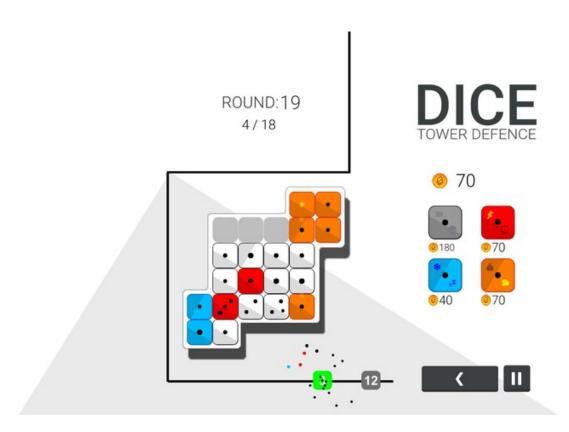
Fractured State Download] [key Serial]



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About This Game



"As the Children of the Ancients sweep through the mining operations of the Northern Provinces, destroying all in their path, the Executor flexes the industrial might of the State to quell local rebellions. Laperia burns and Kimmel, the charismatic leader of the Children, will stop at nothing until the empire is reduced to flinders."



Fractured State refines the RTS genre into fast-paced strategic urban combat where the machine driven imperialistic faction of the Laperian Imperial Army battle to remain in control against the Children of the Ancients, worshipers and masters of an ancient power. Choose a side then vie for control of each territory where taking over new buildings gives tactical advantage, provides the ability to recruit more specialized units and army wide bonuses, as well as impart overall dominance of the area.

Doing away with overly complex micromanagement and mass resource gathering, *Fractured State* focuses on battle strategies in an urban environment. The only real resources you must manage are your troops, building occupation and time. Each specialized unit requires a specific amount of time to prepare to enter the fray and each building you take control of determines map population, recruitment options and territorial control.

Created by modders for modders, *Fractured State* is being built from the ground up to embrace the modding community by focusing on mod-friendly design options throughout development.

In a land engulfed in a brutal civil war split between technical advancement and ancient ways, magic and machines, oppression and rebellion – which side will you choose in this fractured state?

TERRITORY CONTROL

Battle maps are split up into territories. Occupy the most structures in a territory in order to keep control of it. Territories provide army-wide bonuses and increase the number of troops you can control. Reinforcements you request arrive via your controlled territories. Controlling territories and denying your enemy a foothold are the keys to victory.

BUILDING OCCUPATION

Buildings represent important strategic points; this is primarily an urban war after all. Some buildings unlock abilities, new units, passive bonuses, or squad refreshes. Storm buildings to uproot and destroy entrenched enemy forces. You have full control of your units whether they are inside or outside.

WEAPON ACCURACY & RELOADING

Your soldiers must keep a mental count of their ammo, or else they could lack it at a crucial moment. No soldier hits his mark 100% of the time, and no weapon is completely accurate. Distance plays a role. Closing down on your target is dangerous but can yield better results.

COVER

The most common cause of death for soldiers of the Laperian conflict is exposure. And bullets. And exposure to bullets. Cover makes your units harder to hit. Troops in cover can be dispatched more easily by flanking and rear attacks. Troop placement and cover management are critical to your success.



EARLY ACCESS LAUNCH FEATURES

- Map Editor Create and share your own maps with the Fractured State community
- 7 Playable Maps includes 2, 3 and 4 Player Maps
- Multiplayer LAN and Online
- **6 Unique Units per Faction** Children of the Ancients: Knight, Ancient Fist, Warden, Vicar, Ruhk and Fanatic Laperian: Conscript, Grenadier, Transport, Surgeon, Flamethrower and Sharpshooter
- Multiple Combat Styles Open area, Occupied Structure and Cover Based



Title: Fractured State Genre: Indie, Strategy, Early Access Developer: Mechanical Monocle Publisher: Mechanical Monocle Release Date: 5 Apr, 2017

