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Tempest Citadel Crack 64 Bit

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## About This Game

**Tempest Citadel** is a base building game set on a storm-ruled planet in which sci-fi and fantasy collide. Assume the role of an enigmatic Captain from Terra, whose past and future are yours to shape, as he embarks on a mission to explore a deadly world that promises wondrous and terrible power.

But you are not the first to come.

Armies of ruthless enemies hide within the clouds, hungry for the blood of the weak and the foolish. From gene-spliced psychics to cyborg dark-mages, other factions have claimed the ancient sites which hold the technological marvels you seek.

Can you build, grow, and risk enough to stand against your enemies? Will you forego mercy against those who would show you none? Do you have what it takes to fight for control of this world and claim the secrets of the ancient dead race that once ruled it?



Your mission was a lie. Your first moments waking from cryostasis bear this revelation, and you find yourself in a corner of the cosmos that you know nothing about. Only one thing is clear: those that sent you knew full well what they were doing.

Beneath you, a planet sleeps imprisoned by the planet-wide storm ruling its surface. What you're after – your true mission and your only way home – hides deep under those rage-fuelled clouds. And the price of ultimate power is always the most dear.



Tempest Citadel sees you building a city in the clouds, module by module, and leading 100 unique crew members into action, be they Soldiers, Scavengers, Workers, Researchers, or Medical Experts. You pick their role, their training, their equipment.

Explore a Tech Tree of over 200 research items, enhance your crew with Perks, Augs and Psionic abilities. Gather resources and build up your base and squad equipment.

The primary goal is to explore the surface. You start by scanning and picking sites to send expeditions to, using any intel you can find to pick the best squad for the terrain, weather, and opposing forces. Preparation is vital; once your squad lands, the battle plays out automatically.

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Survival means conquest, so a big focus of research and production is optimising your attack squad and your city defences. With a full array of Sci-Fi weapons, armour, and augmentations, you can make anything from Bio-Enhanced Super Soldiers, to Exosuit-Wearing Assault Troopers, or even Psychic Stormweavers. Ultimately, choosing the right tool for the job is essential to victory; the right squad design can often overcome sheer strength in numbers.

With a large crew to manage, you have options to auto-equip based on a role, such as "Assault Runner", "Skirmisher", or "Sniper". When you resupply with new weapons and armour, your crewmembers choose the best for their role.



Successful missions can yield research data, such as blueprints and schematics, as well as scrap and tech items. Back at the city, these are vital to unlocking the 200+ node research trees, and constructing 170+ modules, items, and weapons.

Missions will also have a cost, both material and human. If your soldiers fall in battle, you can bring them back with all kinds of technology - but they might lose their humanity in the process.



Your progress on the planet is beaten back by 5 enemy factions, each with their own troops, tech specialities, strengths, weaknesses, and storylines. Overcoming them is no easy feat. Further, the day-to-day running of the city is interrupted by tactical and social dilemmas that lead to great risks – but also to lucrative opportunities.



Aartform Games' previous Steam releases include the empire building economics sim *Spice Road* and a fun sculpting program *Curvy 3D*

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*What lost secrets lay hidden beneath the eons-old storms? What unimaginable treasures await your finding? What will you sacrifice to find out?*

*Be the Captain of the Terran ship.*

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*Brave the dark reaches of the storm world.  
Build a Tempest Citadel that will outlast them all.*

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Title: Tempest Citadel  
Genre: Indie, Simulation, Strategy  
Developer:  
Aartform Games  
Publisher:  
Aartform Games  
Release Date: 17 Apr, 2018

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English







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Nothing wrong with this game, it just feels about 10 years late.

Battles themselves are very dull, I'm not sure why your given the illusion of control as its basically auto resolve.

There are worse games but for its price this just isn't worth it.. Worst game I have ever played.

UI text blemeshes the eyes. Read dark text from brightly paneld UI to feel a nice sharp tinggling in your retina.

A game that gives you as many females as males to balance its ANTI-Male Bernie Supporting Developers.

I would say to stay far away from these optic nerds. I hate this UI text reading cr@p always when I think a game would be good.

Look at steam their UI is darker than their text??? See how easy this is on the eyes???? see??! Why do Developers not???.

Defeated the Entire Game in 12.2 Hours

Good:

Graphically it looks good.

Bad

Its a point and click, your choices don't matter honestly.

It felt like I kept doing the same things OVER and OVER again...watch my troops autofight a battle, click some rooms in a dungeon to loot items, and repeat all steps.

As probably said elsewhere, There are worse games but for its price it is just not worth it.. This is not a RTS or Turn-Based combat game. It is all about base building and crew development - and has quite a relaxing flow to it.

It is a charming game with beautiful graphics and an engaging storyline. I love the huge research tree and the care taken over each individual crew member.. Very good mix of RTS, tactical squad RPG, adventurers roster management and base builder; all along a storyline with some choices to make.

When you send your newly equipped squad on a mission you can sit back and look how they're doing given the priorities and tactics you set up. If you prefer playing manually you can: here they give you the choice! So the game doesn't play itself as some people complain, you decide. When mission is over and you won the battle there's a fun mini-game where you explore underground caves to scavenge and get resources in a limited time.

It took me 15 hours to finish the campaign with all researches done, last ship, and toons in my squad almost all maxed with OK to good equipment. I would have keep on a bit more to craft some more items and recover all the remaining cryo-sleeping people.

Devs are listening to the community and working on some sort of NG+ where you could inherit a few things from a previous finished campaign. Can't wait to play again once it's there.

