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About This Game

Customize your army

Gain experience and spend level up points to increase your units' offense, defense or speed. Upgrade your infantry with new equipment to make them powerful against different unit types.

Navigate the world

Each unit has their advantages and disadvantages in the terrain of Art of Guile. Will you use rivers as an advantage to slow the enemy down or swamps and their long grass to prepare a surprise attack? Take your pick from a selection of maps to fight your battle.

Destroy your enemy

Make quick decisions on the battlefield using your units to round the enemy to crossfire, suppress the enemy with a barrage of bullets or by using explosions and high firepower to your advantage by scaring the hostile units. Remember to take cover to protect your units from getting hit!

Features

* All units can take cover to eachother and wrecks.

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- * Units experience war situations such as suppressed, fear and crossfire.
 - * Infantry equipment can be upgraded to "Sniper Rifle", "Rocket Launcher", "SMG" and "MG".
 - * Terrain, such as grass can affect gameplay by making units slow or allow ambushes.
 - * Dynamic Weather
 - * Watch a nice environment turn dirty with the visuals of war with corpses, demolished buildings and destroyed tanks.
 - * Level up your units to defensive, offensive, and speed rank types.
 - * Auto match and player ranking system.
 - * Create your very own maps using the built-in level editor and publish them for others!
 - * Fight across several maps with different layouts and terrain.
 - * Research new abilities and units.
 - * Team up with a friend through Multiplayer or bring an AI, if not solo.

Extra Info

This game is an indie RTS game which has been developed by two people in two years with a custom game engine. Also, special thanks to him who helped us a lot about almost all other aspects than programming (tests, descriptions, reviews, trailers, screenshots etc.), Thor Youlton.

Title: Art of Guile
Genre: Action, Indie, RPG, Strategy, Early Access
Developer:
Unphysical Machinery
Publisher:
Unphysical Machinery
Release Date: 11 Aug, 2017

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Minimum:

OS: Windows 7/8/10

Processor: Intel Pentium G860

Memory: 3 GB RAM

Graphics: Video card must be 1.5 GB or more and should be a DirectX 9 compatible with support for Pixel Shader 3.0

DirectX: Version 9.0c

Storage: 2 GB available space

English







art aguilera. art and guile. art de guile. art of guile game. art guile meaning. art of guile

This game is very addicting and its not too complex to start out if you are new to RTS games. Even though starcraft 2 is now free, this game still has a lot to offer. For one if you aren't into sci-fi as much and more into realism then this is for you. Also I love how you can level up your units and give them different weapons. Also with effects like suppression and crossfire it feels fresh. People have compared this game to older command&conquer games. I haven't really played C&C so I cant say to much on that. Great to play with friends. Give this game a try.. From the bit that i've played this strategy game seems to be inspired in many ways by other various strategy games. Visually units look like they were inspired by Star Craft, Command & Conquer (the Tiberium Era), and Act of War with gameplay feeling very similar to Company of Heros where gathering resources for base building and unit production requires you to capture and hold strategic points and some game mechanics from the Focus Entertainment's "Wargame" series where units can get suppressed while under overwhelming fire or panicked when bombarded by large explosives. There also seems to be a "Cover System" similar to Company of Heroes for infantry where moving them next to low cover will give them a defensive bonus (something i noticed when one of my soldiers was engaged by another and knelt behind a disabled tank chassis that was part of the map, taking noticeably less damage until he was flanked by another unit).

The game can be played both in online multiplayer with pvp or player vs ai game modes and offline against ai in skirmish mode. Visual details and unit animation are very unpolished and the UI is very bare, but for an early access game for \$4.99 it's functional and makes for an entertaining "poor-mans" RTS.

Personally I'd prefer games like 8-bit Armies when it comes to basic/simplified strategy games but i can honestly say that this game is fairly decent and I hope the developers continue working on it and improving on what they have so far. With a little polish this game can actually be a fun and affordable alternative to the mainstream strategy games today.

Currently, if i had to rate it, I'd give it a 7 out of 10, just enough above average for a recommendation due to the fair price for a functional, early build.. From the bit that i've played this strategy game seems to be inspired in many ways by other various strategy games. Visually units look like they were inspired by Star Craft, Command & Conquer (the Tiberium Era), and Act of War with gameplay feeling very similar to Company of Heros where gathering resources for base building and unit production requires you to capture and hold strategic points and some game mechanics from the Focus Entertainment's "Wargame" series where units can get suppressed while under overwhelming fire or panicked when bombarded by large explosives. There also seems to be a "Cover System" similar to Company of Heroes for infantry where moving them next to low cover will give them a defensive bonus (something i noticed when one of my soldiers was engaged by another and knelt behind a disabled tank chassis that was part of the map, taking noticeably less damage until he was flanked by another unit).

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Currently, if i had to rate it, I'd give it a 7 out of 10, just enough above average for a recommendation due to the fair price for a functional, early build.. Great game but is kinda dead.. very good concept but it need more work and it can easily become the next C&C

It's alright. too fun to stop... so glad getting this game

u can keep moving around to tease a lone tank up close with just a single infantry because the tank got a kind of slow turret turning speed, although the little guy cant really hurt that steel block in front, but can still do silly damage to its tracks and rear

projectile and unit physics are well done

moral and verterancy systems are really fun to mess with too

some advice:

sight radius changes happen too fast, its like one second ago u can see 200m but next second only 20m... how about make the daylight and weather changes happen slower in slepts?

need long-sight scouts, maybe give basic infantry binocular and nightvision upgrades?

sight system could use some work, in addition to existing round-shape field of view, a further cone-shape field of view which can be blocked by terrain and unit wreckage maybe?

woulde like to have weapon range and stealth detection indicators for both mine and enemy units when selected.

infantry knockdown and getup animations can be more vivid...

this game shows a lot of portential, surely a must try if you are a hardcore RTS and tactical gamer like me

looking forward to see this game become a masterpiece!. stupid stupid game! Probably one of the lowest priced games I have purchased, yet I cannot stop playing!

very high recommended if you like RTS. lol get it on sale, its ok at best. lol get it on sale, its ok at best

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