
Hartacon Tactics Ativador Download

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About This Game

Hartacon Tactics is a turn-based tactical RPG, featuring highly deterministic mechanics, beautiful hand-painted 2D art and deep gameplay.

Hire characters of unique classes, and wisely use their strengths, skills and weapons to defeat enemies as you travel through the continent of Kaus in the single-player survival campaign, or challenge other players in co-op battles and multiplayer.

Classes

Classes differentiate themselves in terms of a variety of battle stats: from strength to magic power and defense, movement capability such as walkable distance and jump height, as well as frequency of action. Moreover, fighters of each class specialize in the use of a weapon and its related techniques. The knight is your all-round balanced warrior, the dwarf a front liner with great defense, the lionman an unstoppable force of nature, and the list goes on with eight carefully diversified unit types, each with their own strategic role in battle.

Weapons

There are many different weapon types: swords, bows, axes, knives, and all have their characteristic attack patterns and allow the execution of specific techniques. Axes can be used to break your opponents' armors, knives thrown to inflict status ailments, while hand combat is good to move targets and open paths through your enemy's defense line.

Magic

All magic skills belong to some element, and different elements include skills that are quite different from each other especially in terms of range and area of effect.

Water skills can hit multiple targets in wide patterns, and they can target only positions lower than the caster; Earth skills always affect the positions around the caster; Lightning skills can only strike single targets and have no height limitation; Wind skills target multiple positions and have the widest range.

In addition, some elemental skills may cause some status ailments, like Ice skills inducing Paralysis, or Lightning skills inducing Darkness.

Different characters have higher or lower affinity with each element, making them more or less vulnerable and able to deal more or less damage.

Character customization

You can develop your characters by learning new skills and balancing their battle stats to suit your strategy.

Game customization

Build your own maps with the in-game map editor and share them in the online gallery.

Credits

Charlie Fleed - author, developer

Lane Brown - 2D environment artist
Douglas Draco - character concept artist
Abdallah Nabil - 3D modeler
Agnes Swart - 3D animator
Matthew Weekes - level designer
Carl Zeno Manalo - UI artist
Carolina Garcia - 2D environment artist
Julia Levadik - 2D environment artist

Valera Malov - 2D environment artist
Nick Resa - 3D animator

Jack Le Breton - music

Title: Hartacon Tactics
Genre: Indie, RPG, Strategy
Developer:
Charlie Flead
Publisher:
Charlie Flead
Release Date: 1 Jan, 2019

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English

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It's sad, but I think this is not worth buying. It needs more content. I would pay about \$7; then I would recommend it.
. Very good time killer. when I just want to veg and shoot some stuff.. Feels like an early access game. The game has a lot of potential if they fix some things. I wanted to like this game, but I just found myself getting frustrated with it. If they do fix some of the issues I could see myself recommending this game, but I can't in it's current state.

- Minimap could use some work, you can't see the area that your camera is view on it.
- Cover is very frustrating for me. It's hard to know if you are in cover or not and what area you will be able to see from positions if you decide to move to that spot. I had one situation where I thought my guy was in cover behind a building. I could see that he was on overwatch in the direction I wanted with all of his action points available. Then on the enemy's turn some invisible guy was able to spot mine and kill him while my guy never saw him.
- It would be nice if I had some indication if my solder can fire on an enemy.
- Not colorblind friendly, it does ok, but there are no options to adjust the color at all.. I bought mainly to support you guys.

Keep doing an awesome job!. This game has one thing going for it: it has potential. Maybe, someday, it might be quite interesting and/or fun. **BUT DO NOT PAY MONEY FOR IT NOW. IT IS ALPHA LEVEL SOFTWARE.** Yes, yes, I know - it says it's "early access" and everything. I get it. But even in Early Access, you should be able to, you know, play it a little bit and understand that there will be bugs and missing features. But this game is SO early it's practically unplayable. The interface is SO terrible that trying to even figure out how to use it, let alone how to do anything, is an exercise in frustration. The total amount of help you get are a total of 10 "tips". It looks like whoever is developing this is spending 100% of the time on whatever "science" is behind it and ZERO time making it ctually be able to be played by human beings. Before they start charging money for it, they need to stop all work on the AI or whatever, and completely rewrite the GUI into something usable at the very least, Intelligent and easy-to-use for bonus points. Whoever wrote this Ui and thought it was good enough needs their head examind. It's much to eary in development even for "early access".. wtf did i just buy. I played this game with a friend. We encountered a few game-breaking bugs but these were quickly fixed by the developer. Now that the game is working I definitely recommend it. The riddles are interesting and there is also a storyline that can be pieced together. There is currently only 1 level that is meant to be completed within 1 hour. It is maybe a bit short, but we definitely had fun and the VR support made our experience even better.. Challenging? Yes.

