Stellaris: Ancient Relics Story Pack Crack Gamehackstudios

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About This Content

Stellaris: Ancient Relics Story Pack is a new story pack for Paradox Development Studio's iconic sci-fi grand strategy game, Stellaris. Uncover the ruins of long-dead civilizations in Relic Worlds to piece together the story of their rise and eventual downfall. Excavate their derelict cities and ships to unearth the truth, discover powerful relics and harness them for your own empire's ambitions.

Stellaris: Ancient Relics includes:

SAID ANCIENT RELICS

Collect valuable relics in your adventures as rewards for resolving game events or after completing a dig at a multi-stage archaeological site. Each relic gives significant benefits to your empire to aid in your interstellar escapades.

DIG IN

Hit the dirt on a variety of enigmatic and alien worlds with new archeology sites available for your empire to study… or plunder. Each site begins a story with between one and six chapters to investigate. Retrace the history to discover artifacts and relics that can be boons to your empire.

THOSE WHO CAME BEFORE

Encounter clues about two extinct Precursor civilizations, the Baol and the Zroni, the former a sprawling hivemind of plantoids, the latter some of the most powerful psionics to have ever lived. Players can investigate their home systems to understand who they were and, more importantly, what can be learned from their demise.

RELIC WORLDS

Once home to vibrant, advanced civilizations, these Relic Worlds now lie dead, replete with desolate ruins and dormant mysteries. Players can excavate guaranteed archeological sites on these worlds and bring to light powerful relics and artifacts.

MATTER OF ARTIFACTS

Learning from history is much more than parables and antiquities, it can often be the key to understanding one's own place in the galaxy. Utilizing archaeological research, discover Minor Artifacts, a new consumable resource type which can help empower one's empire.

Title: Stellaris: Ancient Relics Story Pack
Genre: Simulation, Strategy
Developer:
Paradox Development Studio
Publisher:
Paradox Interactive
Franchise:
Stellaris
Release Date: 4 Jun, 2019

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Minimum:

OS: Windows® 7 SP1 64 Bit

Processor: Intel® iCore™ i3-530 or AMD® FX-6350

Memory: 4 GB RAM

Graphics: Nvidia® GeForce™ GTX 460 or AMD® ATI Radeon™ HD 5870 (1GB VRAM), or AMD® Radeon™ RX Vega 11 or Intel® HD Graphics 4600

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 10 GB available space

Sound Card: Direct X 9.0c- compatible sound card

Additional Notes: Controller support: 3-button mouse, keyboard and speakers. Special multiplayer requirements: Internet Connection

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

City of Bones
The ruins of a primeval city built entirely out of bones of an unknown origin have been found on this planet.

Our archaeologists are eager to begin excavation on these grisly ruins.

Click to view Archaeological Site

Paused
Jompron
Empire Colony

The Grunur

The UNS Fahrenheit crew are eager to report they have uncovered the remains of an ancient space-faring species on Khiram IIa, who appear to have inhabited the planet some seven million years ago!

While it is unclear why this species, who called themselves the Grunur, disappeared from the Khiram system, our scientists have isolated a promising archaeological digsite on their planet.

Perhaps further study will yield more clues.

Curious.