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About This Game

Tactics Maiden is a flexibly paced, turn-based strategy RPG where the player conquers enemy outposts scattered throughout the battlefield. In the tradition of old-school round based titles, battles play out on a grid-based map, with the player controlling plenty of characters across scenarios tied to both the game's story and optional areas.

Developed by gamers for gamers, Tactics Maiden, the mobile sleeper hit from 2014 finally comes to PC in a thoroughly overhauled and improved version.

What sets Tactics Maiden apart is:

- Choose your own pace. Either crank up the difficulty and ponder over every single move similar to a board game, or play on normal difficulty and make use of the slick user interface where enemy turns can be executed instantly, and where the game almost has a real time strategy feel to it
- A strong enemy AI which has been constantly improved over the past years since the creation of our first strategy RPG back in 2009
- Flexible character builds with skill points that can be redistributed at will
- Over 90 scenarios for 30+ hours of game play
- A compelling medieval fantasy story centered around feudal rebellions, political schemes, war, and romances

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- 25 playable character classes with more than 80 special and tactical skills like 'Fireball', 'Heal', 'Hide', 'Charge', 'Place Swap', 'Web Haul', or 'Send Home'
 - Thousands of weapons, armors, and accessories that can be equipped, ranging from standard over rare to legendary items
 - Thanks to its 5 difficulty settings that can be adjusted mid-game, Tactics Maiden is suited for both novice players and seasoned strategy veterans



For those who have played the mobile version already, here's what's new in this remastered PC version:

- New vector based unit graphics with smoother animations (classic sprites of the mobile version are still available via game options, though)
- Choose the class of your main hero: Rogue, Warden, Shadow Warrior, Shadow Thief, or Fencer for the female hero. Wizard, Druid, Warlock, Elementalist, or Travel Mage for the male hero
- A few additional scenarios and many scenarios overhauled (much smoother learning curve for beginners with additional guidance)
- Substantially improved replay value due to alternative positions for outposts and pillars which are randomly chosen at scenario start
- Treasure thieves make their appearance now and then, and they'll try to snatch away the treasure chests right under your nose (optional)
- There's a game option now to collect treasure chests automatically after winning a scenario, but only if all enemies were defeated (optional)
- Red elite star units (boss monsters) are now available in Tactics Maiden, and they are not only preset in some of the scenarios, but they can also be spawned randomly (optional)
- More atmospheric ally camp where your units are shown
- Damage range preview added for your convenience (optional)

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- Ally units don't block each other's way any longer (optional)
 - Units can move out of outposts now, even if a friendly unit is standing on top of it (optional, connected to the blocking way option from above)
 - Increased damage for attacks from behind (optional)
 - Scum Loading added (undo the current turn, optional)
 - Item shop has a selection of rare items now and then
 - Sound effects completely overhauled and ambient sound added
 - 10 additional music tracks
 - 'Speed up' button for the enemy turn now resolves the turn not just faster, but instantly
 - German version added (language change via game options)
 - Despite all these changes, game saves are still compatible with the mobile version, so they can be synchronized via Dropbox

Title: Tactics Maiden Remastered

Genre: RPG, Strategy

Developer:

Mangobile

Publisher:

Mangobile

Release Date: 28 Sep, 2018

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English,German







Hey this is pretty good! It does still have some kinks like going through objects and I did get stuck at one point, it couldve used a little bit more play testing. But all in all the story and atmosphere seems really good so far. It has good pacing and good visuals. I would love to play in VR but I only have a vive :(Check out gameplay here.

<https://youtu.be/VdDyDVOHQiU>. This game is amazing. Picking up where Mortal Kombat 7 left off (Mortal Kombat 8 was MK vs. DC. and is considered non-canon {though after MK 11... maybe not?}). Anyway, Future Evil Raiden sends a message back to his MK 1 self, "He must win." Which the rest of the story is basically trying to figure out who "he" is. And of course messing up the timeline while doing so! Being a (soft?) reboot, the story covers the time period of Mortal Kombats 1 through 3. While the conclusion is not completely satisfying, they did stick the landing. (And apparently the sequels build well on it.)

Now, as to gameplay... It is brutal. Now, I first have to state I played on the lowest difficulty setting (I know, "Get guud..."). Comparing it to the only other Netherrealm game I have played, the first Injustice, it is much more difficult. It sometimes took me ten or more tries to beat Shao Khan at the end of a Ladder. (I agree Shao, it is official, I suck.) Still, it is entertaining. And getting enough Koins to buy out the Krypt will take many attempts anyway... Or maybe two playthroughs of the story. Also, the Tag Ladder is much easier. Apparently, they didn't double the health bar of the three bosses...