Fun to play? No.. This game has to have one of the most comfy atmosphere.. I got this as part of a bundle so I checked it out. It is a surprisingly fun little tower defense-type game. I like the sci-fi, futuristic setting and the story. I was at first not sold on the graphics style because I usually shy away from pixel-art stuff but in this game I think it works. You basically have sillouhettes of the units which kinda leaves your imagination to fill in the details which is kinda cool. But there is detail and even upgrades of the same unit look slightly different after upgrading. Also, the english version was clearly translated ("you are cool") but to me this kinda feels like what my 10-year-old self would come up with. I want to support this dev and things like this. It is certainly worth the \$1.39 Summer Sale price and better than many other games I have seen that cost \$14.99 so I recommend it.

I got to repair, plot course, and navigate a submarine, which was nice.. The game is kinda short, some puzzle is confusing. The game tells nothing about how each puzzle supposed to be played. some puzzles can't be played without finding some specific object first and it gives me no clue. There is very slim chance that you can finish this game without looking up the solution.

If it has more puzzle to solve, I might forgive it, but this game is really short and I can't make sense out of its story. So I'm disappointed.. I loik the floaty blocks =). I read the description of the game before I bought it, and it gave me exactly what it said. A game where you move a small object around slowly dodging lines. I can't really complain, even if it really isn't that fun.

I am however, very saddened that you cannot select a graphics mode to play in, turn off the music, or anything else. I was looking forward to playing the stage with the retro green lines and turning off the music for a semi enjoyable nostalgic experience, but alas, you need to go through the entire game every time.

In short, read the description before you buy a game, and don't complain like a jerk if you got exactly what was advertised.

Price could be a bit lower though, there's really not much to offer. Then again, the developer has mentioned adding more options to allow a bit of customization to your game experience, and has shown that he cares about what others think, so you know, at least you're sending your money to a nice enough person, which is always nice.. First off, this game is still in dev, so there's alot to be added (hopefully). Thus far, the gameplay itself is really fun, almost like a sega/snes style over the top shot. There's quite a bit to bit upgraded, even in this early version, including 5 parameters to your suit, unlocking 4 or so weapons, and the ability to upgrade their speed and shot power. This is all seen under the "weapons locker" option at the main screen, which, who are we kidding, is what we're all going to click first.

Once you actually start the game, it takes you to an overhead map with several locations on it. After clicking the first, you get to see some of the more cheesy aspects of this game, the story. After seeing the "story", you are to assume the identity of apparently a 60 year old who created the best artificial intelligence, and being the hero that you are, once the machines attack, you wear "the suit" to become some super hero, or something....

Now, whence the gameplay has commenced, my initial feeling was laughter, because the music, too, is from a sega/snes era. However, this is where the game is actually good, in my opinion: the gameplay! With it's simplistic style of play, it's extremely easy to pick up, but gets somewhat difficult if you don't watch your health and armor. There's a fair amount of map to explore, but you have a time limit to do each objective, so exploring the entire thing could potentially become out of the question.

Since this game is in early development, it only lets you get to level 3, however, there is lots of promise with this one. It is slightly buggy, as it has crashed twice on me in 30 minutes, but it was at the story screen, and my currency and exp was still saved, so it wasn't a big deal. This is definitely worth the .19 cents I payed for it, and since I have a somewhat older machine I have to look for less graphic intensive games. If they actually took out the cheesy story and music and replaced it with something more in the 21st century, this could be a great game. I definitely recommend this game to anyone who has some change and about an hour to kill.. I would give it a thumbs up cause this game when it came out was better than BF2 and that is an amazing complement. I have the retail version from when it came out. I just bought it in steam cause my cd is messed up. I thought I was gonna be able to go online but you cant no more. you can only do LAN. Also this game says it has coop but it is not true. No coop at all. But omg you shouldve seen this game when it was active. very amazing. This is a decent DLC. I got it on sale for \$1.40, it is worth it at that price but I can't finish this mission. My economy is booming, problem is the cheese outputs didn't actually leave the dock at the rate I wanted it to (I had over 4,000 per shipment for export, only about 500 left) so that made things slow. To add to this, the mandate ends that quickly that for me on three attempts, the mandate offers you, as the president get, aren't enough.

The building is the only thing I overly like, it provides a good sustainble amount of income.

Purchase on sale, its a good challenge but after three attempts, I gave up. It isn't very optimised task wise as becoming independant barely happens, I got to 62% and nothing happened, I red on the internet someone reached 75%+ and he couldn't declare independance, so its a miss. 4/10.

