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About This Game

From the creators of Ultima Underworld I & II and System Shock.

Lead an elite fighting team battling for freedom from the sinister forces of the Earth Hegemony. Engage in combat on the bloody battlefields of four unique worlds. Encased in your Powered Battle Armour (PBA) you are an unstoppable fighting force.

Which is just as well, for as your colony prospers a new breed of pirate has emerged. More organized and armed with powerful weapons, these new pirates have prompted the Centauri government to establish an elite fighting force, the Strike Force Centauri.

Lead your team against the new threat to Centauri peace and discover the dark secret behind the pirates growing military might...

Bonus Content Included: Music from the band Tribe (feat. Eric and Terri Brosius), High Resolution scans of Manuals, Quick Reference Cards and Armour Schematics, Retro Desktop Themes and more!

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- Battle to save your colony in over 30 missions, including recon, search and rescue, night raids and full scale battles.
 - Create your own missions with the Random Scenario Generator.
 - Sophisticated Artificial Intelligence engine allows you complete control over your squad mates and enemy adaptability.
 - Breakthrough outdoor renderer allows for a fully interactive environment.

Title: Terra Nova: Strike Force Centauri

Genre: Action, Simulation

Developer:

Looking Glass Studios

Publisher:

Nightdive Studios

Release Date: 6 Mar, 1996

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Minimum:

OS: Windows XP / Vista / 7

Processor: 1.0 GHz Processor

Memory: 512 MB RAM

Graphics: 100% DirectX compatible graphics

Storage: 800 MB available space

Sound Card: 100% DirectX compatible card or onboard sound

English







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Classic Looking Glass title. Play this if you liked their other games. Obscure game of the legendary Looking Glass studios. Recommended of course.. terra nova uses a preconfigured dosbox to run on modern hardware and it works perfectly. 100% enjoyable on my current gaming rig (windows 10 64 bit, i7 4770k, 16gb ram, gtx 970 4gb, x-fi titanium).

if you remember this game from the old days and want to pick it up for the nostalgia then go ahead. terra nova is still as great as it used to be.

however if you don't know this game from quite literally decades ago then there's little reason to buy it now. unless you are into real retro gaming. not that usually pretty terrible pixelated pseudo retro cr*p with 'intentional' bad sound and an awful overall feel.

SFC! SFC!

. kogtransmission 1996: 10/10 would play again

kogtransmission 2016: dank meme/10 played again. I bought and played for it's nostalgia value (to me). even though it was a miss with the release and finished product, there's still cool concepts there. FMVs are amusing enough :-)

I'd recommend this game if you're into old shooters. or specifically Terra Nova.

Enjoyed it back in the day and enjoyed replaying it and realizing the story is way more shallow and shorter than I remembered. This is one of the great forgotten games of the golden DOS era. Unfortunately, it was released too late and was overshadowed by Mechwarrior 2. But while I really like Mechwarrior, I like this game even more. I finished it twice.

You command a battle suit in first person. There are different suits, selectable equipment, a squad to lead, huge maps and diverse, interesting missions.

It feels more like a simulation than your average shooter or something like Mechwarrior. You use the keyboard to walk and turn. The mouse doesn't look around with a fixed crosshair but instead is used as pointer to click on the suit controls and point your arms to shoot on the visor. There are also keyboard shortcuts for the controls. This alone makes the feeling more simulationy.

Situational weapon and equipment choice is important. Positioning and tactics win fights. The squad can be really helpful if commanded well.

The cut scenes are a little bit cheesy, but surprisingly good for the time, actors mixed with CGI. They are in fact the reason the game took so long. The story is OK, I guess. There are twists, not all surprising.

The graphics were good. The maps are large with high visibility range. Objects are identifiable. There's a HUD. At that time I was really impressed and it is at least functional today.

Looking Glass Studios also made System Shock and Thief, great games that basically founded new genres. This one probably, too, Tactical Squad Shooter. They knew, what they were doing.

At the time of writing there were only 32 English reviews and the game cost only 1,19€ on sale. Buy it. It is good. It is history.. It's absolutely just as fantastic as I once found it to be as a youngster in the '90s. As far as stories go, it's a bit on the weak/cliche side but the style of storytelling was so neat, how sudden events in missions shaped what happened narratively (at least it seemed to). If there were any game to reboot as a franchise with modern mechanics and graphics, this one is the one. It even features a build-your own battle scenario mode and some limited multiplayer functionality, but it's clear the entire thing was so ahead of its time with great design philosophies other games would _slightly_ improve upon and then use as a singular selling point.

RIP, Terra Nova... until the day some cash-hungry necromancer comes along and brings you back from your ancient tomb.

Hopfully they bring a nice budget, cuz it might be awesome.... Excellent! So happy to be playing this game again. Sure, the graphics are crusty as a crab but the gameplay.. oh it's just so amazing. Love it!. Oh Gawd.... Outdated controls where you can't use make full use of the keyboard and mouse of modern day. This is one of those kind of games where the only way to stand the test of time is with story.

And this is one of those games that uses actors for cut scenes. I love that. Loved it in Jedi Knight and I heard good things about it in Wing Commander that I never played.

I'll play this, if I have spare time, for the story alone since the missions seem passable with the old controls.. This is one of the great forgotten games of the golden DOS era. Unfortunately, it was released too late and was overshadowed by Mechwarrior 2. But while I really like Mechwarrior, I like this game even more. I finished it twice.

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Good game and all but I'm more interested in the badge I'll get for writing this review for the Autumn Steam Sale.. Would of played 45 euro's for this

Graphics-Crap.

Sound-Not so bad.

Story-Still have'nt played better in a fps.

Game-Well ahead of its time

WAB-YES!!!

10/10. As good now as it was in 1996.. One of the best ever made, ahead of its time.. Amazing game, even in 2018. I wish there was more like it.. SHUT UP AND TAKE MY MONEY!!!!!! The very first training mission requires spacebar for jump jets to eliminate a designated target. I press spacebar and it does nothing in game. This game is too old to even have keybind changes, not sure what the problem is but because of this I cannot even complete the first mission. Waste of money I guess.. Pretty fun game! It's no Mechwarrior, but combat is fast-paced and deadly. Thanks to that brutal pace, missions tend to be over surprisingly fast, so you might spend more time reading the news than locking targets. That said, there are a TON of missions to make up for it. Has some neat stuff like remote controlled drones for scouting, but I really wish there was an option for just two multi-function displays in fullscreen mode. Otherwise, the game is a surprisingly modern take on far-future sci-fi warfare.

If you've ever played a Mechwarrior game, you'll be right at home here, and you really can't beat the price for fresh content.. The cutscenes are bad, like Wing Commander 3 bad.

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