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Minimum:

OS: Windows 7 64-bit

Processor: 3 GHz Intel i3 or equivalent

Memory: 6 GB RAM

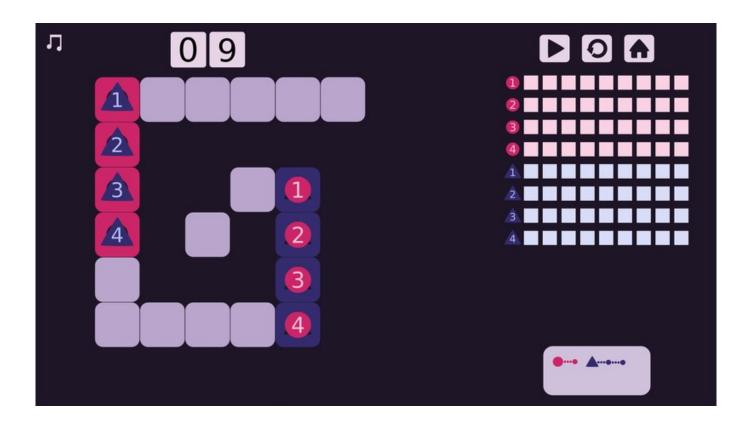
Graphics: GeForce GTX 570 or Radeon HD 7870 or equivalent DirectX11 card

DirectX: Version 11

Storage: 700 MB available space

English







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The game is awesome, keep you up all the time in. if you are not a rage quitter you going to love this game ;). Holy hell, I remember having had this on Cd way back in the days, back when FMV adventure games were the rage. So glad I found this one again!

It is not without its flaws, it does suffer from the same 90's adventure game logic in certain parts, and there are a lot of instant death/game over scenes, but over all, it is a *very enjoyable game*. *This is why Trump will win 2020. If you liked the energy pellets in Portal, you will like this game. Sadly, I did not like energy pellets.*

but, one has to recognize the work of the Mod developers. The game is well develop-ed, very few glitches, and high quality.

. Talk about a nostalgic trip.

I remember playing this back in middle school on the PC. Its aged like fine wine but im sure only a few can appreciate this classic cultural time waster. Exceeded my expectations and then some! Amazing modernized spin on a classic game. Amazing gameplay, tons of polish. Would recommend to anyone, even if they weren't a fan of Link To The Past. I'm going to go ahead and say this was one of the more fun old-school sonic games, but it is also, out of the main series (so no spin-offs like spinball or 3d blast) the HARDEST of the old-school games to beat. The game is super fun, but make sure you have a ton of lives by time you get to the final stage. There is a mini-boss AND the final boss you have to beat, WITHOUT TAKING DAMAGE. It is insanely difficult but lots of fun, this was my first video game and I will love it forever. Colourful, accessible arcade action puzzle game where you manage thrust and inertia to steer your little spaceship thing through a gravity-shifting crazy golf obstacle course to the exit tile. Of course there are optional extra collectables along the way, alternate exits to alternate worlds, Super Mario World style, and enough new hazards and abilities to contend with that it kept my interest long before I ran out of new levels.

Works really well as a casual pass-the-pad multiplayer game. It's a lot more forgiving than something like Super Hexagon. Nobody's going to be on for too long but nobody's getting an early bath after five seconds. Well... not often.

Feels very much like a game you might find stuffed in a corner in a seaside arcade or find on an Amiga disk with half a Chinese label on it - you'll want to tell people about it, when you remember, but most of them will almost certainly never play it and you're not sure of the name or where you played it.

