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The Litkuba universe is a mod for X3: Albion Prelude created by LU Team. Description (in the authors' own words): Litkuba's universe is a complete fashion overhaul for the X3:Albion prelude. It's my labor of love, seven years in the business. There is very little game that I haven't touched. All the scripts, code and written modifications were written by myself (I modified all the scenes, some models, but the merit of the models goes to the artist). A lot of LU development occurred when working with XTL Boys (Trixx, Jack08), Jack08 and I managed to wrap our heads around some pretty elusive stuff. When we find something or find a new way to do something, we share the information, and we both implement it in our respective project in our own way (XTL for Jack, LU for ourselves). Much of my inspiration for LU came from this one question: What now? I have several capital ships, tons of resources, and credits flirting with an outside of 32bit unsigned integer. But what do I do with all this? What's the big idea? Litkuba's universe focuses on the impending doom and answer to the question above. There are two threats in the universe that you now have to deal with. Phanon Corporation: a treacherous company that is expanding, whether you like it or not. They need money, just like you. They trade just like you. And if you get in their way, they'll try to stop you. (See: Fanon Corporation) Revelation: Something terrible is happening in the Omicron Channel, a number of sectors east of Blush Snout. It soon became clear that the ships, seemingly of Xenon origin, had accumulated a considerable fleet and were taking over the sectors. One by one, this virus takes over every sector of the universe. You have to stop them. Click back the Omicron Channel Virus, and defeat them in their home world. (See: Revelation) So the final answer to the question is what now? Strike these two enemies. You will need every optimization of your fleet of traders, every cheap trick, and every strategy you learned in X3 to push back on these new threats. The constant pressure on the regular Commonwealth rabble and terrans of the universe are a necessity to avoid distraction while you are dealing with major threats. Used to take on the universe with the M7? That's not enough. With a simple intrusion into the OCV (which makes up about half of the combat force of the sector), do not show up at the party anything less than a few destroyers, wings of the M6s, and several carriers with full hangars armed up fighter jets. I didn't stop there. You don't have to deal with this alone. You have help in the form of many new tools that I have implemented to help you win. Automation features such as tug, station agent, dock agent, improved UTs, and a new point robbing experience system will help you massively wealth to support your fleet. Once you start accumulating the fleet, the Military Logistics Command Center, Dockware Manager and Freighters will help you manage it. that you will re-supply, e-create or re-fuel Courts at their own discretion; Automated features such as Template Manager and hangar systems will allow you to install and forget to restore your fleet to specifications up to granular missile range and target preferences. More effectively interact with headquarters with automation and simple management tools. Investing wisely: use new, written from scratch stock exchange. Use Saturn's advanced complexes for unobstructed and easy design and construction of gum production complexes for the production of ships and weapons. You're going to need this. MOD offers the installer. Update: Monday, March 5, 2018 Genre: File size simulation: 901.8 MB Report on download problems with downloading to page 2 Software included in this section is very useful in your computer's daily application. It was divided into several categories, including: security (antivirus and firewall software, among others), system tools (improving Windows systems) and audio video (everything you need to play audio and video files on your computer). For gamers, this is a special category that contains software that is mandatory for players, such as GPU drivers, game console emulation software, and customers for a variety of digital distribution platforms (such as Steam, Uplay, and Origin). In the Software category, you can find utility software available for free (not for commercial use) that can improve your computer's performance in many ways. The software includes codec packages, must play all types of movies, communicators, internet browsers, apps for opening and/or editing audio files and video clips, data download managers, etc. These include: driver packages, necessary to get most of the Radeon and GeForce GPUs, hardware platform emulators (virtual computers and consoles - both new and old), applications that improve your computer's performance in video games, tools for creating/changing games, software to customize controllers (such as gamepads) etc. There are both free full versions (free software) and trials (shareware). Page 3 Here, you can legally download free games for your computer and laptop: full video games and free demos of the best titles around. We recommend the following titles: Euro Truck Simulator 2, Command s Conquer: Red Alert, Spider-Man 2: The Game, BeamNG.drive, Need for Speed: Most Wanted (2005), The Game, Minecraft, Postal 2, Command and Conquer: Tiberian Sun, Spintires.Our library currently contains 2010 files with full games and demos. Enjoy! Page 4 This site contains fashions, free game changes created by fans, and official additions for your favorite titles. These mods will make your game dough, add new mechanics, locations, characters and game modes. Our database contains 9,362 files with mods and game add-ons. This week's most popular fashions: Grand Grand Auto: Vice City, Need for Speed: Most Wanted (2005), Grand Theft Auto V, Need for Speed: Underground 2, Command and Conquer: Red Alert 2 - Revenge of the Jury, Need for Speed Carbon, Grand Theft Auto IV, Gothic II: Night of the Raven, Gothic, Grand Theft Auto: San Andreas. Page 5 Here, you can find patches that will improve the performance of your games. Patches and updates are official updates created by game developers that fix bugs and introduce new gameplay features. Patches only work with original retail versions of the games. Our database contains 3,043 files with patches and updates. The most popular patches this week are: Agriculture Simulator 19, Agriculture Simulator 17, Euro Truck Simulator 2, Euro Truck Simulator 15, Need for Speed: Most Wanted (2005), Grand Theft Auto IV, Gothic 3, Grand Theft Auto: Vice City, Incredible Hulk (2008), Mount Blade: Warband. Page 6 This section