There are also a lot of Kombatants to play as. Even Freddy Krueger. (Though I kind-of wish they had thrown Kratos in, too.) The Fatalities are tricky to trigger, though that might also be because I use a keyboard. And for some reason, I can trigger the Babalities more often (though those can be cute).

All in all, I fully recommend this game. Especially to those who actually know what they are doing in a fighting game.... It looks good and it shows what can be done on an indie budget with Unity, Adventure Creator, and some skill. But it is a pretty bad game. It makes no sense. You wander around in the dark with some murderer out to get you. If he sees you, you're dead. You can't hide; he'll get you. And he must have night-vision goggles. He can see you before you ever see him coming. And the only way to stop him is to find a couple of boots and give them to him??? WTF? How is anybody supposed to figure that out? Poor game design. Poor puzzle design. Great atmosphere. I'm sorry I wasted money on it though. Another game for the trash bin. Put the 3-5 bucks toward a decent horror game like Outlast or SOMA.. I downloaded this game to play multiplayer with some friends witch we could not manage to do. The implementation of hosting\joining games is realy bad needs some serious change\update. As singleplayer the game is quite simple and not very fun.. It is basically an achievement free game. No gameplay here.

2/10. Just got this last night, and dug in today for the first time. Super impressed with this title. Does not give the impression of Early Access at all, the game is smooth, slick and fast. I highly recommend this to any fan of fast paced RTS games, perfectly hits the balance of challenging gameplay possibilities with very easy out of the gate play!

Nice little treat, get it while it's discounted! Can't wait to watch it grow!!. I love the series, and this was a major step up from A4. Old school fun and well-written.. Espeionage is grossly broken. Even when at peace with neighbors, they can and WILL hit you with espionage tactics that cause damage to your cities. There is no repercussions for these actions and no retaliation except for you going into a long and protracted war.

If you send a spy at me, and i identify you as the spymaster, then you are violating our peace, and you are caught in an act of war, but no. No the game doesnt see it this way. You must declare war, which is at a personal cost to you and your relations with all other nations.

In my case, i lost ALL my allys when i went to war with a nation i was supposed to be at peace with. Even though the AI was the one who had crippled my population 3 times and been caught every time.

There is also no diplomatic option to tell them to cut it out, or issue a warning to them, or anything else.

ESPIONAGE IS BROKEN and you will regret adding it to your game if you play non violent.

Nene has one of those ending that just leaves you staring at your keyboard while listening to the credits. I don't know how to feel anymore.. :D This was fun!! Clown art show!! Yes!! Why couldnt you just have made it a \u2665\u2665\u2665\u2665ing beat 'em up game , why did you guys have to be idiots. Fun, Quick-burst platformer that contains some great music, quirky and charming characters and a pretty smooth difficulty curve. Money well spent!. space Moth dx is shumup, the checkpoints are awesome and it looks amazing giving you the idea that you really are a bug in the in the forest, I liked a lot the artwork they made for the unused parts of the screen, its very arcade style, I just found out that you can grab the enemie drops using the "shift" key, and it also do a lazer blast, the game tries to protect your lives auto using bombs when you are hit, its a optional feature.

- +amazing soundtrack
- +pickup and play
- +no loading screens
- +great interface

10V10. Still a good game, different puzzles. If you bought the first one then you will be dissapointed with this sequel. They just copied a lot from the first game and used a couple of photos when they should have been creating a whole new experience. Still fun, just not as much.. This is similer to a few rts games like plantets under attack in how the mechanics work but, maps are huge and, it works since its slower. but, there is a lot of depth to it. If you like 4x games like civ but, want something faster but, slow enough that its a strategy game not a reflex game try this game out. plus, the story is fun.. This is an interesting little 2-D, side scrolling game. The gameplay is fairly simple, rolling, slashing, and jumping among other actions, fighting against an array of different monsters, collecting items, finding recipe's, crafting things.. It doesn't have a comprehensive list of items to craft the way a survival game would, but it is still fun. The story is interesting and was good enough to keep me playing for over 90 minutes when I planned on only 15 - 30. All in all not a bad game, could use some work here and there, but wouldn't be a complete waste if you were to happen across it. Not sure if I would pay much for it, but if it were in a bundle, I would recommend giving it a try.. This is a short experience rather than a game about a child in Africa who has fallen victim to war. It's very short and won't take much of your time and is a thought provoking part of a project meant to help children who have been victims of war. I'd say check out the project and this game if you think you might be interested.

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