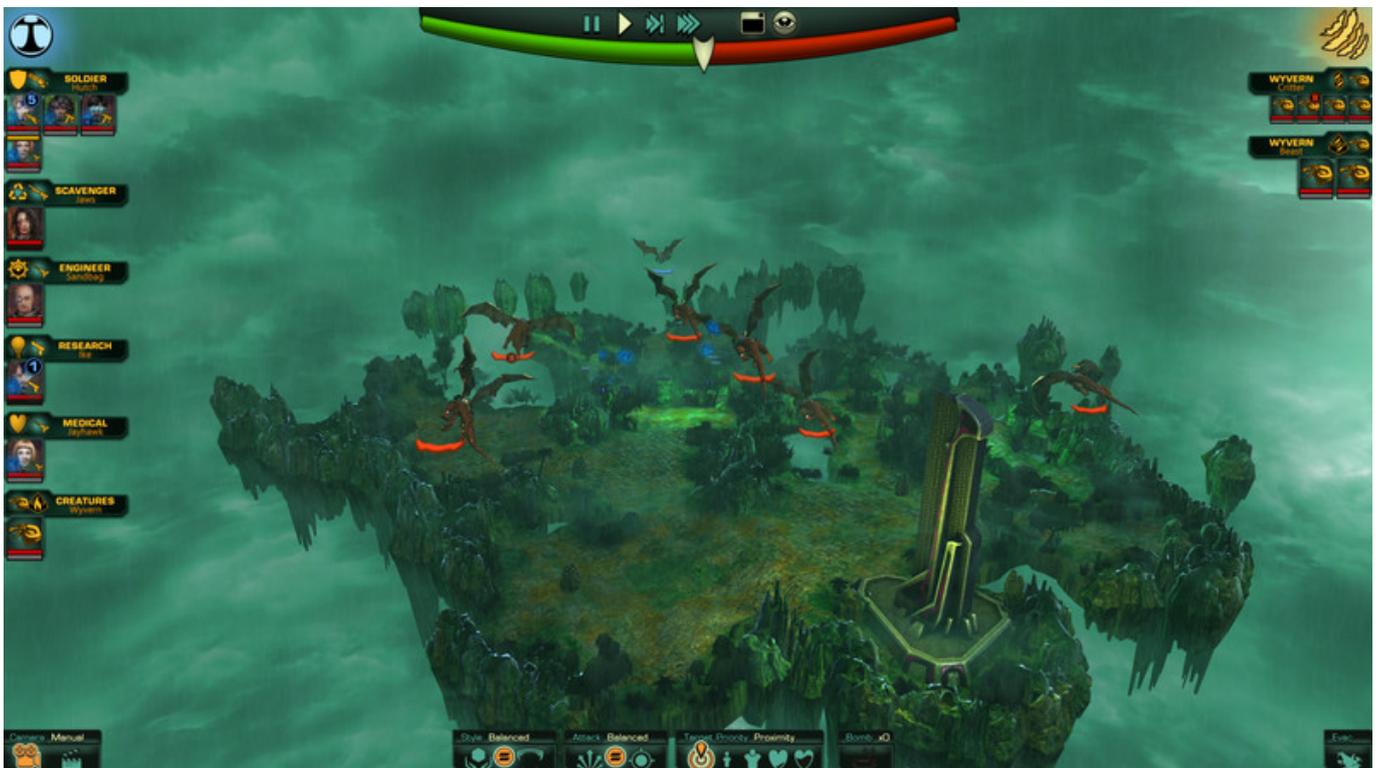


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## Tempest Citadel Activation Code [Xforce]



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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

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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.



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.

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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.  
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

b4d347fde0

English



**MEDICAL**  
Amor

11:00 03/06/2024

Playbook

STATUS
LOADOUT
PSI
MEDICAL
PERKS

**CREW**

- Kepper
- Pitbull
- Ike
- Gizzler
- Murmur
- Eeyore
- Charlie
- Garrett
- Godzilla
- Indigo
- Mauk

**MEDICAL**

- Jayhawk
- Amor
- Frosty

Augmentation Complete: Soul

**PORTRAIT**



**CREW STATUS**

31 | 100 | 82

Morale: Excellent 89%

48

99%

3 | 15 | 11

7/5 | 18 | 18

**AMOR**

**JOB: MEDICAL C**

Level: 5 XP: 108467 / 130000

Health: 53 / 53

STR: 41

DEX: 38

INT: 82

**ABOUT**

Name: Dorothy "Amor" Parker

Born: March 27, 1993 Age: 30

Place: Biloxi, Mississippi

Career: Plant Scientist

Hobbies: Static Trapeze

Light Weapons: 30

Heavy Weapons: 25

Energy Weapons: 32

Medical: 29

Engineering: 27

Research: 31

Scavenging: 33





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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.. 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.. 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.. Love the awesome graphics of your base in the clouds. Cool sci-fi story. The tech tree is a bit like XCom but the RTS battles go mainly automatically. I like that you can turn your crew into cyborgs.. 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 Groggnard gives it the full thumbs up ;). I want to preface this by saying if you are looking for a tactical game in the vein of xcom this isn't it. You have a base that you manage and squads of soldiers that you send out, but you only have control over their positioning and broad tactics not when and wear they shoot or use their equipment.

