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Siegecraft Commander Full Crack [Torrent]



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## About This Game

### Real-time or Turn-Based Strategy

Siegecraft Commander offers a real-time strategy (RTS) single-player campaign, while providing both turn-based and RTS options for high-stakes multiplayer matches!

In turn-based matches, plan the location of the towers, units and walls in your fortress to outmaneuver your foes, then tactically think and precisely aim when starting your attack! In real-time, quickly construct a base that can win the war and start an all-out offensive. Both offer easy-to-learn strategic elements combined in subtle ways to yield a rich tactical experience!



### Web of Control

Siegecraft Commander hosts two-sided battles where each faction must destroy the other's central base, known as a Keep. Players build a network by aiming and launching new towers from existing structures, advancing toward an enemy's Keep while bolstering their own defenses.



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### **Let the Dominos Fall**

When a tower is destroyed, any descendant structures it helped create fall like dominoes. Precise aim is vital when launching TNT barrels, cluster mines and other projectiles at ground units and opposing structures; one well-placed shot can take out the majority of an opponent's towers or units!



### **Tower Tech Trees**

Every tower boasts a distinct advantage; a Barracks generates foot soldiers that advance into enemy lines, while Ballistas act as passive defenders against air-based units. Learn the pros and cons of each unit as you send them into battle and master the art of war!



### **A Story of Intertwined Destinies**

Play through the stories of the Knights of Freemoi and the tribal Lizardmen. The Knights are greedy treasure hunters and the Lizardmen are led by a psychotic Shaman, yet their stories are connected in ways you might not expect. Learn the secrets of the medieval world of Siegecraft and uncover the true evil that hides within!



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### Single-Player Campaigns

Play as the Knights of Freemoi or the tribal Lizardmen. Penetrate the puzzle-like defenses of pre-designed enemy fortresses. Defend against waves of enemies using Tower Defense-like strategies, while expanding your base and destroying the unit-spawning structures.



### Multiplayer Matches

Engage in local hot-seat or online internet multiplayer, with a selection of different optional game rules, maps, and game modes and AI bots to choose from.. Sieecraft Commander has a match-making system which groups you with 1-3 other players quickly and across compatible platforms.



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Title: Siegecraft Commander  
Genre: Action, Strategy  
Developer:  
Blowfish Studios  
Publisher:  
Blowfish Studios  
Release Date: 16 Jan, 2017

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English







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really bad; doesn't make any fun; the lobbies for multiplayer are always empty and the campaign is incredibly boring - I want my money back - this game really sucks!!! DONT BUY!!!. Fun RTS/tower defense hybrid. The gameplay is rather unique, and works quite well, but the crossbow/shooting interface takes some practice to get used to. Both multiplayer and single player options offered. It's just a few good RTS games available in VR yet, so this is a very welcome addition. I have enjoyed this game a lot!. Pretty buggy right now, crashed on the first play attempt in the middle of a game. There is no back button in the menus so to get out of the MP section I had to restart the game. The grab and pull functionality to shoot is really buggy. This game looks way fun, but I think it needs more development before I will recommend it.. freezes when i click the campaign button. i really like the look of this game, just let me play LUL. This is a review for gameplay on the HTC Vive. I'm assuming that the other reviewers must be playing on a monitor, since currently this is one of 2 or 3 RTS games that work in VR.

If you are not playing this in VR then you are not really reviewing the game, since the VR experience is VASTLY different.

I just had the chance to go through the tutorial, and get my feet wet in a PvE match.

This is a FUN game! Once I can get better with the controls, I think I will be ready for domination of the table, lolol

The graphics are very well done, with the animations of the individual units visible from the farthest zoom. The sound effects are well done, and the whole experience is enjoyable and challenging.. freezes when i click the campaign button. i really like the look of this game, just let me play LUL. I love the game, I saw a few videos on youtube showing the first view, I love it! I really like the concept and the quality of the graphics. I hope you will put more effort to improve the Online multi player game as it's what will support the game in the long run, as more people play online more interesting it becomes. It would be nice to have a global chat inside the game or a 2-3 online multiplayer events each day or a tournament on weekends, just to connect with other players until the community becomes bigger.

