Fate Of The World Free Download

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About This Game

Fate of the World is a dramatic global strategy game that puts all our futures in your hands. The game features a dramatic set of scenarios based on the latest science covering the next two centuries. You must manage a balancing act of protecting the Earth's resources and climate versus the needs of an ever-growing world population, who are demanding ever more food, power, and living space. Will you help the whole planet or will you be an agent of destruction?

Fate of the World is brought to you by the award-winning Red Redemption games team and **Battlestations: Midway** Producer Klaude Thomas with climate science by Dr. Myles Allen (**University of Oxford**), writing by David Bishop (**Dr. Who, 2000AD**) and music composed by Richard Jacques (**Mass Effect, Alice in Wonderland**) with game design by veteran game designer Matthew Miles Griffiths (**Conflict: Desert Storm, Battlestations: Midway**).

Fate of the World has been nominated for the **2011 Index: Design Awards** and as a **Top 10 Social Impact Games of 2010-11** by Games for Change

Key features:

- **Covers 2020 to 2200** - Two centuries years of possible futures

- **12 regions** - China, Europe, India, Japan, Latin America, Middle East, North America, Northern Africa, Oceania, Russia, South Asia, Southern Africa

- **Scientific Model** - by Dr Myles Allen of Oxford University

- **Detailed real-world data** - gathered over years of research

- **Over 100 major policies** - including geoengineering, technological research, international aid, diplomacy, economics, emergency defences, species protection, forestry, health, energy choices, population, politics, and clandestine operations

- **More than 1,000 impacts** - including storms, floods, heatwaves, flash fires, desertification, glacial melt, sea level rise, resource wars, drought, famine, dissidence, extinctions, epidemics, technological break-throughs, energy shortages, and political backlash

- **50 signature animal species to save** - against the backdrop of enormous biodiversity loss

- **40 specific future technologies to develop** - including nuclear fusion, biofuels, nanotech, robots, AI, smart grids, advanced medicine, synthetic food, and space exploration

- **6 'tipping points'** - world-changing events such as the Amazon collapse and the Antarctic ice shelf collapse

- **3D Earth globe** - showing climate related changes with Earth 'telemetry' - visually graphing past and future change

- **Earth overlays** - revealing local temperature change, devastation, and population

- **Scientific Model** - by Dr Myles Allen of Oxford University

Title: Fate of the World
Genre: Casual, Indie, Simulation, Strategy
Developer:
Red Redemption
Publisher:
Red Redemption
Release Date: 28 Feb, 2011

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Minimum:

OS: Windows XP, Vista, 7

Processor: 2.33Ghz processor supporting SSE2 (Pentium 4 and Athlon 64) or better

Memory: 2GB

Hard Disk Space: 1GB

Video Card: 512MB graphics card

Sound: Integrated sound

Direct®: 9

English,Dutch,German

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cards

data

Research 3rd Generation Biofuels
50   5 yrs

Research Infotech 2
50   5 yrs

Land Use & Forestry Programme
50   5 yrs

Deploy Security Presence
25   5 yrs

Social Engagement Programme
25   5 yrs

new   affordable   popular   agriculture

emissions

growth

risk

tech

Nuclear Power Pathway
50   10 yr.

CCS Pathway
50   20 yr.

Global Carbon Trading Scheme
50   10 yr.