Maybe you should stop smoking weed. You'll need to run this in a Win98 virtual machine, keep in mind. The strategical layer and micro-managing is mind scratching, and the battle layer consists of quick, surgical, and precise dogfights, often lasting less than a minute, yet incredibly thrilling (albeit frustrating when there's an enemy with a cloaking device, of which are incredibly broken). it's too hard, and too expensive "meow". Dynamite Jack feels like a finnish homebrew from the nineties. I wager that this was a game that was made technology first, design later. The story is slapped on, the art direction is nonexistent, the levels are simple and uninteresting and the game introduces pretty much all of its few features in the first couple of levels. I see no reason to recommend nor play Dynamite Jack.. fun free game. no tennis! D: the only reason i got it is tennis. level design + graphics

- + music
- loading screen
- easy
- story
- end
- short. fun in depth game. My experience:

> Sideshifter shifts the whole front panel not just the forks.

> Forklift doesn't topple when harshly turning at maximum speed.

> Mission objective "Lift the forks" (Move a pallet with actual forks on it)

10/10. Gamers like Bullfrog and Brilyn don't seem to get what early access means. This game is being updated and built upon on a roughly bi-weekly basis. The last update unlocked more levels, patched errors and the developers asked for feedback on making new quests and balance issues.

As for price and gameplay, for the first the game may have only had 12-14 accessable levels a month or two ago from the time of this review, but its growing now. Read the description of the game. And the gameplay, if you don't see gameplay footage on the store page go to youtube to check the game out to see if it's for you.

Been playing games since the mid 80's, and this is one of the funnest I have ever played. Its simple, addictive, a little flawed but getting better each and every week with great updates. I've finished all the levels but there are another 8 levels they are still working on that I am looking forward to playing. Each class has 7 ability/spells that you can claim and then upgrade and you can craft gear to better prepare yourself in different levels. Having a shield will protect you from arrows, important when those goblin archers have you in their sites. Its worth a try, and now I'm going for DQ1 !!. Bland, uninspired graphics and level design. Textures missing, leaving your character as a white and blue blob when wearing certain armors. Unengaging story and quests lead this to being just a completely boring game. It is also fairly short. I think the only ones who can find some fun this game would be the hardcore D&D fans. I could only get through this because I am a total **VVVVVVV** for D&D games and play through pretty much any of them that I can get my paws on.

Pass on this unless you absolutely adore every game of this type and are a fan of D&D games. I have played every dungeon crawler since the great Dungeon master, but none of them ever came close to providing the fun and atmosphere of Dungeon master. That was until this game came along.

PROs:

-Great yet simple game mechanics that feel just right.

-Very good and sensible story line (well told).

-Hard monsters. Even a cute little pink eyed rat can wipe the floor with you. To defeat said vermin/monsters you find ways to weaken and overcome giving you a true sense of accomplishment.

-Nice graphics and ambient.

CONs:

-No volume sliders, can become annoying. -No monster killing doors, so not a true rival to Dungeon Master.

Public Annoucement:

After a long back stage development since 2016, Tanks Endeavor is finally getting published.. Gravity Heroes **New features** available (version 0.3.14):

Updates. We are the Plague BETA KEYS!!:

we are the

Dance with the Plague before anyone else

pr@forever-entertainment.com

We'd love to hear your professional opinion about our game - so if you are an influencer, Steam curator, twitcher or youtuber we've got a treat for you! Mail <u>pr@forever-entertainment.com</u> from your official account for a chance to get a **Stem key for ''We are the Plague'' prologue** before anyone else!

https://store.steampowered.com/app/992690/We are the Plague/ . Content Patch Hotfix!:

- Hares now run in correct speed! (Survival Mode)
- Using the smelling sense now costs the correct amount of stamina! (Survival Mode)
- Option to turn off tutorials added.

. Patch notes - 1.7.2:

A small update for the game is out now. Here's what's changed:

- Released the game on <u>https://martincrownover.itch.io/fatty-rabbit-hole</u> (DRM-free)
- Tweaked the screenshot function to work better in cases where Steam isn't available (local screenshots are saved to %USERPROFILE%\AppData\Local\Fatty_Rabbit_Hole\screenshots)

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