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## Siegecraft Commander Portable Edition



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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.. Siegekraft 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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### Cats and Boobies

11V10. Nice tracks. Portugal (Agueda) is my favorite track of the two. I just think that the Bastogne track is too similar to other tracks. I know that it's replicas, but still.

I would recommend to get these by the season pass or the special edition. Wouldn't say that they are worth 7 euro.... Very nice game, it made me remember the good old days. The puzzles aren't the hardest ever but it is a nice adventure game and the story is just great, not so developed but enough to discover the hidden clues when you play the game for the second time in new game +. I love the new aesthetics and I really recommend it.. This is some of the worst balancing I ever experienced. Have 0% soldiers = retreat every time or lose the game, have 20% soldiers = retreat every time and have development in castle/people/ress. The only way to win battles is to accumulate gold and buy the hero/castle upgrades and this is only possible in late game and late game is over soon bc:

Hack to win the game easily:

Once you have bit of gold and levels, when your people bar is full/almost full, buy a few times the "+25% people" top up, wait a day, get 10-20 levels in one day, repeat.

To get that gold is the hard thing, since all +1 gold per turn upgrades are outright improvident.

I bought this game because the classic AoC doesn't run on my pc, and I'm tempted to say 1,99€ are ok, but it isn't the case sry. A puzzle/parkour game, visual appearance is simple but still beautiful.

Game Performance: Great

Story: not that relevant

Visual: Great

Sound: it's ok

Bugs: Sometimes you fall because you stucked within an object.

The price is absolutely fair.

Recommended for everyone who needs a relaxed game.



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In the critical real world = 2/10

In the cut them a break; it's not a AAA game, It's a few bucks and quite a fun little game you'd expect to find at like an arcade, kind of "world" = 7/10

I'm actually quite enjoying the game. Only on the second mission but still. I got it for \$1.97 and I'd gladly give them double just to help the devs out. It does support Logitech Extreme 3d pro joystick. Probably supports others but that's the one I got. The default controls are wonky and weird. So definitely rebind your keys.

Pros:

Quick, fun little dogfighting game  
Pretty good landscape/background/ground textures/graphics actually  
Interesting plane/ship models  
Controls are fairly responsive once you rebind them  
Pretty good arcade style physics, speed is key  
Joystick support  
Unlimited ammo, regenerative health  
Pretty "diverse" set of locations considering

Cons:

Graphics are obviously overall pretty dated but clearly some love was put into them. (Not a biggie)  
Voice acting was pretty "bad." But didn't bother me  
Horrible default keybindings (especially for joystick)  
No graphical/audio options. Though any computer post 2008 can run the game but still. Would have liked to downsampled the game to get rid of the little bit of aliasing here and there.  
Few UI issues here and there, no biggie  
No ECM/Chaff to help with avoiding lock on missiles, must dodge  
Only 6 missions. I want MORE and I'm only halfway through it

Overall: I'd say grab the game (even at normal price, \$2.99) if you're into quick, fun, indie games that had some effort put into them, are updated, and aren't blatant cash grabs. Which this is NOT. Or if you enjoy dogfighting games. Let me be clear, this isn't an Ace Combat game, it isn't a AAA game, it doesn't have much of a story, or really a top notch anything. BUT if you just want to have some quick dogfighting fun in fairly large aerial battles pick this up, help a small time developer who isn't all that bad. I'm only the second mission but really wanted to review this because I was actually pretty impressed considering. I didn't go in with high expectations and am pleasantly surprised "SO FAR."

Pick it up. You spend more on a cup of Joe.

. this is the best part Egypt I love it. Fun little typing trainer, the multiplayer really does feel hectic while attempting to out type each other. Lots of game modes, but sadly its hard to see many of them because not many people are online. I imagine its just a case of it being new but i do hope that the low asking price will at least have it so you can get a game every now and again. Worth the money though even for the single player as a typing exercise game. Its no typing of the dead, but what game really is.. I stumbled upon Supreme Ruler 2010 years ago and ever since then I have been hooked on the Supreme Ruler series. Having played the previous titles and almost 60 hours of 1936 I can say the game is great so far even with the current beta issues. The issues which are to be expected as the game is still in beta do render the game unplayable and require you to start over but when the issues happen you can report them and usually find a way to avoid it in the next game until a patch is released. I myself have reported a few issues and made a few suggestions all of which the developers took note of and added to their system. The gameplay in of itself can seem overwhelming to new players but if you spend the time learning to manage your economy, military, technology and diplomatic relations you will find the game very rewarding and challenging. My favorite aspects about the Supreme Ruler 1936 excluding the gameplay right now would have to be the ability to mod the game, the ability to communicate directly with the developers, the amazing community, and the lack of any anti-piracy system screwing up or limiting my ability to enjoy the game.. The camera angle in this game is a bit weird.

but

I like the flow of the game, i like the fact that this is a motor racing game without the racing and with a more chill approach.

Level Editor Crashed though

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i'll give it a good 7/10

i got it on sale for like 2EUR/3EUR, i'd recommend buying this on sale.. THIS IS THE GREATEST GAME I HAVE EVER PLAYED IN MY ENTIRE LIFE, I CUMMED 5 TIMES

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