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About This Game

The game is in the early access alpha stage and is not yet feature complete. Please read the Early Access info at the top for more details.

Manage a group of intrepid colonists as they attempt to survive on an alien world. Automated machine construction was sent ahead to create the underground Mercury Facility, but something has gone wrong. Your colonists awake to find the facility in ruin. Expand the colony, grow crops, build structures, recover technologies and discover lost secrets to ensure the survival of your new home away from home.

Mercury Fallen is a simulation game which focuses on building, crafting and exploration. The choices you make will decide the fate of your colony.

Dig & Explore



Dig out and explore the surrounding area for raw resources and discover lost colonists, collapsed facility rooms, discoveries and more.

Grow & Manage Resources



Grow terrestrial and assorted alien crops for materials and meal production. Manage production chains to turn raw ingredients into meals, building materials and robots.

Manage Colonists



Colonists are indirectly controlled by placing buildable objects, managing craft queues/rosters at production stations, assigning job roles and configuring job priorities. Each colonist has their own set of quirks which affects a colonist in various ways.

Surface Exploration



Explore the planet surface in search of new resources and discoveries.

Discoveries & Technology



Discover blueprints and data logs hidden away in lost item chests to uncover new technology and story content. Manage research projects to unlock numerous machines, structures, recipes and more.

- Grow clones and assemble robots to expand your facility population
- Manage colonists' injuries, ailments, jobs, quirks and needs
- Grow various terrestrial and alien crops for material and meal production.
- Uncover additional colonists, robots and discoveries hidden in collapsed sections of the Mercury Facility
- Build and manage power and water resources.
- Customize your colonists name and outfit colors
- Research technology to unlock new structures, recipes, crops and more.
- In game guide
- Take advantage of procedural generation, so that each new game is a new experience.
- * Take on missions and uncover various history and information through choice driven story narratives.

* = Planned features still in development

Title: Mercury Fallen
Genre: Indie, Simulation, Strategy, Early Access
Developer:
Nitrous Butterfly
Publisher:
Nitrous Butterfly
Release Date: 16 Oct, 2017

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Minimum:

OS: Windows 7 / 8 / 10

Processor: 2.4 GHz Dual Core

Memory: 4 GB RAM

Graphics: DirectX 11 compatible card (shader model 3)

DirectX: Version 11

Storage: 300 MB available space

English

NPCs By Letter

Name	Type	CR
Aeon Technomancer	Creature	10
Alata	Creature	1
Anachite Ambassador	Creature	6
Anachite Predator Drone	Creature	10
Arquand Gazelle	Creature	4
Asata Trisklar	Creature	8
Bear, Uplifted Avenger	Creature	4
Bear, Uplifted Combattite	Creature	7
Bodyswatcher Autocrat	Creature	10
Bodyswatcher Slime	Creature	3
Bolids Miner	Creature	2
Bolids Overseer	Creature	8
Bone Trooper Captain	Creature	8
Bone Trooper Technomancer	Creature	3
Calcor	Creature	17
Cerebric Fungus	Creature	3
Cerebric Fungus Younger	Creature	9
Colour Out Of Space	Creature	10

Bone Trooper Technomancer

Medium undead

Alignment LE CR 3

Initiative -7 XP 800

Senses darkvision 60 ft./Perception +8

DEFENSE

AC 13 EAC 13 KAC 14

Health 31 HP 0

Saves Fort +2 Ref +2 Will +8

Defense Abil. DR 10/ Immunities cold, undead, immunities

Speed 30 ft.

Melee tactical dueling sword +5 (10d+4 S) or claw +5 (10d+4 S)

Ranged Attack tactical semi-au.

Bone Trooper Technomancer

Medium undead

Technomancer CL 3 CL 0

- Daze Level 0
- Energy Ray Level 1
- Magic Missile Level 1
- Supercharge Weapon

Using magic rituals, technomantic experiments, or both, powerful spellcasters can animate the bones of the dead. Although many of these undead are mindless and easily controlled, others retain their intellects, memories, and personalities, and thus they are able to continue a semblance of their former lives. Called skeletal champions in previous ages, these undead are now more commonly known as bone troopers because of their frequent association with the Corpse Fleet, a renegade starship navy of undead.

A member of almost any sentient species that has a skeleton can become a bone trooper. Bone troopers keep all of the abilities, class features, and skills they had when they were living, and they can benefit from class grafts. When the dead planet Eon suffered the cataclysm that nearly destroyed the world, its inhabitants looked to necromancy for their salvation. The most powerful eldritchians became bone sages, but a significant proportion of Eon's populace that managed to survive did so as bone troopers. As a result, most bone troopers in the Fact Worlds are eldritchians from

Bone Trooper Technomancer

CR 3 XP 800

Eldritch technomancer
LE Medium undead
MR +7
Senses darkvision 60 ft., Perception +8
Defense HP 34
EAC 13 KAC 14
Fort +2 Ref +2 Will +8
DR 10/
Immunities cold, undead, immunities

Offense

Speed 30 ft.