Some ideas are easier than others, this is my contribution to you guys! Keep going! Great game!! I bought the game I will certainly enjoy it more if the online multiplayer is more developed than against having an AI.

Thank you!. I wanted to like this game. I like strategy games like this for sure. And this is a somewhat interesting game. My problem with this game is it doesn't really take advantage of the 3d space at all. It's a game you could easily play with a pc monitor, but you're playing with a big vr helmet on instead. The game is just not really designed with VR mechanics in mind. By contrast, laserbait is a drastically simpler game in concept, but it fully takes advantage of the fact that you are in 3d space. You cannot effectively play laserbait on a 2d monitor. This game however would be perfectly possible to play without virtual reality and you would not really lose anything.

Also, as a vive owner (maybe different for other headsets), I found it to be physically painful to play for long periods. That's

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because all my focus was on the ground below me. Again, because this is a 2d game, I never had a reason to look up.. I played on the VIVE and it was a great experience.

I played it till my neck started to hurt from looking down so much, wish i could rotate the board and play the lazyway on my bed. Tons of fun, an INCREDIBLE addition to the tabletop style of VR. Although i haven't found a feature that lets me save my game in case i want to take a break or something, the game is still great. I tried it both in VR and normal and VR is way cooler! you can see the entire board and whats going on, get up close in personal with the battle and just sit down and play. Catchy music too. OH, and i forgot to mention the audio cuts out on the characters on some maps or it just isnt there.

9/10 because It's an awesome game, but my neck hurts after playing for a while and can't save (to the best of my knowledge)

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I have played for an hour or so in VR and really like it. There is enough complexity to the game to keep it interesting and the graphics in VR are great. You can zoom in and rotate the battlefield. It feels immersive, kind of like an animated tabletop game with painted troops and lush scenery.. Full controller support, does not say more or less that a controller is required. I went to look at the controls and there is no mouse and keyboard controls listed, so I have no idea how to turn the map or anything with mouse and keyboard. It doesn't seem you can delete a tower after you place it either. Maybe I am wrong about these things? No idea, can't find help about this anywhere.

Awful voice acting, it just gets annoying to the point I want to skip it as fast as I can.

I thought you could build walls, it looked like a real fortress builder in the screen shots, but it is not, that is just the connectors from one tower to the next. The Base Building part was what lured me in, but it is not actually base building, just tower placement with automatic connectors. Not the same thing at all.. **Unique Twist On RTS Genre**

**I've been looking for a game that would let me sink a lot of hours into a single experience in VR since the Vive was released. I'm early in my time with this one, but having heard of this primarily as a console game, I thought this could have some legs. It's looking like I was right so far! The RTS system is novel, building out your "empire" like nodes or a web. It means you have to think about your placements as there's a heirarchy to what can build what. For example, Outposts can build armouries, but armouries can't build outposts. So think ahead and make sure you have room for expansion!**

**This may seem rambly, but I wanted to get some rough thoughts up so there weren't random complaints turning people away from a solid RTS.**

**If you're a traditional gamer who likes strategy, this is a solid game. But if you own VR and have waited for a game to sink your teeth into, this seems to be it. It's not a tutorial funneling you into multiplayer no one is playing (it does have multiplayer, but it's cross-platform so it's likely to be much more vibrant). And it's not a 2 hour "experience" that is exhilarating for a short afternoon, but then never touched again. This is a VIDEO GAME!**

**If you have an HTC Vive, get Siegecraft.. Siegecraft Commander is a welcome addition to the VR RTS genre. The gameplay is rather unique, and works. The graphics look great in VR, and seem quite optimized. Only thing I really miss is "graphics options", which by my opinion is a must for VR games.. Fun RTS\tower defense hybrid. The gameplay is rather unique, and works quite well, but the crossbow\shooting interface takes some practice to get used to. Both multiplayer and single player options offered. Its just a few good RTS games available in VR yet, so this is a very welcome addition. I have enjoyed this game a lot!. Full controller support, does not say more or less that a controller is required. I went to look at the controls and there is no mouse and keyboard controls listed, so I have no idea how to turn the map or anything with mouse and keyboard. It doesn't seem you can delete a tower after you place it either. Maybe I am wrong about these things? No idea, can't find help about this anywhere.**

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