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## About This Game

**WARNING: This game is deep & complex! Take a moment to look over the Quick Guide:**  
<http://steamcommunity.com/sharedfiles/filedetails/?id=613706055> Watch the SteamVR mechanics video if playing in VR.  
[3089 vs 5089 questions? FAQ here.](#)

5089 expands upon 3089, bringing you back to planet Xax 2000 years later. After the mysterious events in the year 4089, the Overlord hasn't been heard from for the last millennium, and so the experimental robots have continued to wage war according to their program. Without the Overlord to repair the damage, Xax has fallen into a state of chaos and dereliction. However, a shadowy new power has risen... how will your presence turn its fate?

Shoot, sneak, build, talk, slash, buy, sell, fly, swing, hover, scavenge, teleport & conquer your way through an endlessly generated planet. You can do it all with a friend, too. 5089 includes a rework of 3089 & does not require the original to play.

## Newly Added & Key Features

- **Virtual Reality:** Play 5089 with any SteamVR device, like the Rift or Vive! Want to sit, stand or use your whole room with tracked controllers? Go for it! Make sure to watch the SteamVR mechanics video alongside the trailer! (*See forum for more VR details*)
- **Dialog System:** 5089 doesn't just have a new story, it has a new way to interact with it. You'll be talking with your fellow robots & more, and what choices you make will have consequences...

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- **New Content:** New robot types, new buildings, a new automatic weapon, a new gravity utility, new quest types, enemy shield system, item part color customization, story tidbits...
  - **Improved Visuals:** Better textures, new shaders, redone lighting system, improved animations, additional models... everything should just look more polished & *better*.
  - **New Conversion Mechanic:** Planet Xax is crumbling; you'll need to reclaim & destroy the enemy to improve the infrastructure!
  - **Item Comparisons:** Hover one item over another to see stats for both, or see how a part will integrate with another...
  - **All New Original Soundtrack:** Music specifically crafted for 5089 by Sorath72.
  - **Easier Learning Curve:** Game mechanics are introduced better, improved in-game tips, restructured heads-up display with better labels, added item usage instructions to the inventory & item parts are outlined to make item customization easier.
  - **Over 130 Robot Quotes:** Many from [fan suggestions!](#)
  - **Balancing Overhaul:** Economy has been revamped, item stats changed, difficulty curved tweaked, aiming system improved...
  - **Better Performance:** Even though 5089 is more detailed, engine reworks shall allow 5089 to run *faster* than its predecessors!
  - **Advanced Terrain Generation:** Buildings will now be placed in flatter areas, roads will be smoother...
  - **2-Player Co-op:** 5089 now uses UPnP to automatically configure your router to forward ports if needed. Also, when Steam is run as administrator (and as a result, 5089 too) on Windows, it will automatically update Windows Firewall to allow communication. These improvements should make co-op play easier to setup!
  - **Unlockable Classes:** Beat the game to unlock 2 new starting classes!
  - **Steam Integration:** Achievements & Cloud game saves!

5089 uses Java 8 & 64-bit runtimes are included. If you have trouble running or questions about 5089, please post in the forum!

Trailer music by ProBeats, "Injustice"

## Previous Games in the Series

<http://store.steampowered.com/app/329770/>

<http://store.steampowered.com/app/263360/>

<http://store.steampowered.com/app/259620/>

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Title: 5089: The Action RPG

Genre: Action, Indie, RPG

Developer:

Phr00t's Software

Publisher:

Phr00t's Software

Release Date: 3 Feb, 2016

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English



## QUESTS

< NEXT QUEST >  
< PREVIOUS QUEST >  
< ACCEPT QUEST >

Take note of any stealthy requirements!

QUEST #5 OF 12. TAGLINE: SOMEONE NEEDS SOMETHING...

FIRST, TALK WITH VICTORIA.    
AFTER TALKING, GET THE DISK.   
WITH THAT ITEM, GIVE THE DISK TO MAY.

SKILL POINT REWARDS: 54  
CREDITS PER TASK: 1189

\*\* KEY FOR TASK REQUIREMENTS \*\*

 = TARGET CANNOT BE KILLED       = NO ADDITIONAL KILLING ALLOWED  
 = TARGET CANNOT ATTACK/DETECT YOU       = NO ADDITIONAL DETECTION ALLOWED

Having trouble fighting?  
Look for fight-free quests!

