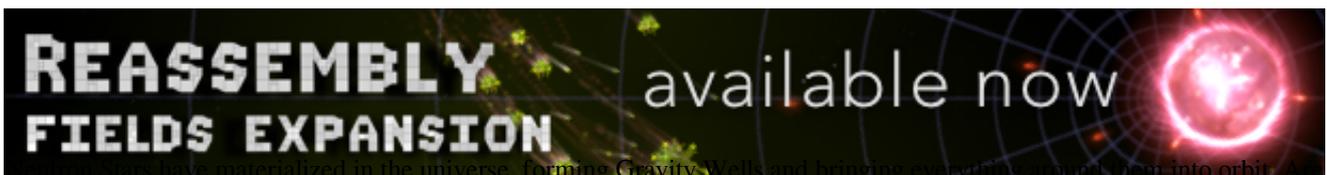


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About This Content



...materialized in the universe, forming Gravity Wells and bringing everything you see into orbit. Are they friendly or hostile? Why are they here? What the heck are Slow Zones??

Players will be forced to deal with these mysterious fields, but fear not. There are new ship building blocks and a utility binding system to help you. All the while, new music from the original composer peakssound will expand the soundtrack for your journey.

Key Features:

Gravity Wells

What the heck are gravity wells?? Why are they here? What do they do, and how do they do it???

Gravity Wells contain stars with special properties. They exude a gravitational pull, bringing ship and wayward objects into their orbit. Orbiting around these stars changes the way the game is played substantially. You can navigate your trajectory around the star using elliptical and hyperbolic orbits (and even Hohmann transfers). Combat within these zones is completely different,

because now you need to account for the gravitational pull of these stars. **BUT BE CAREFUL!** While some stars are harmless, others emit radiation that can chip away at your ship, leaving you vulnerable to your enemies and the hostility of the surrounding universe. Heavy stuff indeed.

Slow Zones

You best slow your roll, friend. The universe is no longer some infinite super-highway for you to blast off into oblivion and beyond. Slow Zones will hinder your movements and weapon projectiles, giving a dynamic change to how you combat other ships and explore. On the other hand, some quick thinking and nimble maneuvering can leave pursuing enemies stuck in the mud. Er, trapped in a space-cloud... “zoned” maybe?

More Blocks!

Introducing Afterburners, Burst Shields, and Decouplers. Nothing says “Punch it, Chewie” quite like engaging some afterburners, blasting your ship off into the endless night sky. Limited fuel, of course. Burst Shields give temporary defensive cover from all sides, shielding you from dangerous projectiles that would eviscerate you otherwise. Decouplers... decouple of course! Stage them throughout your large vessel so you can break away different sections at a moment’s notice. Useful for a quick getaway, or simply inconveniencing those behind you.

Utility Bindings

Sometimes you just need a few extra buttons to do the damn thing. You can now attach specific blocks to specific keys, enabling greater control to how you attack and defend your ship.

Additional Music

Like the additions to the game, the musical landscape has changed. Composer peakssound (previously Peaks) takes a new direction through the use of modular synthesizers and outboard gear. The new tracks are rougher, darker, and groovier. Twisted vocals, tape hiss, and drum machines do battle over extended track lengths that underscore the new threats of the Reassembly universe. Players will have the option to listen to each album exclusively or combined.

Title: Reassembly Fields Expansion
Genre: Action, Indie, Strategy
Developer:
Anisoptera Games
Release Date: 22 Jan, 2019

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Minimum:

OS: Windows XP

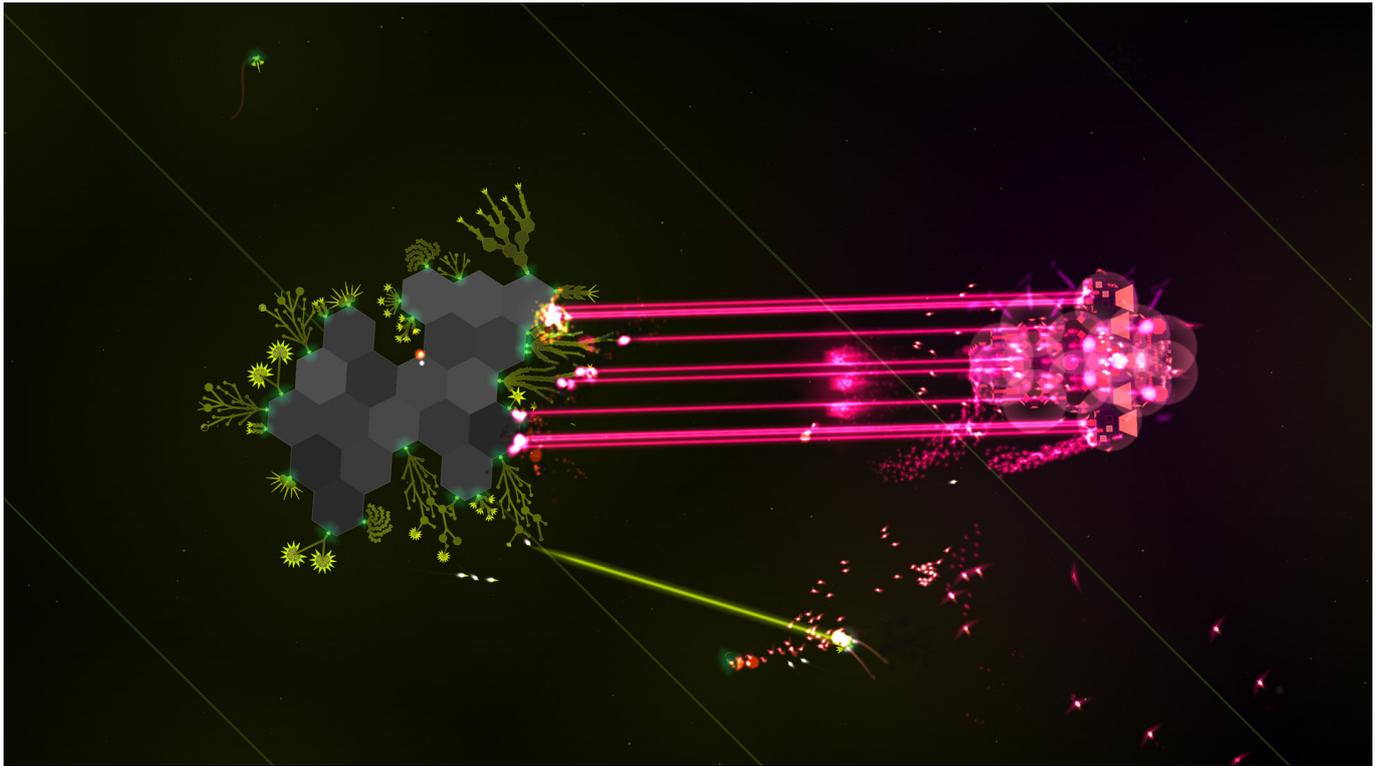
Processor: 2 GHz Dual Core

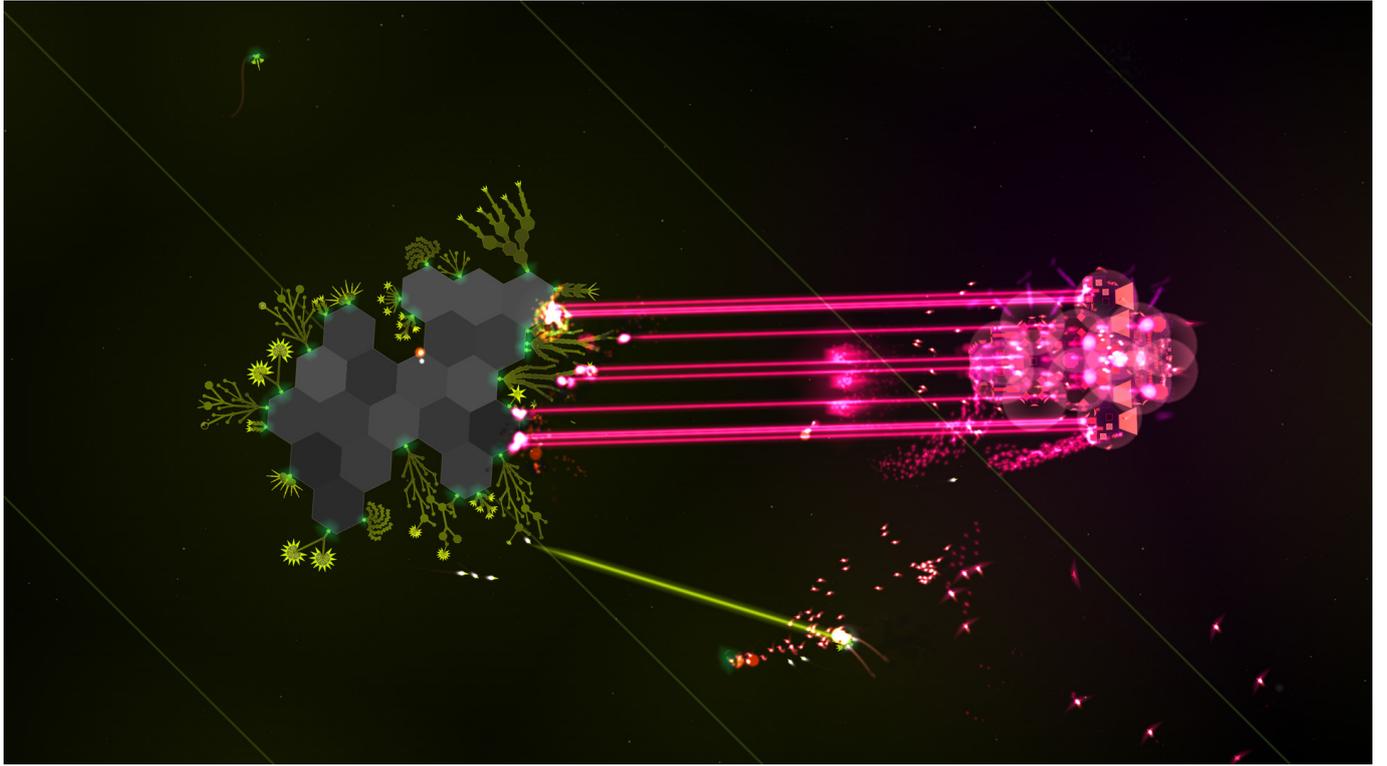
Memory: 2 GB RAM

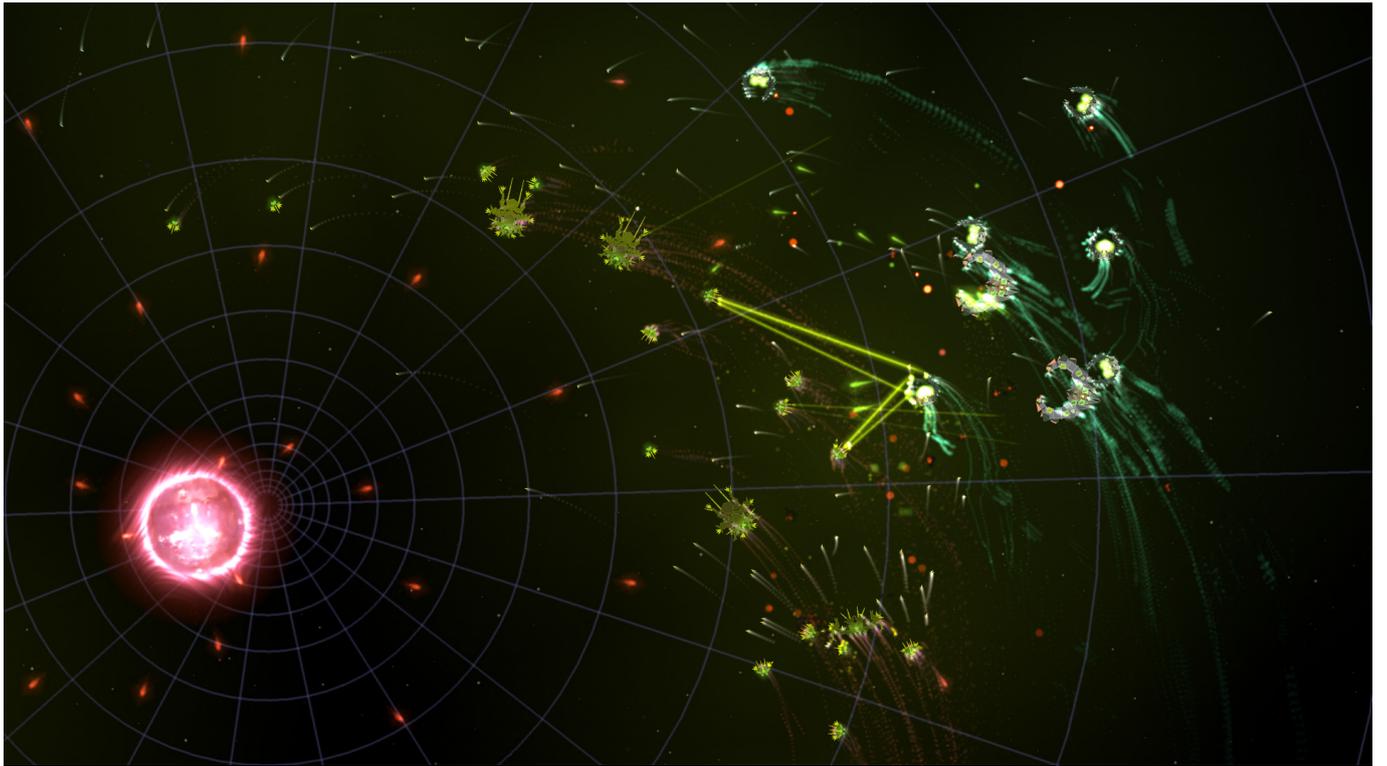
Graphics: OpenGL 2.1

Storage: 250 MB available space

English,Russian,French,German,Japanese,Polish,Simplified Chinese







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Just waiting for Reassembly 2! :). The new physics areas are novel, and allow for some interesting battles. I mostly stay out of them, because there's no real incentive to bother with them (much less build a ship with specialized hardware for them.) I just want to keep this game alive, it's one of my all time favorites and the dev has been great, still working on updates years later-worth full price to me, even if the gameplay additions don't affect my gameplay much.

. Just waiting for Reassembly 2! :). I want to give this a positive review, i really do but the way they are you might as well avoid the gravity well and the slow zones.