Thanks for reading my review! If you like my reviews and care to read more, feel free to join Antwog's Analysis (Reviews). <http://steamcommunity.com/groups/AntwogReviews>

[If you have questions comment below or post in Antwog's Analysis \(Reviews\) general discussion page. If you liked it, give it a](#)

[rating.. after playing the psp version. and coming to this... BUY THIS ♥♥♥♥ING GAME RIGHT NOW. easily one of the best remasters in years. and one of the best games of all time PERIOD.](#)

[graphics=IT'S ART I TELL YOU\(amazing\)](#)

[sound=EARSUGAR\(amazing sound effects and songs. especially shinin'\)](#)

[gameplay=♥♥♥♥ING AMAZING](#)

[overall:9.9/10. Nice enough little game. but an odd juxtaposition between the two halves.](#)

[The oddity is the town builder screen which is reminscent of time sink type mobile games \(plant some crops V start lumber production etc.. wait X minutes. come back and harvest\).](#)

[Then the "match 3 or more" gameplay which is kind of fun. I do like such things. but it's pretty luck based trying to get matches towards the bottom of the board.](#)

[As many have said before me it's a shame there's no finer granularity of reviews. as it's not a desparately bad game really. and not buggy. but this feels more like a \u00a32-3 game to me so I give a cautious thumbs up if you like the genre.](#)

[I would only recommend it at hugely discounted 75%-80% sale price.](#)

The Deed: Dynasty is now available on Steam!:

<http://store.steampowered.com/app/460960/>. **Version 1.4 Update:**

- Optional mouse support has been added. The game can still be played with keyboard or gamepad.
- A few new pieces of atmospheric music will accompany your exploration of the house and interview with the inspector.
- The default window size has been increased, which should also offer a better resolution when playing in full screen.
- Some minor tweaks and improvements to graphics.

Please let us know if you experience any problems with this update.. **Sentience: The Android's Tale Coming to Steam 6.2.17:** **Sentience: The Android's Tale** is a choice-based narrative adventure game from the creator of [The Deed](#) series and the [Space Pilgrim](#) saga.

http://store.steampowered.com/app/635850/Sentience_The_Androids_Tale/. **The Deed Is Now Available in Simplified Chinese!:**

We have a very good news for our Chinese players. Thanks to Whisper Games The Deed is was translated into Simplified Chinese!. **SPECIAL PROMOTION! The Deed 50% off:**

"True little Gem. Small, but precious"

"I planted my Dads whip in my sisters bedroom and framed him for murder 100/10 - Kinky ". **Steam Trading Cards are finally here!:**

We would like to announce that the Steam Trading Cards are now available!

. **Crown Champion: Legends of the Arena now on Steam Greenlight!:**

<http://steamcommunity.com/sharedfiles/filedetails/?id=739468034>

From the creators of [The Deed](#), [The Deed: Dynasty](#) and the [Space Pilgrim Saga](#) comes a fantasy RPG/Management simulator set in the ruthless world of gladiatorial combat.

We stand at the death of an empire.

For three hundred years, the eight cities of the Crownlands have been ruled by the ancient throne of Aldmoor.

Now the northern earls have risen up in revolt, and King Darius has been overthrown and executed by his own council. His former marshall Ademar has seized the throne, while much of the realm has returned to the days of squabbling petty kingdoms.

In chaotic times such as these, it is possible for even a lowly commoner to rise high in the world.

The people cry out for blood and entertainment. The brutal games of the arena provide both in equal measure. Now is your chance to establish a house and train a worthy team of fighting slaves who might someday compete in the grandest of all arenas.

Their glory will be your glory. Before the sun sets on this once-mighty empire, there is still time to carve out a legacy in blood and steel ...

Features:

- Choose your character's appearance, name your House and shape your own backstory through dialogue options over the course of the game.
- Inherit a dilapidated estate and a couple of fledgling fighters, and then over time develop it into a prestigious academy for your team of fighting slaves. Restore the derelict buildings and hire new staff to serve your needs, from doctors and trainers to cooks and scribes.
- Develop relationships with whichever fighters you choose to acquire from the slave ship, each of whom comes with a unique personality and background.
- Oversee your fighters' training and purchase new weapons and armour that fits their class and fighting style.
- Progress through twelve arenas and dozens of opponents to reach the royal arena in the city of Aldmoor, where your slaves will fight for the glory of the king and queen!
- And of course, you must have a life outside of the arena. Find a husband or wife to share in your glory. Build stables and start keeping a team of racing horses to bring more money into your household. Become engaged with the turbulent politics of the realm, following a series of 'choice and consequence' based storylines and various side-quests along the way.

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