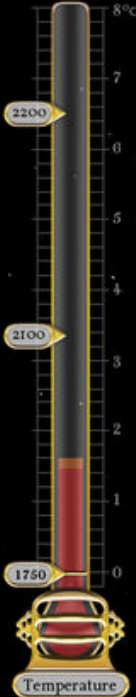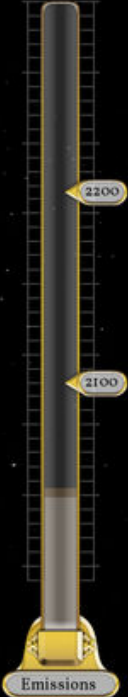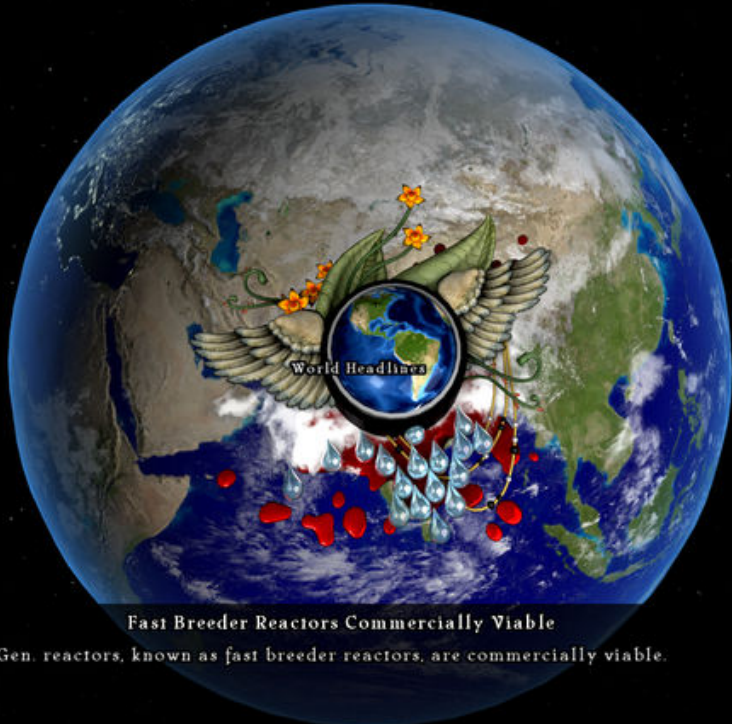cards to play   Esposito   Huáng   Mlakar   Kristiansen   Johansen

Fast Breeder Reactors Commercially Viable

4th Gen. reactors, known as fast breeder reactors, are commercially viable.

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Like real climate change, Fate of the World makes it depressingly clear that the human race is ♥♥♥♥ed. So to be honest, it's not very fun to play. Still worth it if you want to teach kids about climate change with video games, just don't expect to win.. If you draw a line between Democracy and Civilization, Fate of the World stand inbetween, in the fringe of serious gaming.

The game has been funded by humanitarian organisations and created with the help of universities. The result is a robust and deep political / social / economic / scientific / environmental underlying engine. And here is the true quality of this game : the engine is accessible, but most of the time hidden.

As a player, you receive updates of the actual situation in multiple regions of the world in shape of news or governemental reports. From that point you can hire agents and select several missions displayed as cards (nice design idea) for a time set between 5 years and permanent.

The game is not easy, the task at hand is hard. Improving the life and well-being of populations won't prevent insurrections or shield you from climate change - at least in the early years.

The interesting benefit of Fate of the World is to give you perspective on critical issues, and experience the tough job of trying to be a fireman in several places at the same time.. Stupidly difficult and utterly terrifying (in an this-is-where-we're-headed way, not a jump-out-of-your-seat way), makes me wonder why it's labeled as "casual".

If you're the kind of casual gamer who quits when they loose, don't buy it.
If you're the kind of casual gamer who is actually an OCD hardcore gamer who fancies a break from FarCry3 Relic grinding, you'll probably enjoy saving the world, one oil spill at a time.. Veeery interesting and original!. Both frustrating and frightening in it's realistic portrayal of global politics and climate change. In a good way.. Good game, i am however terrible at it, it is ungodly difficult.. While the game does contain some green propaganda and isn't really too realistic, but unofficial patch can easily help with that, and there are some nice scenarios like Dr. Apocalypse or the whole so-called Denial DLC offers a much more realistic pack of scenarios. But even in the "normal" ones you can just enjoy rulling over the whole world, like all totallitarian regimes scaring the populace into submission by some scapegoat and external enemy, even if it has to be "climate change". I add the tag villain protagonist to the whole thing and recommend it. Even when you can be not a villain in many scenarios, some actually require you to be either a villain or well-intentioned extremist. You can be Ras al Ghul or typical Illuminati world governement if you want, as long as you just enforce your rule and force them not to emit too much - killing, forced sterilization, regime change if necessary, one-child policy - all this and more is possible.. Saving the World never been so despairing...
To a point you almost want to turn against those selfish idiot you suppose to fight for lol.. Fate of the World is a wonderful game about the possibilities the future might have in store for our planet, including but not limited to, climate change through global warming, oil peak fuel crisis, food and water crisis, nuclear armageddon, species extinction, and the possibility of humankind navigating through all those catastrophic scenarios without dooming itself. Special edition "tipping point" includes a new denialist scenario where no global warming happens, and a population flood scenario, where population displacement due to climate change is the main issue.

