



Download ->->->-> <http://bit.ly/2SLixRS>

## About This Content

Explore the galaxy and discover the secrets of long-forgotten worlds. Uncover lost treasures of the past, discover ancient technologies, and guide your empire into a new age of prosperity. How you choose to handle unexpected events and challenges will have a direct impact on how each newfound treasure functions within your empire.

## Features:

- **New Colony Events:** As you colonize planets, new colonization events will challenge your people and your integrity. Each new event provides new Ideology choices that may award unique planetary improvements and ship components. Some of these events appear later in the game, so keep your eyes open!
- **New Planetary Improvements:** During your explorations, you will uncover new and unique planetary improvements that may function differently based on your Ideology choice. Choose wisely - you can only build one improvement of each type per empire!
- **New Ship Components:** Discover dozens of new and powerful ship components like the "Ancient Singularity Cannon", "Subspace Splinter", and the "Hyper Gate Core". Your Ideology Choice may affect how these new components work on your ship. Work fast against your enemies - each of these ancient treasures is unique and you can only have one in a fleet at a time.

---

Title: Galactic Civilizations III - Lost Treasures DLC

Genre: Indie, Strategy

Developer:

Stardock Entertainment

Publisher:

Stardock Entertainment

Franchise:

Galactic Civilizations

Release Date: 27 Jul, 2016

a09c17d780

**Minimum:**

**OS:** 64-bit Windows 10 / 8.x / 7

**Processor:** 1.8 GHz Intel Core 2 Duo / AMD K10 Dual-Core

**Memory:** 4 GB RAM

**Graphics:** 512 MB DirectX 10.1 Video Card (AMD Radeon HD5x00 Series / Nvidia GeForce 500 Series / Intel HD 4000 or later)

**DirectX:** Version 10

**Network:** Broadband Internet connection

**Storage:** 12 GB available space

**Sound Card:** DirectX Compatible Sound Card

English,French,Russian,German

**DEFENCE DRONE POD**

In a cavern underneath this world's south pole, we've found a strange device. It seems to contain thousands of tiny drones. We suspect that it once served as a defense system, but there appears to be multiple possible configurations when deploying it. Of course, we could also just try disassembling it to discover its secrets.

- Sounds perfect for a point defense system. +25 Benevolent, powerful Point Defense Drone Pod Component.
- Let's see if we can find a configuration which provides a varied defense. +25 Pragmatic, Defense Drone Pod, all Defense types.
- Better off tearing the little things apart to find out what makes them tick. +25 Malevolent, +15% Missile Attack all ships.

DONE

VICTORY GOVERN TECHNOLOGY IDEOLOGY DIPLOMACY BAZAAR DESIGNER

**CHOICE EVENTS**  
 The galactic event Design Revolution is active.  
**NOTIFICATIONS**  
 There are 2 foreign ships in your territory without open borders permission.  
 The United Planets will be meeting in 2 turns.  
 Orange Empire has declared war on the Singularity.

GALAXY GRAPHICS POWER  
 TERRANS 519  
 ALTARIANS 336  
 DRENGIN 310  
 MEDIUM 224  
 YOR 150  
 THALAN 93

Sort By: [Icons]  
**COLONIZED PLANETS** 10

XYZ110683 I	11
5.1bc	12.7
Birthing Subsidies	57
Sol I	14
11.1bc	16.4
Research Center	44
Sleeping Eucladio	18
1.2bc	7.1
Research Center	94
Seagullstar I	11
6.1bc	16
Military Subsidies	24
Page I	15
21.6bc	18.0
Military Subsidies	38
Mars	7
9.0bc	5.4
Birthing Subsidies	100
Hope I	14
64.3bc	7
Military Subsidies	79
Earth	13
41.4bc	26.2
Birthing Subsidies	42
Artigas III	10
9.2bc	7
Research Center	79
Albus I	25
71.1bc	26.0
Birthing Subsidies	79
UNCOLONIZED PLANETS	1

**TERRANS FLEET 14406** TERRAN ALLIANCE  
 3 113 2  
 24 0 0  
 Hit Points 57/577  
 COMMAND GO TO PASS DETAILS

IDLE SHIP

COLONIZING EVENT

**ELEMENTAL EXTRACTOR**

One of our scouts has found a mysterious artifact in the outer solar system. It seems to be a mining tool, capable of quickly locating and extracting precious metals. It requires a lot of power to use, but we could certainly deploy it as a planetary improvement. Alternately, we could take it apart to learn some of its secrets.

- Take it apart. We need to learn how to boost all of our mining operations, not just those on a single world.  
+25 Pragmatic, +1 Resource to all mining bases.
- Study it as it's deployed. Even if tinkering reduces its efficiency, this should maximize our profit.  
+25 Pragmatic, Elemental Extractor Improvement with +5% colony wealth.
- Turn it on. With this we can squeeze every possible credit out of one of our colonies.  
+25 Malevolent, More powerful Elemental Extractor Improvement.

DONE

---

Variety is the spice of life, and gaming too, and this provides variety and challenging choices too. For less than the price of a sandwich I can't see any reason why anyone wouldn't get this.. I honestly like what it added. adds a little more to the game making new things to explore in this huge galaxy!. Ive never had so much fun with Space with this DLC 13/10. Not enough content for the price.. Not the worst DLC, this one is a little thin. Still, it doesn't make big promises like some of the other DLC, and there weren't any obvious missed opportunities. Worth it if you love the game, completely missable if you don't. In other words: DLC.

---

Add more events throughout the game that allows you many more choices that affect how you play your empire. Overall get it if you like to role play or like to make choices based off a viewpoint.. It's an okay DLC. It's not great (I say that as an unabashed fanboy of this game).

It adds some more galactic\colonization events (so those times when you get to make ideology choices) which result in lost technology being found, like special factories, special buildings, etc. Often the case is: if you make one Ideology choice, you get a powerful factory, or you can make a different ideology selection and get a powerful weapon that is one-player-only (so one ship only). So you want to read the descriptions to determine what might make the most sense for you and your play style.

Some of these weapons are really powerful for early game, but since they're limited to one ship, they're not unbalancing.

It's adds some flavor to the game, but I don't feel like it's as good of a DLC as Mercenaries or Precursor Worlds. Still, at only \$5 it's worth the meager cost.. More events... More choices... More fun! :). Poor value for money. Very little content and very little change to the underlying game. Its just a bunch of new radio button driven choices. I don't mind a little nickel and diming but these expansions should add more to the core game.. The DLC adds to the base game. If you like GC3 it's a must buy.

---

[Fantasy Grounds D D Completionist Bundle Free Download \[portable\]](#)  
[Vulcan Sacrifice crack cd](#)  
[void LINK download ubuntu](#)  
[BLUE REFLECTION - Arland Maid Costumes \(Lime\) Free Download Install](#)  
[Source Multiplayer Pack download link pc](#)  
[Tower!3D Pro - KPHX airport crack activation code download](#)  
[VEGAS Movie Studio 14 Platinum Steam Edition download for pc \[crack\]](#)  
[Chrono Ghost Free Download \[addons\]](#)  
[Truth: Disorder - Character editor download compressed file](#)  
[Spy Fox in quot;Dry Cereal quot; xbox download code](#)