Savage Moon Trail

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Like Dune II: Mining on some moon protecting the base against the locals. Looks good, but it's not my thing. When you're really into these things you can calculate the optimal strategy, and to me that is to much like real work and not fun. Based on the speed of the monsters, price of the turret, value of the kills, effective range of the turret's position and value of the base you can determine what to do, but that is probably boring. With enough research a game always get unbalanced and you'll end up doing only the single most effective task and nothing else.

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