
Grey Goo - Emergence Campaign Download For Pc [License]



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About This Content

This 3 mission, Grey Goo mini-campaign follows the events of Singleton immediately following the explosion at the Terminal, and reveals the true motivations behind the overwhelming Goo force.

An ally turned enemy, Singleton's journey remains a mystery to his former companions. But what happened to cause his corruption and turn? And what drives the Goo itself? Delve into the Goo's origins and learn its true intention and plan for the galaxy.

- Experience three unique campaign missions, which explore the fate of Singleton after the Terminal.
 - Play as Singleton, our first hero-tier unit (campaign mission only).
 - Enjoy six new, amazing cinematics by award winning Axis Animation Studio.

*FREE download for anyone who already owns Grey Goo. Offer ends June 11th at 11:00AM CDT.

Title: Grey Goo - Emergence Campaign

Genre: Strategy

Developer:

Petroglyph

Publisher:

Grey Box

Release Date: 11 Jun, 2015

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Minimum:

OS: 32-bit Windows 7

Processor: 3.5 GHz Intel Core i3 Dual Core or equivalent

Memory: 4 GB RAM

Graphics: 1024 MB DirectX 11 capable video card (GeForce GTX 460 or AMD Radeon HD 5870)

DirectX: Version 11

Network: Broadband Internet connection

Storage: 3 GB available space

English,French,Italian,German,Russian,Polish







Havn't played it but im sure its good.... LOL. Thank you Greygoo for giving us another Great Campgign,you guys rock! + this DLC is really great to play too.. A short but sweet campaign expansion. The story fills in a few gaps in the existing campaign and teases of the direction that a larger expansion or a sequel will go in. The new missions don't seem as difficult as the main campaign, but do play with some different mechanics that the main campaign didn't use much of, if at all.

As a free update for anyone who currently owns the game this pack is awesome, how well priced it will be for new players has yet to be seen. The new campaign should take most players no more than two hours to complete.. A good campaign enhancing the story.. The mini campaign is pretty good but I would've prefered that it would've been a campaign for the shroud instead of a small chunk from right in the middle of the story, especially since you don't get a good introduction into playing as the shroud.. short and sweet but fills some holes of the story (all be it thin story). The mini campaign is pretty good but I would've prefered that it would've been a campaign for the shroud instead of a small chunk from right in the middle of the story, especially since you don't get a good introduction into playing as the shroud.

extra stuff on the campaign and free for people that bought in early, what is not to appreciate when the base game was already very well made.. Couldn't finish due to Second mission being unbalanced and impossible to beat. Story doesn't add anything new.. Haven't played it but im sure its good.... LOL. Couldn't finish due to Second mission being unbalanced and impossible to beat. Story doesn't add anything new.. A short but sweet campaign expansion. The story fills in a few gaps in the existing campaign and teases of the direction that a larger expansion or a sequel will go in. The new missions don't seem as difficult as the main campaign, but do play with some different mechanics that the main campaign didn't use much of, if at all.

As a free update for anyone who currently owns the game this pack is awesome, how well priced it will be for new players has yet to be seen. The new campaign should take most players no more than two hours to complete.. extra stuff on the campaign and free for people that bought in early, what is not to appreciate when the base game was already very well made.. This DLC adds three missions (one Human, two Goo) that add some much-needed content and depth to the (good but short) single player campaign.

Story-wise we get an insight on what happened to Singleton, the origin of the Goo and our first glimpse at the Silent Ones, who seem like they're going to be the next faction to be introduced to Grey Goo.

Everything that was good about the original game returns, with new elements in these missions including:

- Singleton as the first hero unit in the game during one mission (funnily enough, in-game he's taller than a human tank)
- The first 'make do with the units you get' mission
- Whereas in the original campaign you could use your Mother Goo as nothing more than a base if you wanted to, this time, you'll *have* to use your Mother Goo in combat
- The first time Goo are pitted against each other in the campaign

All in all a nice little expansion, hopefully more will come so more of our questions can be answered, such as: "Will Specialist Redgrave finally get that blood off his face?". Thank you Greygoo for giving us another Great Campaign, you guys rock! + this DLC is really great to play too.. Nice addition to the story.

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