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About This Game

Ultra-Gene Code is a sci-fi visual novel about good purposes being achieved by not-so-good means. Become part of a mysterious story that constantly confronts you with a difficult moral choice.

The near future. Not so long ago, a perfect AI was created and successfully introduced into all major spheres of production, and now science is ready to take another outstanding leap forward. Here, in the Ahasverus-8 laboratory, a new project which will change the life of humanity forever has been carried out.

Take on the role of Aria, the cutting edge in AI, designed to streamline the work of the laboratory and help the employees. The objective of research is classified and they keep it secret even from you, but this is only one thread from a veil of mysteries and omissions enveloped this project. Try to get some answers and find out the purpose of the project while staying in the background.

Remember that your choices impact the flow of the story and have sometimes irreversible consequences.

Title: Ultra-Gene Code
Genre: Casual, Indie
Developer:
Wonderbox Games
Publisher:
Wonderbox Games

a09c17d780

English,Russian

01. Ancient Shrine
02. On a starry night
03. Midsummer Walk
04. Rite Past
05. Creeping malice
06. Prayer
07. Flow of water
08. Lady
09. Closing the shadows
10. Meadow
11. Distorted feelings
12. Years ago
13. The altar of the gods
14. Valley
15. Promises
16. I Will Not Lose
17. Moonlight
18. The Fortune Teller
19. Beyond the Sea
20. I came back

Onii-chan Soundtrack

Mission 5: Fooled Me Once is a GO!:

Do you wonder what else is in store for Lucius Ahalla? Or maybe you want a fresh new challenge in Single Player mode? We've got just the thing for you:

- **NEW MISSION** - The 5th installment of Ahalla's story is now available to play. Finish the mission and increase your global leaderboard standing!

- **ACHIEVEMENTS UNLOCKED** - You've got a highscore to be proud of, but have you completed all the achievements? There's 14 of them up for grabs now!

- **INTERFACE & STORE LOCALIZATION** - now available in Spanish and German, as well. As before, please give us a shout if you encounter any translation mistakes.

Let us know what you think and savor the challenge!. **0.12.0.2 Experimental**:
Still too buggy for stable release, but we're getting closer! (Which isn't to say that it's *less* buggy than 0.11.2.5, I've actually fixed a lot. It's *differently* buggy)

Changelog:

* Adjusted balance calculations to be significantly more realistic
* Adjusted childhood to 'pull' a consistent amount of energy each frame, and childhood length to depend on total energy spent (rather than pulling a variable amount depending on childhood length).
 - This will fix the problem with food energy flickering up and down.

* Increased 'base' stamina amount (to make adulthood easier).
* Increased childhood cost of primitive organisms (will make childhood longer)

* Fixed a bug registering live creatures as "inedible" and preventing hunting
* Fixed a bug making scavenging meat significantly rarer
* Fixed an issue with empathy cost being applied to creatures outside the predators species (which stacked with the first issue to prevent hunting).
* Fixed bug preventing brain report (eg. "Hunger >> Graze") from appearing in UI.
* Fixed crash when reviving creatures
* Fixed crash when using any god tool with both creatures and corpses selected

* Fixed potential crash when mating/gene splicing.

* Fixed a bug causing the skybox to render at half resolution and show distant mountains on the 'ocean' maps, which was never intended.

* Zoomed the camera in to show creatures at a better scale in the clade diagram/satellite map/gene editor

* Displayed balance forces in the gene editor when "Draw Bones" is selected.

* Activated the nursery UI when the first creature is dropped in, to better help players understand how it's supposed to work.

* Adjusted camera movement to be slightly less floaty. **Royal Booty Quest - Early Access Live**:

Hey guys,

Royal Booty Quest is up for Early Access.

https://store.steampowered.com/app/948350/Royal_Booty_Quest/

Feedback is welcome!. **Update 1.2.11**:

Bug fixes

 - missing red critical highlight

 - laser sometimes disappear,

 - stars missing on abilities

 - bots didn't send stats

 - bots were not hooking properly. **7th Year Anniversary!!!**:

Hi everyone!

The first Porradaria was released in 2009, seven years ago.

To celebrate this 7th year anniversary, I'm officially leaking the Porradaria Upgrade's **secret password**. Use it to unlock the 3rd ultra hidden character from this game.

Edit: Happy April Fool's day!

Kind regards,
Alysson L. Neto

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