Melee tactical dueling sword +5 (10d+4 S) or claw +5 (10d+4 S)

Ranged tactical semi-auto pistol +7 (10d+3 P)

Technomancer Spells Known (CL 3rd) ranged +7

Int (10d4) magic missile, supercharge weapon

It far will future (10d 15) animate ray



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The is a hidden gem among the Choice of Games Series. It does not get the fanfare of some of the Dragon or Pirate games, but it is easily among the funniest and most enjoyable pieces of work on the site. The stats in the game are intentionally not well explained, as it is not a Lucid type game where you cannot muddle your way through.

I have bought this game on multiple platforms, and I cannot recommend it enough.

tl;dr : raised millions of pets from the grave and defeated the army, ravaged a town because someone cut me while I was in line for fish and chips, and lost my girlfriend by becoming a bloodthirsty master of the undead. 10/10. erm.. yh... i didnt know it was in russian.

10/10 didnt have a clue whats going on.. no problem just killing my friends..... I cannot play this game as it runs soooo slow. such a waste of money. Slow and steady artist and energetic young jade are a good. imagine getting gangrene on your♥♥♥♥♥♥then having to cut it off with a dull filet knife

that is getting this game to work on multiplayer

. Game has no options, only opens full-screen. Apparently (based on the forums) there are options if you do enough clicks before you close the game the first time, but you're more likely to close the game before that to see if Steam has a "Launch Windowed" option when you launch. (It does not.) If you close the game before the options thing comes up, it never will.

Due to the lack of options, you also can't turn off the grating MIDI music. I actually lived through the era of 8-bit games, and I can assure you none of our games sounded that terrible.

In short: this game is completely buggy and broken, which is kind of amazing considering how simple it is.

If you like "clicker" games, stick with Clicker Heroes, which actually works correctly and won't destroy your ear drums.. Gonna be honest: This game is hideous. It is the Pontiac Aztek of PC games. Yet, I find the gameplay actually engaging and I think it is worth the price that they are asking.

Just know this: this game is very rough around the edges and still needs a lot of work. If you REALLY like games in this genre, I'd say give it a try.. Well... this game was a refreshing surprise to play. Of course, I didn't beat the game yet, but I'm going to eventually. I'll revise this review when I manage to do so.

Current score as I'd rate it? About 8.5 out of 10.

A game where you can be what you always wanted to try. Just yesterday I streamed this with a friend and it was even more fun than I expected.

It is a little sad that there are not many campaign mission (there seem to be 6 without the tutorial mission). But there is a random missions mode which accounts for some replayability. The non-VR controls work great (recommend controller for 2 out of 3 ship types) and I am happy that they added this mode. Would like to try it in VR though since I can imagine it being even more intense.

Nominated it for the "Better with friends" award and I hope it will be a good fit for you too.. This game is basically (a port of?) a free-to-play mobile game except for PC; and paid. You got your energy system, your premium currency, getting stars for various degrees of finishing a level, your 'log in every day to get your daily bonus' and as a special feature 'Oh it seems you haven't logged in for a few days. Tough luck, now your horse is dead.'

If you like this kind of mobile game and want to play it on PC, go right ahead this will probably be a game for you and it seems there is a lot of content here. Just maybe wait for the next sale.

For everyone else: your money and play time will probably be better spent elsewhere.. Good clean puzzle platforming fun, now with co-op. Very good DLC. It adds lots of new content and depth to the game, and customization never seen before in Beat Hazard! I highly recommend you pick it up.. Blood Angels are red

Nurglings are fat

I tried to turn left

"Kroot can't do that". Check out my Steam Curator page, "Minorthreat Gaming Reviews." I have the most organized and extensive genre lists on Steam! Be sure to "FOLLOW" for more of my recommendations:

<http://store.steampowered.com/curator/31339849-Minorthreat-Gaming-Reviews/?appid=257170>

The Short of it: Remember Bomberman?! This is just like that, FREE, and supports up to 8 players in an online match. Really fun, worth some laughs, easy to learn. Slight server disconnect issues sometimes. But free!

. absolutely fantastic waste of \$0.99.

20/10. i jus buy this game with my friend and we cant Multiplayer!!!! lan is not working!. Badass DLC worthy to my collection XD

Side Note: Makes sense that Captain Marvel comes out the same day as DMCV cause Carol Danvers and Dante both defeated Omega Ultron in Marvel VS Capcom

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