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About This Content

Purchase the soundtrack for Ashes of the Singularity: Escalation, containing over 90 minutes of high-fidelity music from Richard Gibbs (Battlestar Galactica), Geoff Knorr (Civilization V, Civilization: Beyond Earth, Galactic Civilizations III) and Michael Curran (Civilization: Beyond Earth, Civilization V: Brave New World, Galactic Civilizations III). This soundtrack DLC contains both FLAC and MP3 formats from the original production .wav files.

Track List:

- Haalee's Theme

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- Ashes Theme
 - The Post Humans
 - The Substrate
 - Exploring the Unknown
 - The New Planet
 - Herculian Aggression
 - Dark Attraction
 - Haalee's Retribution
 - Transformation
 - Encountering Opposition
 - At The Sentinel
 - Ascension
 - The Savager's Advance
 - Ghosts of Earth
 - The World is Mine
 - Pursuit
 - The Dominator's Assault
 - Making Progress
 - The Annihilator's Lure
 - The Post Human Advance
 - The End of Lightless
 - Total Conversion
 - Beyond Cygnus
 - Pursuing Superiority
 - March of the Substrate
 - Seed of Humanity
 - Punisher's Charge
 - The Last Battle

-
- Post Human Triumph
 - (New) Escalation
 - (New) Post Human Expansion
 - (New) Still Human?
 - (New) Substrate Succession
 - (New) The Machine Race

Tracks are downloaded to your Ashes of the Singularity: Escalation Steam install directory in the OST folder. To view, right-click on Ashes of the Singularity: Escalation in your Library and select Properties. Then click the Local Files tab and the Browse Local Files button.

Title: Ashes of the Singularity: Escalation - Soundtrack DLC
Genre: Indie, Simulation, Strategy
Developer:
Stardock Entertainment, Oxide Games
Publisher:
Stardock Entertainment
Franchise:
Ashes of the Singularity
Release Date: 13 Jan, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: 64-bit Windows 10 / 8.1 / 7

Processor: Quad-core Intel / AMD Processor

Memory: 6 GB RAM

Graphics: 2 GB GDDR5 NVidia GeForce 660 / AMD R7 360 or better

DirectX: Version 11

Network: Broadband Internet connection

Storage: 27 GB available space

Sound Card: DirectX Compatible Sound Card

Additional Notes: 1920x1080 Display Resolution or Higher

English

HIGHSCORE: 151
SCORE: 139



Vol.2

"Morden Army Pack" Vol.1

"Mor



Units belonging to Morden's Army are included in this "Vol.1" Pack.



Reckless Space Pirates

by Rachel Zakuta

Show Stats

Restart

Achievements

Menu

Standing here with foamed hands, surrounded by your kidnapers, unable to stretch your fingers or take a step without your elbows being seized, you can't help but remember that you are trapped on this ship, far from help and home. Your very survival depends on the goodwill of the woman in charge.

Zoa's gaze is steely, and missing some spark of humanity you usually recognize in any new acquaintance.

You say:

- "Did you send Krantic to torture me?"
- "Risky plan, stealing vermite from the Medusi."
- "I'd make a better crew member than a prisoner."
- "I'm ready to bargain for my return to Dekara Station."
- Nothing. I'll let Zoa direct the conversation.

Chill, addictive, fun... still being updated, it's a good thing, now wait and see.. This is where you worked before moving to Arstotzka to be a border inspector.. I've been playing for a few days and mostly enjoying it. It reminds me a bit of playing the Paper Mario games (humor-wise). Also very much like playing a healer in an MMO. A lot of fun here. Only annoyance is the slow walk speed in the world - where are my pokemon game sneakers (run)? Definitely, recommend this one.. Invincibility DLC

I'm dead f***ng serious..

try Grinder perk deck + Light Ballistic Vest + Fugitive Bullseye skill ACED and Aid kits
... you will never die unless from fall damage or because of stupid teammates

R.I.P dodge builds. My initial impression is mixed. I really want to like this game. It is a very interesting and unique idea. The graphics and music are appealing. But there are two very serious problems, either one of which would mean that I cannot recommend this game.

1. For a game that advertises as being "hard-core", and "you will die all the time", the restarts are TOO SLOW. This is cardinal sin number one for this type of game. I don't want to listen to a sound effect and wait for a full second of black screen to try again.

2. For a game with a time goal on every level (and from what I've seen so far, generally very tight), there absolutely needs to be a single button to press to restart the level. Instantly (see point 1 above). May I suggest the Select button? Worse than this, how can it possibly be the case that there isn't even a "Restart" option in the pause menu? Who possibly thought this was a good idea? From what I can tell, the only way to restart the level is to (a) find a way to die (see point 1 above), or (b) open the menu, exit the level, confirm the dialog that pops up, and select the level again. We're talking approximately 10 seconds here. Each time you want to start again.. ALWAYS MY TOP FAVORITE ! Came back while i wait for STAR CITIZEN.. Why bother getting wallpapers from Google for free when you can buy them as DLC instead?

Not even sure how to view them but that doesn't really matter, it's still an epic DLC which is a must for all die hard fans.. Great game to play with friends. If only I had Friends :(

It's like a cross between Ikaruga and Touhou. Though the dialogue isn't as well written as Touhou. If you're a fan of shmups and animu, you might want to pick it up!. Its not worth loosing a perk for a pistol, but this could easily be solved by having a different weapon slot for the pistol. I'd hold off buying this DLC until the developers add a pistol weapons slot.. Three words "what the F**K"

this game seems like the feaver-dream of somone on All the Drugs.. Suprising depth. Easy Game Station knows how to make good anime games. :). I played longer than 15 minutes. I got a copy from the developer. Great game and super hard to master. Every boss has a strat of its own and you need to figure it out. Collecting scrap and buy bigger weapons. If you like side scrolling shooters you'll love this!

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