That said it's still fun to manage your base and optimize your soldiers gear. There are quite a few different stats to manage and the combat is more complex than it appears on the surface. Getting your soldiers from raw recruits that cower before bugs to super soldiers that burn through dragons is pretty satisfying.

And while you don't have a lot of control positioning does matter in the harder fights. As does which weapons you take. Admittedly on easy mode you basically just let the fights run, but on extreme giving the proper loadout and sending your soldiers into cover is the difference between being wiped out and winning the fight.

The bad thing is that this is not particularly apparent to start with. Poison and lasers are basically the best choice for the first half of the game, and you simply won't have the tools to deal with some of the tougher enemies except brute force. It gets more interesting once you research psi powers and a few of the more advanced weapons, but that takes long enough that I can see why people would be put off.

The best part of the game though is the story and the art. The story has a surprising amount of world building, and kept my interest through the whole thing. And the art is quite good in the UI, which you will be looking at a lot. There is a large amount of soldier portraits and they change as you augment them, which is neat. Though the actual battle animations are mediocre. They aren't the worst 3D models I've seen, but they aren't the best either.

The only annoyance I have is that the story is fairly linear. It doesn't matter how well you do in battle. If the story needs you to lose it will say you lost horribly. And occasionally there is a disjoint between what you were fighting and what it says you were fighting. It kind of felt like the developers just decided they needed a fight for every major event whether it was necessary for the story or not.

There are three different endings, but it entirely relies on how well you can do in battle rather than any choices you make during

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the conversations. I spent an hour trying to figure out a different conversation path to no effect. And it's actually impossible to lose. If you lose enough times in a mission the game will eventually gift your units with miraculous aiming and dodging prowess to beat the mission. I found that out when I was trying to deliberately drop my fate score and my pistol armed medic started defeating hordes of enemies solo.

That said you're only going to get the worst ending if you rely on that. And getting the best ending is actually a dramatically harder prospect even on Easy difficulty. On extreme, well it's a challenge.

Overall I would say if you're interested in a neat story and some casual base building and combat this is for you. I at least felt it was worth the price.

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Worst game I have ever played.

UI text blemishes the eyes. Read dark text from brightly paneld UI to feel a nice sharp tingling 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???.  
Summary: no regrets buying it.

its not perfect. has it flaws? - yes  
has it questionable design choices? - yes  
is the graphic medicore? - yes  
did it made fun? hell yeah!

The game is pretty niche, you don\u00b4t make much by yourself, you kinda set things up that will then have an effect.  
in the first glance i underestimated the game\u00b4s 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\u00b4t 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 arent that much of a bother.

i can, without doubt, recommend this little gem. 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.. 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 of 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

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picking locks, using drills or w/e, 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.

. 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.. 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 kept 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!. It's about six hours of gameplay if you play fast, 10~ if you play slow. With that out of the way let's move on.

Tempest Citadel is a trippy sci-fi romp into a stormy planet that is trying to be several games at once without really mastering any aspect. Now, this is not to say that this game is bad. I would say this might be one of the best X-Com inspired indie games of the decade. But what I am saying is that there are obvious flaws in Tempest Citadel.

You awaken from cryosleep and quickly get shot down. You then do a few missions and locate a flying citadel that you turn into your base. This base is where you construct new facilities and otherwise play the game from. You then launch over a hundred ground missions, which is just an exercise of letting the game auto-complete itself. There are a few different types of enemies, which you always see at such a distance they all just look like people in armor. You just sort of techrush and get guns and armor to stomp enemies.

Where the game gets things right is it \*tries\* to impose moral choices that are actually single choice answers. At the start of the game you learn that a portion of your crew died in cryosleep, and you can otherwise harvest them for resources. You can however revive them at the very, very end of the game if you keep them; where by then you will have either lost the game by then or not need them. Then the game gives you not one but two different fake chances to play diplomatically. The order hate you and the mechanists eventually turn hostile because you are forced to launch a suicide mission.

This is a great attempt, but the writing starts to fall apart in the middle of the game as you stop caring what these people are babbling about. The Dominion and Order just insult you, the Mechanists don't give straight answers, and the Arcane just sort of exist.

The game gets very tedious in the mid-game, and very little variation happens. Only hard core strategy fans should apply.

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