Done with a quest? Need to get home?  
Use "Return to Backup" from the Pause Menu!

If you have a red X on your compass, take the challenge on when strong enough to proceed to the next chapter!



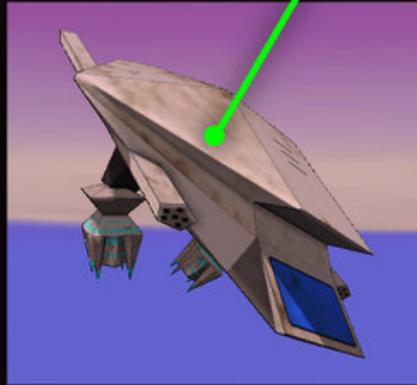
HEALTH: 30%  
ENERGY: 28%  
TEMPERATURE: 15.0

**3 ways to get "Conversion Points", which are needed to activate higher-leveled stations:**

**Kill Leaders at the top of Violet Headquarters building will fall after its death when leaving.**



**Destroy Surveyors**



Use conversion equipment rewarded by quest completions inside Violet Bases cleared of enemies.



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This is a good time!

The gameplay is actually quite simple once you get the hang of it. You are a robot that has starting skills and you can keep doing missions to get points to apply to those skills. The skills are explained in the game and aren't complicated.

The music I personally find catchy and the controls are intuitive. The graphics some might knock but they're a style on their own.. Game does not start with ubuntu 18.10 with radeon driver... known issue.. developer lacking a response in forums... Not much of an upgrade since 2000 years ago.

Reach and kill "X". Repeat. Chose ending.

But scenery and music still good.

Still no cool gunplay.. A weird, quirky, and fun sort of RPG quest runner.

If you are familiar with the rest of the series, this one is the best one so far.. 5089 is an open world action RPG game that takes place on a planet that has been suffering from over 2000 years of war. everything is randomly generated, even the game world itself. quests and gear are also completely random, with quests having various tasks to complete, offering skill points and money as a reward. these skill points can be used to enhance skills that range from increasing damage with guns, to recruiting an army to follow you, or reprogramming computer chips to equip to your character for additional boosts to your skills. these chips, as well as weapons and armor, are composed of different parts, each with their own stats.

enemies found in 5089 are robots sporting various weaponry, as well as aircraft, but your allies also have the same armies.

the world of 5089 is randomly generated, and gets more dangerous as you travel away from the center of the map. occasionally, you will find enemy bases that you can capture. additionally, you can build structures in this game, from basic storage to teleporters and turrets.

the one flaw that I think is holding this game back is the shooting mechanics. you're supposed to be able to play how you want to. for example, whether you like long ranged sniping, getting up close and personal with a melee weapon, or sneaking your way behind an enemy and picking them off one by one without them even knowing you're there, this game can support it, and basically any other playstyle.

...except, that's sadly not the case. while the game supports a lot of playstyles, I find that it punishes mine. guns are only reasonably accurate when you're standing still or moving slowly. moving quickly in an attempt to actually dodge incoming projectiles causes your gun to become EXTREMELY inaccurate. even with a rifle with 80% accuracy and a homing ability, my shots still often miss when I'm aiming well. I generally stay just far enough from an enemy so I can react to their attacks, while still being able to deal damage myself, but 5089 seems to punish that playstyle. to make matters worse, these parts with the high accuracy are extremely rare, and you need one part with high accuracy AND one part with a strong homing ability to be able to adapt a "run n gun" playstyle, and even then it's extremely inconsistent. this creates an unbearable grind for the right parts, and even once you manage to get the parts you need, dying in 5089 causes you to lose a random component for gear, which can obviously be one of the parts you grinded for god knows how long to get. basically, the game doesn't support a run n gun playstyle, at least not for the beginning of the game.

maybe I'm just approaching the game wrong, but I do think that allowing the player some kind of way to increase a gun's accuracy while moving would have been nice. however, even with that flaw, I have to give the game a solid 8/10, because of the rest of the content being very good and fun.



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