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Artifact's House Globe



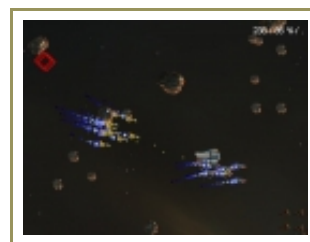
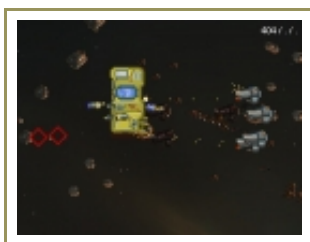
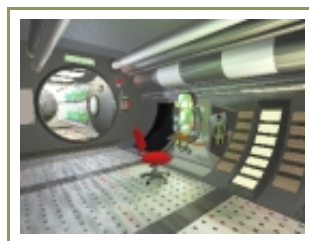
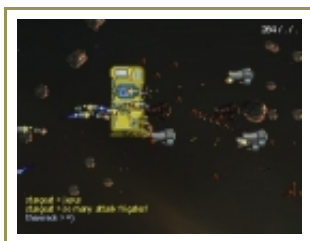
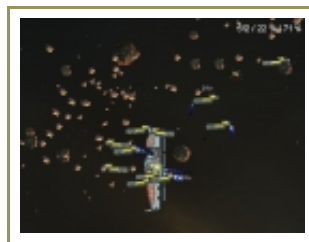
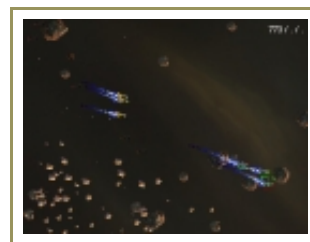
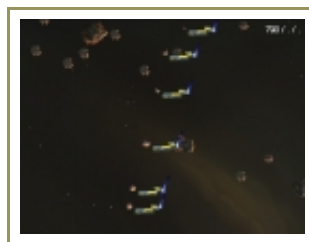
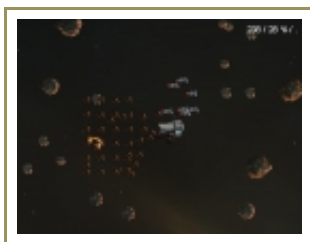
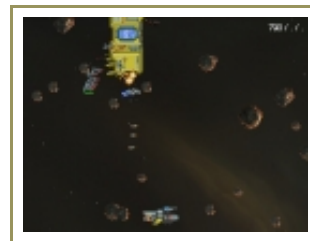
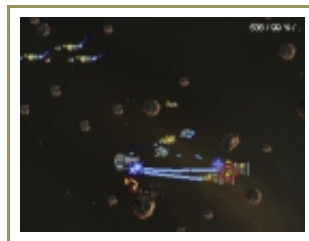
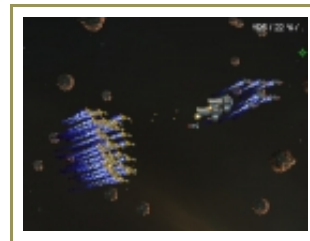
**Download:**[Mac Version](#)[Windows Version](#)**Features:**

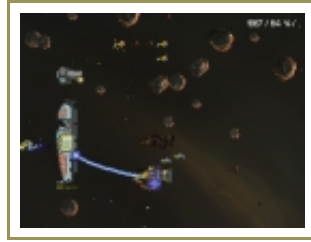
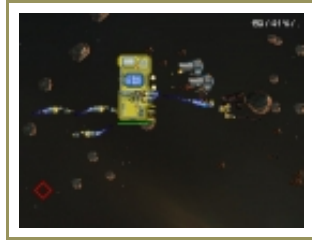
- 2D RTS
- Single-player practice vs the computer
- 1on1 online multi-player
- Replay recordings of multi-player games
- Voice acting and music
- Open-source

This is our first competition entry for the [“Bootleg Demake” competition](#) at [The Independant Gaming Source](#). It is a demake of the [classic Homeworld by Relic](#). If you haven’t played it, the short story is that Homeworld is a real-time strategy game in space. Your fleet is centered around your Mothership, which constructs units and is the drop-off zone for resources. In the game you are travelling through space in order to find your homeworld, while evil aliens attempt to destroy you (obviously).

When we began making the game we set our hardware target at the PC games of the mid-nineties, think **Dune 2** (i.e. the 320×240 resolution is *intentional*). We wanted to translate Homeworld’s 3D view to a flat 2D version, while keeping the key features that made Homeworld the game it is. That means your Mothership (called Maternal Vessel in House Globe) is the center piece of your fleet and will construct all units. It also means that we wanted to keep the tactical/strategical toggle that Homeworld has.

Beyond those initial concepts, we felt quite free to design our own game. We put much effort on making the “micro” part interesting (good control/response when moving units), and having a balanced technology tree. In the end we believe we managed to make a really good game in only 10 days or so.





• About

We are Oxeye Game Studio, a small independent Swedish game developer.

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Sorry. No data so far.

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• No More Sweden



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