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Star Trek TimelinesDeveloper (s) Disruptor BeamPublisher (s) Disruptor Beam (iOS), Tilting Point (Android)EngineUnity 5Platform(s) Facebook Platform, Star Trek TimelinesDeveloper (s) Disruptor Beam (iOS), Tilting Point (Android)EngineUnity 5Platform (s) Facebook Platform, iOS, AndroidReleaseJanuary 14, 2016[1] Genre(s) StrategyMode Multiplayer Star Trek Timelines is a video game strategy game developed by Disruptor Beam for iOS and Android devices Facebook, Facebook Gameroom, Amazon Store and Steam. [2] On March 4, 2020, Tilting Point acquired the game from Disruptor Beam and created a new studio Wicked Realm Games to support the title. [3] The player is the captain of a ship and can form their ship's crew from characters from any Star Trek era,[4] while directing the fate of the galaxy through diplomacy, science, and weapons. Gameplay Set after the events of Star Trek Nemesis and Star Trek: Voyager's series finale, Star Trek Timelines begins when players captain their first spaceship command to investigate an unknown time anolinth. Upon arriving at the anolypte, the player encounters Q, who immediately explains that a full-time crisis has begun throwing people, places, and objects from other timelines (including the Mirror Universe) into this crisis. Star Trek Timelines allows players to recruit characters from all eras of the Star Trek TV series, including The Original Series, The Animated Series, The Next Generation, Deep Space Nine, Voyager, Enterprise, Discovery, Short Treks and Picard, as well as Star Trek films, comics, novels and non-canon sources. The player takes on the role of Captain, commanding their first spacecraft (a Constellation-class spacecraft.) Soon, the player must recruit crews and build missions from across timelines to support Q by sending crews on missions, participating in Starship Battles, and completing key missions to progress the story and choose the game faction to take further control of a galaxy in chaos. Players can also form in-game groups called Fleet and Squadron sub-units ranked during weekend events and co-upgrade Starbases to provide general bonuses. Missions away One of the main ways to progress in the game (including Starship Battles) a Mission away is when the player sends a team of 3 characters out to complete a challenge. Each step of a Mission Away will require a character with appropriate skill and qualifications: diplomatic, scientific, medical, technical, security and commander. [5] Certain characters will even be able to unlock special steps on The Away Mission to receive rare rewards. Each Away Mission has three difficulty levels: elite and monumental. [6] Popular and uncommon characters can participate in special away missions called 'Cadet Challenges' to earn different currencies in the game. [7] Starship spacecraft battles have been described as real-time conflicts between the two spacecraft and their respective crews. [6] Before Combat, the player assigns 1-5 characters to the spacecraft's battle station. [to quote] Each character, when placed in a battle station, can temporarily increase the output of a ship. Currently, this is expressed by three core statistics: Damage, Accuracy and Evasion. Players can collect diagrams to build more ships to take on the battle. [8] The gameplay of spacecraft battles involves 3D combat, Says Jon Radoff: We want to portray in a realistic and beautiful way all the things you'll see out the window of a spacecraft. [9] Credits, merits, and dilithium players can earn new crews and starships by playing games or buying packages with real money. Star Trek Timelines uses dilithium as a premium currency. For in-game currency earned, players receive credits, achievements, honors, and tickets, the first two used to purchase packages from the Time Portal as well as items from many of the game's Star Trek factions, such as Dominion or Terran Empire. [10] Honor was used to purchase special crews and items (such as Honor Citations), many of which could not be achieved in any other way. Tickets are used to play Cadet Challenges and Arena Battles, and they are recharged daily. Development Disruptor Beam approached CBS about a Star Trek game when they developed Game of Thrones: Ascent for a year. Jon Radoff, CEO of Disruptor Beam, described the Star Trek licensing process as very competitive. [11] Officially announced in April 2014,[12] Star Trek Timelines is a 3D/2D game built in Unity 5. Its first live demo was at PAX East 2015.