And they're also helpful and reactive. I reported a couple of bugs, had a personal answer less than 3 hours later and a hotfix was already done the day after!. An interesting game that I had fun playing through, but very rough around the edges. The ui feels clunky at times and the battles can have a strange balance, when playing the same mission twice resulting in a crushing defeat and then the next not a single on of your units even hit without any change to tactics or gear in between attempts. Despite this the game has a lot of good concepts and customization.

At its price, I would say this game is worth a playthrough for any fan of strategy games, and even more so when on sale. Not sure if it has much replayability though, because at the moment I feel no real urge to go back and play through again.. Summary: no regrets buying it.

its not perfect. has it flaws? - yes

has it questionable design choices? - yes

is the graphic medicore? - yes

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did it made fun? hell yeah!

The game is pretty niche, you don't make much by yourself, you kinda set things up that will then have an effect. in the first glance i underestimated the game's complexity. you may be only watching the fight, seeing research/production only as numbers but the impact your choices and distributions have is insane. changed some settings and from a devastating loss became a clean victory. in the end i don't have any regrets buying it, even if i first was intimidated by the low amount of reviews/info/discussions. it kept me good entertained and even forget time sometimes. the game focuses on its strengths and its flaws aren't that much of a bother.

i can, without doubt, recommend this little gem. Really enjoying this so far. It's a little different to what I was expecting since you tend to take more of crew management role rather than micro managing them during combat etc. But that's been done to death already in other titles so this is a refreshing twist.

The graphics are technically a bit dated (low poly etc), but in terms of art direction and design it looks brilliant. Reminds me very much of my gaming in the early 2000s.

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An extremely bad case of a "game that plays itself". Battles are automatic (you can manually "command" squads, but there's absolutely no point doing it), the game outside of battles is an extremely simplistic resource management sim (get resources then spend them to progress through campaign).

The game tries extremely hard to wear you down with *seemingly abundant management options, but the essence of it is extremely basic (as I said above, get resources then spend them on campaign blockers), linear, and plain. Most of the time you're just clicking on things that you need to click on, and there are no alternatives.*

*PS: There's also a story going on, but no amount of story-telling can compensate the extremely shallow gameplay.. Unlike most other reviewers, I am not an experienced player of Strategy Games but I found this one sucked me in. The scenes are enchanting and quite dramatic. It took me a while to get the hang of the user interface and I am looking forward to starting again from scratch and see if I can manage my crew much better. I was happy to let the battles fight themselves out but hope that as I get better I can take more control over my troops.*

*The soundtrack is great and adds to the atmosphere. All in all, it is a change to play a game I can take at my own pace. The ability to speed up time is really useful. I feel I am only scratching the surface of the underlying complexity and there are a lot of challenges ahead to really master it.. WTF? Seriously WTF? This game doesn't have any as of yet unseen technology not used by other games. This game should have been made many years ago. I am not knocking the devs of Tempest Citadel for not making this game years ago, but I am knocking every other bland RTS Base building game for copying the same tried and true, and very boring blueprint. This game decides to do something daring, exciting and VERY dangerous. Making a game that does thing different, is always a gamble. I think this game is a MUST HAVE for anyone that likes squad based combat, base building semi open world games.*

*That may seem like a very narrow focus, but this game is not for everyone I imagine. I don't see any reason someone wouldn't have hours of fun, and the way this game is set up, and mind you I have only played a few hours, but it set up so you can very easily just make a new planet for the people to go to, after beating the planet they are on, and you could have a completely new game almost, with a fraction of the work. This game could have a ton of replayability if the devs decided to make new campaigns, sell them as dlc's for \$10 or so, and keep this game alive for years. This game also has a ton of multiplayer options, should the devs decide to plunge into that realm.*

*As is, this game should be in your collection, and played a lot. They set up the research so it looks like there isn't that much, but when you dive into it, you realize there are dozens of research projects. The character system is fun, inviting, and not too overburdening. The dev realize your time is precious, and so they have added a time compression function to speed up time. They also added a lot of AI functionality to your people, so you only really have to deal with the stuff you deem important enough to deal with. Even the combat can be nearly all AI driven (Though you will likely lose a lot of troops if you don't at least tell them to get some cover or get to a spot with a long firing line) and the mini games, while very basic, do not seem overly dumbed down, and if the devs get enough feedback to improve base scavenging, by adding some of the better minigames for picking locks, using drills or w\ve, without altering the flow of the game at all, but as it is, these are very minor aspects of the game, and the only ones I can really knock for not being up to snuff compared to the rest of this masterpiece.*

*Overall, this game is a HELL YES BUY IT. I literally am having more fun playing this game than just about any game I have in recent memory, and if you saw my games list, you would see how big of a statement that really is.*

*. I like this little Gem of a game, its has a great story line and plenty of researchy bits and bobs to add to the flavour. True the combat is not X com but it has its own charm and you can get your team slaughtered none the less. All in all a really charming sci fi strategy game with plenty of techy gubbins for you to research and strengthen your away teams with. Ive enjoyed my time so far and can see many people enjoying its laid back pacing and reasonable challenge, all in all a great indy title and worth the price of admission.. This old Grognard gives it the full thumbs up ;). This game is quite boring. The game mostly plays itself, choices that I make don't seem to have any direct consequences. There are many items available to equip your troops with, but choosing one weapon over the other doesn't have any results on combat. Going one way over another in the tech tree also didn't seem to make any difference. The battles are tedious and offer no fun to watch. It felt like I kept doing the same things: fast forward to complete research, watch my troops autofight a battle, click some rooms in a dungeon to loot items, and repeat all steps. The story is interesting, but does not offer enough fun to compensate for the other boring factors of the game.*

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