Master Of Orion 3

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About This Game

Experience first-hand the challenges of leading one of 16 different races into unequalled galactic supremacy and face a universe of decisions. Set policies, explore, build, 5d3b920ae0

Title: Master of Orion 3
Genre: Strategy
Developer:
Quicksilver Software
Publisher:
Wargaming Labs
Release Date: 25 Feb, 2003

Minimum:

OS: Windows (XP, Vista, 7, 8, 10)

Processor: 1.8 GHz

Memory: 512 MB RAM

English

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MOO3 is, conceptually, the greatest 4X game ever designed. In implementation, there are some significant flaws, however, the gaming community went to great lengths to create patches and work-arounds to fix these flaws and to help MOO3 become the masterpiece it is meant to be. To this day, nearly every 4X game which reaches the market is attempting to either build upon this platform, or to distinguish itself from it. The graphics may be severely dated, and the UI will be a challenge, but the content makes the effort more than worthwhile.. Game crashed 3 times before I could get it to load. Game seems fixed at 1024x768? I can't seem to adjust the resolution at all. The options menu looks like something out of 1997. Just initial impression, of playing maybe 15 minutes. wow, what a let down.. It won't even start up, I guess thats a good thing though.. Yes this game is flawed.but it needs to be modified and it becomes perhaps the greatest in the series. THere are 3 basic flavors.a vanilla fix that keeps the game the same and fixes flaws.a Strawberry version that makes some minor modifications(and i highly recommend!) and a Tropical version that makes a massive overhaul to all systems. This game is tragic because of it's potential. THis is a complex and deep 4x game that once modified will be the best thing you have played. Small but extremely dedicated community .. Moo3 Bankrupted Mircoprose and the company shut down. The slogan of the game was "Fight the AI for control of your Empire" I bought the pre order and strategy guide. I told my G/F that she won't see me for around a week and started playing. 4 hours later I had enough. The strategy guide was written like a text book by a guy who really didn't care or want to play the game. The game was just flat out boring. I remember a thread on their message board years ago called the Masturbator of Orion cause thats what you did in this game.. Master of Orion 3 proves two things to me. One, that the 4X genre has evolved quite significantly over the past 16 years. Two, that my tastes have evolved quite significantly over the past 16 years. I used to play the game quite a lot when I was 13. I remember being really passionate about it, busy building my empire even when I had a really bad tooth abscess (which I shamelessly used to get away from school for 2 weeks and just stay at home). Being my first space 4X game, I wasn't really bothered by the fact that there wasn't much to manage both empire-wise and planet-wise. Unfortunately I am not 13 anymore, and I have played loads of other games since then. So what do we have here? Really neat lore, building upon the legacy of the previous titles. Slightly over-complicated interface, but that's something you can get used to. (hell, I got used used to HUD in X2: The Threat, and MoO3 interface is a whole class better than that of X2) The real problems begin when you try to manage your empire. There isn't that much to do on the empire-wide scale. You just set the sliders at the beginning of the game and there's no need to change them after that point. You also don't need to manage planets - the AI does a relatively OK job, and you really don't want to get entangled in that amount of micro-management, since you probably won't do a much better job anyways. Not that these sliders matter much - it's never really explained how they exactly affect the numbers, and it almost always feels the same. You also don't need to manage research - despite having several separate tech trees, you can't chose what gets researched next. You simply reach a level in a tech tree (say, physics or chemistry) and then the technologies on that level get unlocked. Then you proceed to research the next level. All you can do is set the sliders how much money you spend on each discipline, but as mentioned above, you just need to set them up at the beginning of the game and then forget they ever existed. The computer opponents are half brain-dead, and even being 13 and not having much experience in 4x I didn't have much trouble defeating them. To make matters worse, wars feel sluggish and grindy, with you just bombarding one planet after another, moving down the lanes. No diversity in space or ground combat makes it even worse. So what is MoO3 like overall? Grindy, sluggish, with not much to do really. Relict of an era long gone, that didn't age too well. The fact that it wasn't that great even when it came out doesn't make it any easier either. Treat it as a historical curiosity to be visited rather than played at any great length.. Friends don't let friends play Master of Orion 3. This was a franchise-killing edition of the game. It didn't work, the bugs weren't fixed, and it killed the brand. Only now years later, with a stripped down and simplified "Back to Basics" version was the brand able to come back. Don't purchase, or play, this game. I wouldn't even install it if you picked it up in the collector's edition of MOO: Conquer the Stars.. Not as grand as its predecessors, but its credit is that it didn't destroy their legacy.