[13] and the first playable tutorial experience was later launched at Star Trek Las Vegas 2015. [14] On July 20, 2015, Disruptor Beam announced a partnership with John de Lancie for Star Trek Timelines. His involvement includes working with the design team and writers, as well as repeating his role as Q by providing voice acting in the game. [15] The game was moved to Facebook in December 2016. [16] Material based on Star Trek: Discovery was added after the series' release. [17] Reception Star Trek Timelines had an overall rating of 4.1 on the Google Play store and was selected as editor's choice recipient. [18] On the App Store, it has a rating of 4.5. [19] An initial review of Gamezebo considered Star Trek Timelines to be a labor of love for Disruptor Beam, but warned that the game was faulty at this stage, and criticized the battles that were largely ongoing. [20] A critic for Kotaku negatively compared Star Trek Timelines to Star Wars: Galaxy of Heroes, criticizing the energy system used in gameplay. [21] A critic for VentureBeat described Star Timelines are the best Star Trek game in at least a decade, highlighting the variety of characters available, that missions feel similar to Star Trek episodes, and spaceship battles. As a negative, he says that buying expansion packs of characters and can be expensive. [22] A critic for Pocket Tactics found the gameplay a bit light, and the free in-game currencies were complex. [23] As of March 2016, Star Trek Timelines has been downloaded one million times. [24] Golem.de enjoyed the interesting story, good looks, and the use of characters from all versions of Star Trek, but described the game as based on the principle of paying to win, assuming that the Game uses virtually any situation to encourage players to purchase virtual items. (Original quote: Das Spiel nutzt praktisch jede Situation, um den Spieler zum Kauf von virtuellen Gegenständen zu animieren.) [25] Meg Stivison described the concept of the game as fan fiction, and found the time paradox clearly explaining the different aspects of the plot. Stivison criticized the need to repeat each task several times to earn the correct item, saying that in the end all the fanfictiony fun was gone. However, Stivison thinks the game is super fun. [26] Reference ^ Star Trek Timelines Launched Today!. Beam disruptor. 2016-01-14. Retrieved January 20, 2016. ^ Star Trek Timelines. Beam disruptor. Retrieved January 20, 2016. ^ Tilting Point acquired Star Trek Timelines from Disruptor Beam. www.venturebeat.com. Retrieved March 4, 2020. ^ Star Trek Star Trek Dev Diary #1 - Star Trek Timelines Design. StarTrek.com. 2014-07-07. Retrieved January 20, 2016. ^ DevTalk - Missions go in Star Trek Timelines. Retrieved December 12, 2016. ^ a 1 Game Guide. Beam disruptor. Retrieved January 20, 2016. Jones, Elton (September 7, 2016). 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Người sáng lập Archer EV Suit Archer Humbled Archer North Star Archer Test Pilot Archer Ushaan Archer Xindi 'Prisoner' Archer Jonathan Archer (mirror) Michael Burnham Away Team Michael Burnham Desert Michael Burnham EV Suit Burnham First Officer Burnham Graduation Michael Burnham Prisoner Michael Burnham Prospect Michael Burnham Tactical Michael Burnham Richard Castillo Katrina Cornwell Kirk Đé đóc Kirk Captain Kirk Command Wrap Kirk Evil Kirk Gangster Kirk Incognito Kirk Kal-If-fee Kirk Mirror Kirk Nexus Kirk Platonian Kirk Romulan Kirk Rura Penthe Kirk Survivorist Kirk Geordi La Forge Age of Sail La Forge Alan-A-Dale Assimilated La Forge Captain La Forge Chief Engineer La Forge Doctor La Forge Geordi La Forge Interfaced La Forge Trung tá La Forge Musketeer La Forge Geordi La Forge (guồng) Ellen Landry Gabriel Lorca (guồng) Captain Lorca Prison Break Lorca Usurper Lorca L'Rell Leonard McCoy CMO 'Bones' McCoy Dark Ages McCoy Drafted McCoy Dr. Leonard McCoy Gladiator McCoy Katra McCoy Prisoner 'Bones' McCoy Jean-Luc Picard Admiral Picard Augment Picard C.O.P. 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Riker Admiral Riker Age of Sail Riker Anbo-Jyutsu Riker Angel I Riker Augment Riker Commander Riker First Officer Riker Jazz Musician Riker Mintakan Riker Will Riker Sarek Ambassador Sarek Sarek Suus Mahna Sarek Saru Away Team Saru First Officer Saru Lieutenant Colonel Saru Spock Ambassador Spock Commander Spock Spock Fugitive Spock Gangster Spock Gladiator Spock Kal-If-charge Spock Kolinahr Spock Workers Spock Leo Mount Spock Recovery Spock Talos IV Spock Spock Spock (mirror) Paul Stamets Navigator Stamets Off-Duty Stamets Paul Stamets (mirror) Sylvia Tilly Cadet Sylvia Tilly Off-Duty Tilly (mirror) Ash Tyler Celebrates Ash Tyler Lieutenant Ash Tyler Tyler. Son of None Voo Update Game has regular patches fixes and more features On August 4, 2017, Star Trek Timelines was announced to be updated to include characters and ships from Star Trek: Discovery, including Philippa Georgiou, Michael Burnham and Saru. [4] In October 2017, many Discovery characters will be added to the game including Gabriel Lorca, Ash Tyler and Harry Mudd. [5] This article is also originally related to fact-based information such as performers, authors, novels, magazines or other production materials. You can help Alpha Memory by fixing it. External link Memory Alpha realworld stubs Video Games Community content is available under CC-BY-NC unless otherwise noted. Note.

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