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## About This Game

The Final Frontier is a game about star battles and the meaning of freedom. It's a fascinating journey through the endless, procedurally generated space in a universe where you struggle for freedom taking the role of the rebel leader.

- Fight with Imperial Forces - command your own fleet based on various spaceships choosing from 4 different races.
- Prevent your resources from depleting or end up dying in cold space.
- Protect your mothership with advanced tactic and fleet orders by taking advantage over your enemy in tactical encounters in a real-time battle system with active pause.
- Reveal the story of a dystopian future, where the inability of choosing own life path leads to rebellion.

The legacy of each reel fleet might influences state of the whole galaxy, so every next run of the game will give you a chance to end your quest of really freeing up the people.

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Title: TFF: The Final Frontier  
Genre: Action, Indie, Strategy  
Developer:  
Moonlit  
Publisher:  
Moonlit  
Release Date: Q2 2020

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**Minimum:**

**OS:** Windows XP, Vista, 7, 8, or 10

**Memory:** 2 GB RAM

**Storage:** 500 MB available space

English, French, Italian, German, Bulgarian, Czech, Danish, Dutch, Finnish, Hungarian, Japanese, Korean, Norwegian, Polish, Portuguese, Romanian, Russian, Simplified Chinese, Swedish, Turkish, Ukrainian







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Patch #14 (19-02-2019):

Performance Patch!



STEAMPUNK DUNGEON CRAWLER

Patch #14

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Hey, guys!

Patch time! A big one this time!

We've been silent for a long time now because we've been hard at work on porting Vaporum to Xbox One, PS4, and Switch. As that work is mostly done, we were able to put our attention back to the desktop version again.

Apart from smaller bugfixes that we found ourselves or that you guys reported to us, there is a whole host of optimizations and improvements going in with this patch.

For the game to work on the consoles at our expected standards, we had to dive deep under the hood and optimize lots of stuff. While some of these changes are specific to specific console targets, most are universal and will bring performance benefits to desktop targets as well. As a result, the game should perform better on any hardware, on any OS, and takes about 40% less space on your disk.

As always, we've been listening to all the feedback on our forums, and so we added new game options you guys asked for, and fixed issues you reported to us.

Here's the full list of changes:

- Added an option to toggle head bobbing while moving. Motion sickness no more!
- Added an option to toggle Stop Time Mode sounds.
- Added options to toggle audiovisual indicators when you're low on health.
- Added an option to set the type of your controller. This should fix, hopefully, all issues with controllers. If your controller doesn't work the way you'd expect, this setting will force the game to make the controller behave. :)
- Improved the performance when reapplying the same skill to the player over and over (acid pool and such effects).
- Improved the performance of the auto-map and the GUI overall.
- Improved the performance of animations, some visual effects, and post-processes.
- Improved culling to increase performance.
- Improved overall rendering performance.
- Reduced the disk space the game takes by about 40%.
- Fixed: Tooltips hide when you move items between containers and your inventory.
- Fixed the cursor misbehavior when the supersampling setting is not set to 1.0.
- Fixed a few issues in localization.
- Fixed: The button after the flame turret in L05 (The Riddle of Steel) can sometimes get you stuck, closing the door behind you, with no way to open the door again.
- Fixed: Some controllers may crash the game.
- Fixed: When you move into a hole in the Stop Time Mode, you don't fall. :D



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- Fixed: Some "bloody" effects still show up when the Gore setting is set to off.
  - Fixed: Shock Spider's light shines through walls.

Enjoy! :). **Game online:**

The game is already online, I hope that dear players will give more opinions, we will always try to do better.. **Bug fixes and updates:**



Open the door to memory

Hello, I'm the 'INVITATION' development team of XIV STUDIO.

19 May, Korea time am 0:00 ~ am 8:00.

You have modified and updated your bug.

- Bug with first floor dolly not working properly.
- Bug with growing items in the drawer of the HR room on the first floor
- Bug that deviated from map in first floor B-B class
- Bug without 2nd floor laboratory
- Bug with larger items in drawers in the sub-center on the second floor

If you find a bug in addition,

Please let me know any time and I'll fix it quickly.

I'll be XIV STUDIO who always tries to make better games.

. **Shane4games plays Carly and the Reaperman:**

<https://www.youtube.com/watch?v=rZH9nUuLdt0>. **Release Date Has Been Announced!:**



Prepare your spellbook! And most importantly, prepare your heart as you will soon be part of the dark, twisted story of love and family.

Yes! The release date for **My Lovely Daughter** is out!

[https://youtu.be/3Dkvg1Y\\_1C0](https://youtu.be/3Dkvg1Y_1C0)

**My Lovely Daughter** is coming to Steam for PC, Mac, and Linux on **8 March 2018!**. **Patch 1.1.3 Notes:**

- Fixed a bug where you could stand up through the wall at the door of the access tunnel hiding spaces
- Fixed an issue where you would not be able to get the "beat the game without saving achievement" due to the new bio scan save system. (Save all you want and use the bio-scans, it now detects loading into a game instead of saving a game)
- Fixed a lighting bug in the final area

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