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About This Game

Caught in the middle of a violent conflict on the fringe of the galaxy — your ability to survive will depend on your piloting skills and combat savvy as a mercenary space fighter. But, as you explore the vastly detailed world of Tachyon: The Fringe, you will often find that the most powerful weapon on your ship is in your head.

Features

- Single Player Features — Decide where you want to go and what missions you will fly as you explore the vast and richly inhabited universe.
- Fight in furious space combat battles around the most massive ships and stations ever created in a space game.
- Explore a multi-sided in-game story line and make crucial decisions that will change your future.
- Featuring intense team tactics and BASE WARS. Talk to other star pilots and coordinate attacks with Voice-Over-Net.
- CHOOSE SIDES — Battle across multiple sectors as you fight to destroy opponent's base.
- Featuring Bruce Cambell as the voice of Jake Logan

Title: Tachyon: The Fringe
Genre: Simulation
Developer:
NovaLogic
Publisher:
NovaLogic, THQ Nordic
Release Date: 31 Mar, 2000

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English







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Don't get me wrong, this game is entertaining. It has pleasant visuals, good sound design, creepy atmosphere filled with symbolism, and an interesting concept behind it. However, there are two things which hold me back from recommending it:

1. **Many puzzles either have illogical solution or don't accept obvious solutions.** A small example: a character A gives you a letter and asks to give it to their crush—without disclosing who said crush is. However, there's another character B who is the same species as A and who is quite obviously pining for them. So you hand out the letter to B, right? *Wrong.* You put the letter into a mailbox in a world completely different to the one A or B inhabit. After which the letter, apparently, gets sent to B, who gives you a reward when you speak to them the next time. In that example it's at least possible to deduce a solution even though it requires an unnecessary middleman, but there are several situations where you forced to go through every item in your inventory near every single NPC because you are stuck, especially if you want to 100% complete the game (which is possible to do in four hours, as you can see).
2. ***Yume Nikki did it better.*** I bet this is not the first review you've seen that points this out, but seriously, pick up—entirely for free!—*Yume Nikki* (or *Yume 2kki* if you've completed the original) and enjoy just as atmospheric experience with a heavier focus on exploration, *much* more varied worlds and more content overall. *Strange Telephone* has better graphics, but that's the only thing going for it in this small competition.

. \u0130t have to be Dragon ball super songs and bruce falconer songs too. This is weak. This game is cool 'cause it wasn't Freelancer.. This is awful... I'm a music guy and the premise sounds cool. Your ship fires to the beat of the song, it's really interesting until you realize what huge mess this is. The songs have so much downtime that it just comes to dodging the huge numbers of enemies since you weapon won't fire and when it does, you never know what gun will fire. You have your target on one enemy and your weapon fires off in a completely different direction. You have no control over when or which weapon will fire. You have to memorize it throughout every song. To get a better ship you have to pick up cash drops that are spawned randomly by killing the enemies but you will mostly spend them on health, since there are a lot of undodgable situations here. So you upgraded your health to get through and want to start the next level, "excited" to upgrade your weapons... Yeah... No... In every song/lvl you have to start with a blank slate of a ship. You can't take your upgrades with you to the next level. The songs themselves aren't bad but nothing to write home about. Just run of the mill edm music if you ask me.

So... Would I recommend DubWars? Not even if you get it for free. It's awful, it really is. Just get Beat Hazard. It's an older title but has awesome visuales, you can shoot yourself with a weapon of your own choosing, it also reacts to the beat of music and you can even use your own songs. Just get that instead of this.. When I first played the game, it was buggy: there was no game where i crashed and got out.

Nevertheless, I decided to give it another try: it was the most creative board game i've ever seen. I enjoyed every mission of the history. I ever cried when my main's sister died. Who deserved it?

The main flaw: it's short. But it's worth. And it's cheap. And ... more verbs to add coolness? ... It's cool.. A fun little story, the art is cool, and for the price it wasn't bad.. **Recommended with caution.** The game has a lot of bugs, and it seems like development is pretty slow, but there's no other game like this, period. If you're a huge fan of the sport, you need this game in your library. If not, well, it's probably safe to pass on it for now.

Didn't enjoy, gave up due to repetition half way through!. Excellente implémentation du vr aucun mouvement qui n'est pas naturel du joueur dans l'espace.

Un jeu de gestion de ressources et de temps avec une touche humoristique.

J'aurais aimé que les meubles du départ soient plus haut, je vous suggère d'acheter plus de meubles et de les empiler pour arrêter de vous pencher tout le temps.

. don't play until they fix all the bug

And now they fixed. It's a really good game.. As much as I like the game I can't recommend this Steam version. It worked for a while, but now when I launch the game it crashes. I've tried various fixes, but the game just will not start. Running Windows 10 x64 with Nvidia.. I will get Back to this Game Sometime But Hey I love it its like being trapped within So Many Different worlds You can pass through Its neat And Kinda Messes with your mind lol You can Gain Items Throughout Diff worlds and Rec Phone Numbers too So you can keep track of them Neat. Cool Game I say In the Least I liek it And If you Like Wacky Stuff Then you Will Love this ^^

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