This game is a must have for anyone interested in climate change for both educational value and, most important, entertaining value.

With the Unofficial Patch it becomes the game it should have been in the first place, a deep strategic card game at XCOM difficulty levels.. I love complex simulation games, and I am somewhat interested in the subject matter, so I thought this game would be a perfect fit for me.

Sadly, I was wrong. Yes, the underlying climate simulation engine may have been written by actual climate scientists, but its presentation is obtuse, and the game built around it is simplistic in the extreme.

The game is simplistic because you enact policies based on a one line summary of pros and cons, pay an implementation cost that is fixed irrespective of the particulars of the respective region (are you seriously saying that an eduction program for 300 million Africans will cost the same as for 1500 million Indians?), can not change the intensity of the policy (am I really taxing carbon without knowing the tax rate?)

The presentation is obtuse, because you are simply shown a set of measurements connected by glowing lines, but the meaning of the measurements, and the nature of their connection, is not communicated to the player. For instance, what is that "capital index" affecting "agricultural production"? How can "electricity produced" be 20% lower than "electricity consumed"? What is "uranium take", and why am I experiencing uranium shortages while still having untapped uranium deposits in every region? Does "uranium market" show supply or demand? Combine this with the simulation doing unexpected things (I reduced agricultural workforce by 20% to conserve water, only to have water consumption and agricultural emissions rise by 20%, while having agricultural production plummet by 50%) and it gets a tad frustrating ...

TL;DR: Get this game if you enjoy blind trial and error in an emotionally moving setting. If you want to understand climate models though, you'll have more fun reading IPCC reports .... I recommend this because it is interesting and somewhat unique, not for promises of long term value.

A lot of unrealised potential.
With more polish, balancing, some work on optimization this could have been a true gem.. The scariest game on Steam.. Whether you care about the environment or just like a good turn based strategy game, Fate of the World provides interesting gameplay mechanics overlayed with an intricate global environment which makes it unique, challenging, interesting and educational.. Imagine a big pot. Now into that imaginary pot put Schindler's List, The Bell Jar, and any album by The Cure. Mix, but do not heat. Now pour the mixture over a bomb with the words The Future written on it. Give this bomb to the people you love most in your life and use a high-speed camera to record it exploding. Now watch that video of them dying in slow motion. That is Fate of the World.

Highly recommended!. Innovative and replayable, a trailblazer for real education games. Fully deserving of it's awards.. BUY THIS GAME. It's complex as hell, but there's nothing else like it.. So, you think you fix the world? In this game, Planet Earth is a puzzle (that you're probably not going to be able to solve first time!)

Different regions of the world have varying virtues and vices. Stable regions won't mind having their long-term energy consumption tampered with, but you will need to balance this out with short-term environmental solutions to keep the sceptics happy. Or perhaps you would rather make the Earth uninhabitable? Well there is an unlockable scenario where you can do just that!

What keeps bringing me back to this game is the tiny margin for error. Perhaps you'll lose control over a region a few turns before your time is up, causing it to fart out just enough toxic gas to lose the game. So you go back to your last save and make a special effort to keep that region happy.

You'll either love or hate this game. But if you're a fan of thinking games like Civilisation, Fate of the World is for you, too.. I really, really like this game.
It's quite challenging on a theoretical level but it doesn't get dull as it doesn't turn into a boring grindfest or a stupid phone game that you only can win with a certain action-combination.

Sadly though:
Ingame cards are very vague and are not explained any better in the Wiki.
The Wiki is very beta (can't blame the mods for this though, since it is user made, but I hoped for at least a tad bit more explanation of things..).

The statistic menu in game is very usable and interesting but its navigation is crap.

Moving between menus, especially the statistics menu, can be very laggy and often takes noticeable loading-time - even on stronger computers that fulfill the recommendations.

However, I can never recommend this game until the devs fix it. An official patch hasn't come out (at least of what I've noticed) since 2013 and several of the achievements are completely unatainable. Will update the review if they patch the game - but it doesn't seem like that will ever happen..

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