
The Riftbreaker Torrent

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About This Game

You play the role of captain Ashley S. Nowak - you are the Riftbreaker, an elite scientist/commando inside a powerful Mecha-Suit. Enter a one-way portal to Galatea 37, a di 5d3b920ae0

Title: The Riftbreaker
Genre: Action, Adventure, Indie, RPG, Strategy
Developer:
EXOR Studios
Publisher:
EXOR Studios
Franchise:
EXOR Studios
Release Date: Sometime in 2020

Minimum:

OS: Windows 7 64bit Service Pack 1

Processor: Processor: i3 2.6Ghz or AMD equivalent

Memory:

English,French,German,Japanese,Korean,Polish,Portuguese,Russian,Simplified Chinese,Traditional Chinese

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Day and Night cycle in The Riftbreaker : The mission destination should be scanned by qualified staff before attempting a Rift

jump. Apart from measuring the contents of the atmosphere and surface temperature, it is of utmost importance to gain knowledge about the planets rotation. Determining the length of the day cycle will provide the Riftbreaker invaluable information as to whether or not they will have the time to set up a field base before dark. This is especially significant on inhabited planets, as nocturnal creatures often display aggressive traits. If one of the Riftbreakers finds themselves stranded in the dark, seek immediate shelter. The Mecha-suits lights may attract unwanted attention. The Riftbreakers' Handbook, vol. 6

One of the features of our new Schmetterling 2.0 game engine is the day and night cycle. It is an upgrade we are very excited about, as it gives us more tools to build the games atmosphere and mechanics. We want the nights on Galatea 37 to be truly intense, with lights reflecting from animals eyes in the dark and unidentified sounds in the distance, making you want to curl up in your base and go out only when necessary. Such a cycle will also allow us to bring the whole world to life - some creatures will be impossible to find during the day, while others will hide during the night..

The Heart of Your Base - the Headquarters : The Headquarters is the most important building in the field base. It does not matter where you are going to travel - the Headquarters is designed to provide for the Riftbreakers basic needs regardless of the outside conditions. It is your responsibility to pack enough resources to build one as soon as you arrive through the Rift. Failure to do so will require you to immediately start searching for resources in the unknown, which may result in death. The facilities contained within the building produce food, recycle water, and harvest energy to sustain the Riftbreaker and their Mecha-suit. It is vital to remember that the suit is entangled with the Headquarters. The advantage to this solution is that the suit does not have to be anywhere near the base to collect supplies - it happens automatically over distance. It is also possible to perform a quick Rift jump to the HQ from almost anywhere.

- Excerpt from The Riftbreakers Handbook, Vol. 2 HI-res: Join Discord and help shape The Riftbreaker - www.discord.gg/exorstudios Other social media: www.facebook.com/exorstudios www.twitter.com/exorstudios www.instagram.com/exorstudios www.mixer.com/exorstudios. The Rift Technology : The gas power plant project has turned out to be a success. The main base is operational and it turns out that it makes enough electricity to power all the buildings in the area and then some. Ive dismantled all of the bases solar panels. We will find a use for them elsewhere. I have to start thinking about building a second outpost, preferably somewhere near another sludge deposit. If I can set up a network of Gas Power Plants I can start storing the excess energy to eventually power up the portal back to Earth. Maintenance shouldnt be a problem, either - I will simply place rift portals at all our outposts, making distance a non-issue. I am amazed by this tech every time I make a jump - no matter how far I am, or how deep in trouble I am, the HQ is just milliseconds away.

- Captain Ashley S. Nowak - personal log The idea behind the rift technology is to give our players an uninhibited ability to jump between distant places in the game world. It acts like a fast travel system, but it is entirely up to you where you set up the rift portals you can jump to. This gives you the chance to protect your outposts even when youre away on a mission, miles away. We hope you will make good use of the power this gives you. Higher resolution GIF: Extended vid: We would love to have you with us on our Discord server! www.discord.gg/exorstudios Other social media: www.facebook.com/exorstudios www.twitter.com/exorstudios www.mixer.com/exorstudios www.instagram.com/exorstudios. The Bestiary - Kafferroceros : Kafferroceros. In the jungle. : My first observations of Galatea 37 indicate that there are several biomes on the planet, each with its own species of wildlife and vegetation. The one that surprised me the most is what I can only describe as a space jungle. It was unlike anything Ive seen before. The lush forests seem to be teeming with life. There are strange, colorful trees of all shapes and sizes all over, and sometimes I even get the feeling that they move their huge leaves slightly. What is even more interesting is that they glow with warm, radiant light at night. Thats strange and would indicate that they do not rely on photosynthesis as their source of nutrition. Perhaps there is something in the ground that keeps them sustained. Mr. Riggs sensors also picked up strange energy signatures around them I will have to do more research on those. If I can grasp how those giants keep themselves alive, perhaps I can amplify this process and power the Rift back home.

- Captain Ashley S. Nowak, personal log Higher resolution: Join our Discord, get the chance to shape The Riftbreaker's development! We are planning to give you the first opportunity to do so soon! www.discord.gg/exorstudios Other social media: www.facebook.com/exorstudios www.twitter.com/exorstudios www.mixer.com/exorstudios www.instagram.com/exorstudios. THE RIFTBREAKER - Our next game : Hello everyone! Today, we are proud to announce what we have been secretly working on for more than a year. World, meet our brand new game - THE RIFTBREAKER. The Riftbreaker is a brand-new IP from EXOR Studios. The game combines elements of base-building, survival, exploration and action RPG. The story takes place in the distant future. Humans have managed to master the Rift technology, allowing them to instantaneously travel to far reaches of space. You take the role of captain Ashley S. Nowak, one of the titular Riftbreakers. They are a group of elite scientists/commandos. The Riftbreakers jump into newly established, one-way Rifts with no safety net, with the purpose of establishing a connection back to Earth to allow for further colonization. To make this possible, the pioneers take control of powerful Mecha-suits, equipped with all the tools necessary to get the job done.

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