The thing is, if you enter a gravity well (and manage to not collide with an object that sends you straight to the star which happens quite often and can happen at any moment) and engage an enemy you will find that combat in this area boils down to two strategies. lasers or ramming, because anything else will most likely miss or not do enough damage to kill them as soon as you intercept them (if you don't do that they will just regenerate). But what if you just want to put something in orbit? Due to the fact that outside the gravity well there is drag you can't put things from the outside into orbit, leaving the only other option which is making them with a factory. The thing is that the only thing in a stable orbit are the largest of asteroids, anything else will end up in a collision course with something else (even if you clear the area of objects since a ship can enter a well) which will cause it to either fall into the star or out of the well. stations are immune to falling into the star but their lowest possible orbit is so low that if the star is "radioactive" you and anything it spawns will die unless you have strong shields. Another thing is that when you approach a gravity well there is a chance that the game doesn't render asteroids (and other things too) properly, causing them to be thrown out at insane speeds and possibly collide with you (which will either send you flying or kill you). One last thing is that auto aim is detrimental in the well since it doesn't take gravity into consideration when aiming, and since drones and missiles depend on it (you can't manually control them) they are useless there.

There is also the slow zones, this ones are really simple. There is a universal maximum speed all things have and it's quite slow. So it's already boring to traverse, but on top of that if you don't have lasers (the only gun that ignores the speed limit) you won't be able to kill anything since the only thing ships need to do in order to escape is run away from you because you and your bullets\drones\missiles will never be able to catch up to them (due to the speed limit).

Edit: One last thing i forgot to add is that the afterburner block is exclusive to the starting faction even though there are 7 (playable) factions and quite a few of them could really use a block like that.. I want to give this a positive review, i really do but the way they are you might as well avoid the gravity well and the slow zones.

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