of our Downloads is dedicated to helping you complete really difficult games, or just to discover new features in gameplay. God's Mode, Invisibility, Immortality? We got it! Welcome to our collection of game coaches. Page 7 Trainers for Games, whose titles begin with the Most Popular Trainers: 7 Days to Die, 60 Seconds!, 7 Sins, 007 Legends, 007: Bloodstone, 112 Operator, 7554: Glorious Memories Revived, 25 To Life, 4 Elements, 60 Parsec! A B C D E F H I J K L M N P R S T U V W X Y , playing a few runs on vanilla X3AP, both without and with some mods, I started to find it a little boring. There have always been ships with I win built into them, and the acquisition of these ships has always been the main goal. After that, it got easily pretty boring as you knew you would win the fight if you played correctly. So I found about the Litkuba universe. Wiki and all the other information available seemed even too good to be real. Slower pace and more tactical combat. SCH, docking managers, missile defense at the request of the user, new enemies... So I installed it, started playing from the beginning, containing the TS 3 M5, and quickly sucked into the amazing depths of work Litkuba did. It exceeded all my expectations even based on Willf's video and a few forum themes. I decided to install also a satellite mod network to get more data on the sectors in which I have satellites - to find all these goodies :) I started with very similar gameplay as most of them recommended. Buy all used vessels below 80% of the case, repair them and sell them. Put all purchased TS for sector traders and finally for the traders of the universe. At the same time, I used the M5 to expand the known universe with modern satellites. It's also helped a lot as I tripped over the accross of a few abandoned M5's Wich I could easily sell for a 1M piece (including equipment installed). My reputation began to slowly build, and I could its first warship - Starburst. This fast and sleek ship I wanted as it is, in my opinion, the only suitable ship for entrepreneur. This means looking and looking beautifully on on the at the same time - and going as fast as 288m/s for the M3 is just fine. I found the abandoned Centaur and 2 Ospreys Wich gave me a good boost on the money to buy that elephant TL for station construction missions and real money. Note about TL in the Litkuba Universe - Each can dock a TS/TP class ship. Not sure if this covers also M6 size vehicles. The TS/TP docking is no longer available in Paranid Ariadne as it was in the vanilla game. The first station I purchased was actually the Argon Equipment Dock and I am building it in the Circle of Labour. Why do the equipment dock you may wonder? I wanted to get a base of operations to use these fast shuttles. So I created the Reap-shuttle (being Drake's used ship at the moment) and finally bought a second elephant to work as a tugboat. Initially, my tug was TM, but it was hit by a pirate Marauder in some accident. I set up a dock agent for the equipment dock. My shuttle reaper brings all the looted items here, and the tugboat brings ships here and undresses them at the station. I fly on all the ships brought here to the Omicron Lyrae shipyard, and sell them. I only keep certain missiles here and sell everything else. At this point my trading outpost has made me something like 350M profit. Before I started looking for which SCH to build, I happened to find an abandoned goodie - a fully equipped Marauder Pirate. I actually repaired it from 6% to full with my repair laser - while reading a book and having weight on my Ctrl button. I sometimes use this as my player vehicle. It's actually pretty decent - it has the fastest turn speed of all the M7, which means it can carry it on its own on target with major guns faster than the other M7. This is beneficial especially for the player of the ship. The bad thing is that it's quite wide and slow - don't fly too close to the stations with it... But I left my Marauder as a backup ship at my trading outpost (which is the dock equalizer...) and build my first SCH, 015-sized IRE complex just for making money. After that, things really started to roll... Today I'm after SCH:050 MD050 PAC050 1 MJ050 5 MJ015 I'm flying the most beautiful M6 in the game - Phantom. It's fast, maneuverable (fast M6 class turn speed...) can shoot landing pods and has room for 12 Marines. My goal is to get 12 min 4 stars all over the Marines and start landing the M6 with this beauty. I'm also in contact with OCV - which is not good for the general wealth of ships, but I found an abandoned colossus from this trip :) The OCV has now expanded to Tiger Theta and I'm going to start doing SHC to build my own fleet. PCH will have to be battling as long as I have most auxiliary facilities. I also installed a small mobile mining fleet based on TM Pelican. It actually works fine and is much more build than with TL. Especially if you want to keep the mining fleet small enough to fit into the ship's mining base for a quick retreat. I need to multiply this fleet as it was pretty good. The courier is set to take the take ore, silicon and nvidium at my trading outpost, which will be sold by my agent dock. And now some questions - Just to see if someone had the audacity to read this rambling :) How to increase the level of my agent's dock trader? Is it stuck on 1 - null % texts have a way to get a general trading report from all my universe traders or even for the whole empire at once? Display each ship as its own with purchases as one column and gross profit in one column. This kind of function will be very nice in general to see where you are really making money and check if some of your traders are doing something wrong (sector trader in the wrong sector can only make a loss)How big is the support of the SCH I have to build to maintain my PH's soaked? What sch equipment I have to build to equip my fleet. Shields are clear, but weapons and missiles. Tornados are good, but AI doesn't seem as effective in handling those, so I keep them on my own use. Stock exhans. Are they really worth it in LU and what rece stock exchanges are most profitable, if any? I spent something like 300M on a few different stocks, but the ones I bought to buy an index of 95 or more didn't go up to higher than sell the index of 60 or so. Most are on the sales index of 30 or below. Page 2 15 comments comments x3 albion prelude litcube's universe download. x3 albion prelude litcube's universe mod. x3 albion prelude litcube's universe ships. x3 albion prelude litcube's universe map. x3 albion prelude litcube's universe wiki. x3 albion prelude litcube's universe guide. x3 albion prelude litcube's universe cloaker

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