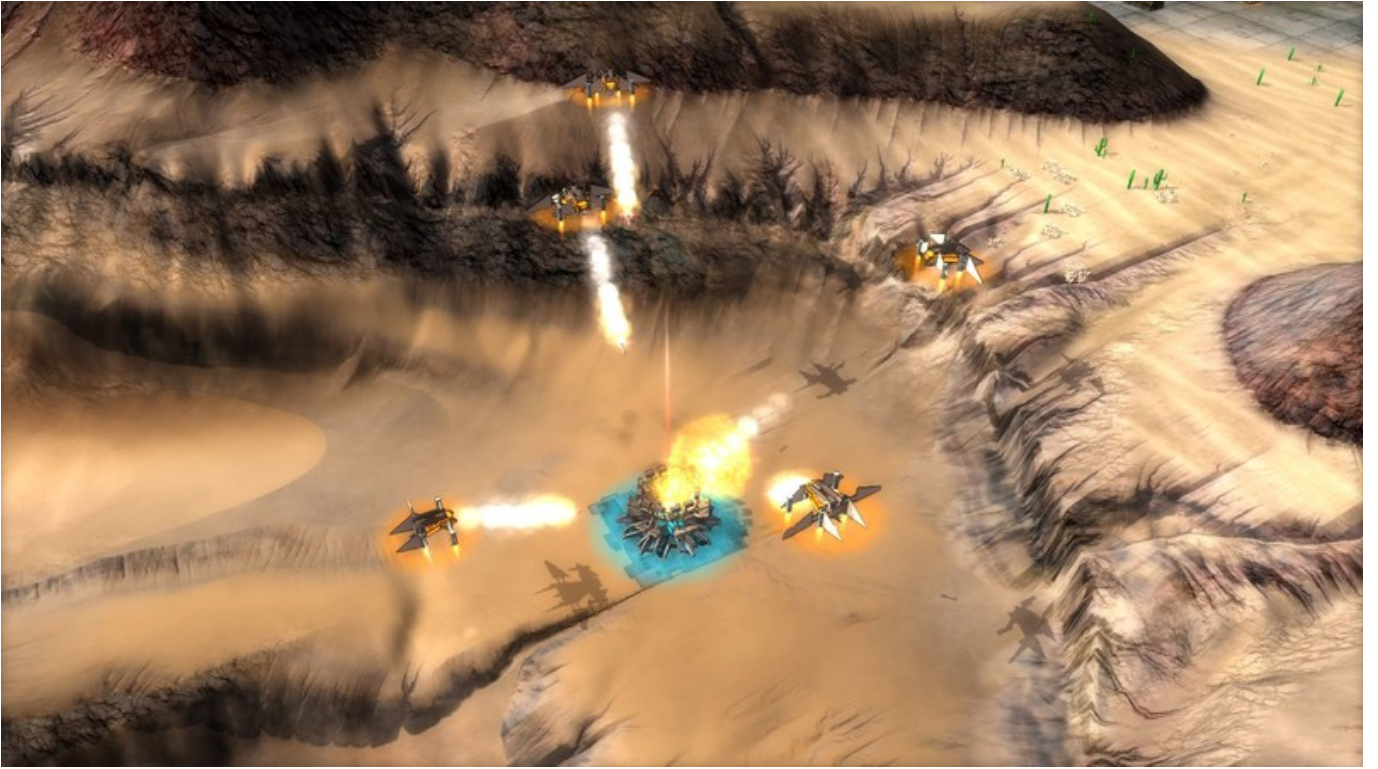
**Additional Notes:** ATI/AMD Video cards sometimes have issues with OpenGL games. Post in the forums if you have an issue and it will be worked out.

English









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The game itself is pretty much Supreme Commander, so if you don't have much cash on hand go right ahead and play this game. Just be warned you will be greeted by a not so friendly lobby. Once you get through that and download the actual game have fun trying to get into a match. Half the time my game would crash before I loaded in. In short the game itself is fun but it is extremely frustrating to actually get a match started.. Really fun and underplayed RTS game. Fast paced and action packed unlike many other's like it which more focus on basebuilding and economy. Has a bunch of quality maps that are official and hundreds more spring engine maps that are compatible with the game. Well worth your time to try considering it costs nothing.. ai just sits inthe middle of the map doing nothing and no infantry!. Verry tricky and hard to understand and play. i didnt even get into the game because of how difficult the damn thing was,. I would love to play this game but it keeps telling me that it is either not responding or just freezes.



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much better than planetary annihilation, a lot of mods and its open source!. This game looks really good for something that is free but unfortunately at this point in time its not compatible with the latest AMD drivers.

UPDATE (6/08/2014): Because the issue lies with AMD and not with the game itself I'd say give the game a go. I still can't write a good review nor recommend the game since I can't play it. Good luck to the developers and if this issue is ever fixed I'll certainly try this out.

- I'll post a better review if they ever get the game working with the AMD drivers. Visually distinct game with intriguing gameplay when you could get it to work.

Extremely fast pace game with effective UI, though can be overwhelming at times

Edit: issue was resolved with help from Developer, turn out it only affect old players who migrate to steam.. Really good game. 10/10.. My first impressions of Evo RTS are good. I think this is a really good game. I love a lot of the game mechanics that where included for base building and unit management. I did find a bit more of a learning curve in the beginning then I had in other RTS games. But once you master the game mechanics, gameplay seems to flow very well. The graphics are nice but could be overhauled abit. I do like the 'Tron' like design concept for the buildings and units. Fun stuff.

+1 for open source!. If you are looking for a Finished and Polished AAA RTS PVP game. This is NOT it.

Evolution RTS is a free Open Source RTS game. Could be compared to Total Annihilation.  
It does has a wiki website with some help pages and videos. You can find many youtube videos for help and gameplay.

When i tried to test this game, i could not get a working AI match running and there was no new players playing. It works on Win 10, looked ok, sounded ok, played ?

CONS:

- No Matchmaking.
- No In-game scripted Tutorial.
- too complex for New simple players.
- Not many people playing.

Try it, if you like Total Annihilation-like games.

For more info:

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

[https://www.youtube.com/watch?v=NCMBwQ\\_oqYk](https://www.youtube.com/watch?v=NCMBwQ_oqYk)

<https://www.youtube.com/watch?v=70CgFy38ZUU>

<http://www.evolutionrts.info/>

<http://www.moddb.com/games/evolution-rts/reviews>

<http://www.desura.com/games/evolution-rts/reviews>

<http://www.indiedb.com/games/evolution-rts/reviews/403678>

[http://www.game-debate.com/games/index.php?g\\_id=22593&game=Evolution%20RTS](http://www.game-debate.com/games/index.php?g_id=22593&game=Evolution%20RTS)

[https://en.wikipedia.org/wiki/Spring\\_Engine](https://en.wikipedia.org/wiki/Spring_Engine)

<https://sourceforge.net/projects/evolution-rts/>

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<https://github.com/EvolutionRTS/Evolution-RTS/wiki>

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