Atriage Free Download [PC]

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About This Game

Engage in a battle of wits with **Atriage**, a turn-based strategy game crafted in the spirit of classic board games. Inspired by Sci-fi space naval battles in 80s Anime, command a fleet of ten warships against a rival commander in an all-out battle for supremacy. Outwit your opponent by mastering four different ship classes, each with their own strengths, weaknesses, and roles in combat. Execute your strategy on a randomly generated playfield, opening new possible tactics every time you play. Take advantage of variations in your ship's endurance parameters to withstand your rival's onslaught, but watch out, if your battle strength reaches zero, it's Game Over.

Features

- Intense tactical fleet combat where you must **strategize** within an octagonal-shaped playfield rendered across six different beautiful space backgrounds sporting randomly generated obstacles for endless variations of play.

- Dominate the playfield with four versatile, fully animated space **warship classes**, each with their own sets of unique attacks, movement patterns, detailed textures, and customizable colors.

- Master your fleet by taking on rival commanders in **Offline Mode**, featuring three distinct AI settings for players of different skill levels.

- Challenge your friends across the web with **Online Mode** and find out who's the more skilled commander. Featuring a fully implemented lobby and chat services for an engaging online experience.

- Test your prowess with **Challenge Mode**, featuring nine compelling puzzles and game variations only skilled tacticians can master.

- Rise above the ranks as you gain experience from every battle on any mode of play. Level up across 51 military ranks and show the world your prestige in the game of **Atriage!**

Title: Atriage
Genre: Indie, Strategy
Developer:
Batu Games LLC
Publisher:
Batu Games LLC
Release Date: 7 Apr, 2016

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Minimum:

OS: Windows XP SP2+, 7, 8, 10

Processor: 32-bit Dual Core 2.0 Ghz

Memory: 2 GB RAM

Graphics: Intel HD Graphics 4000
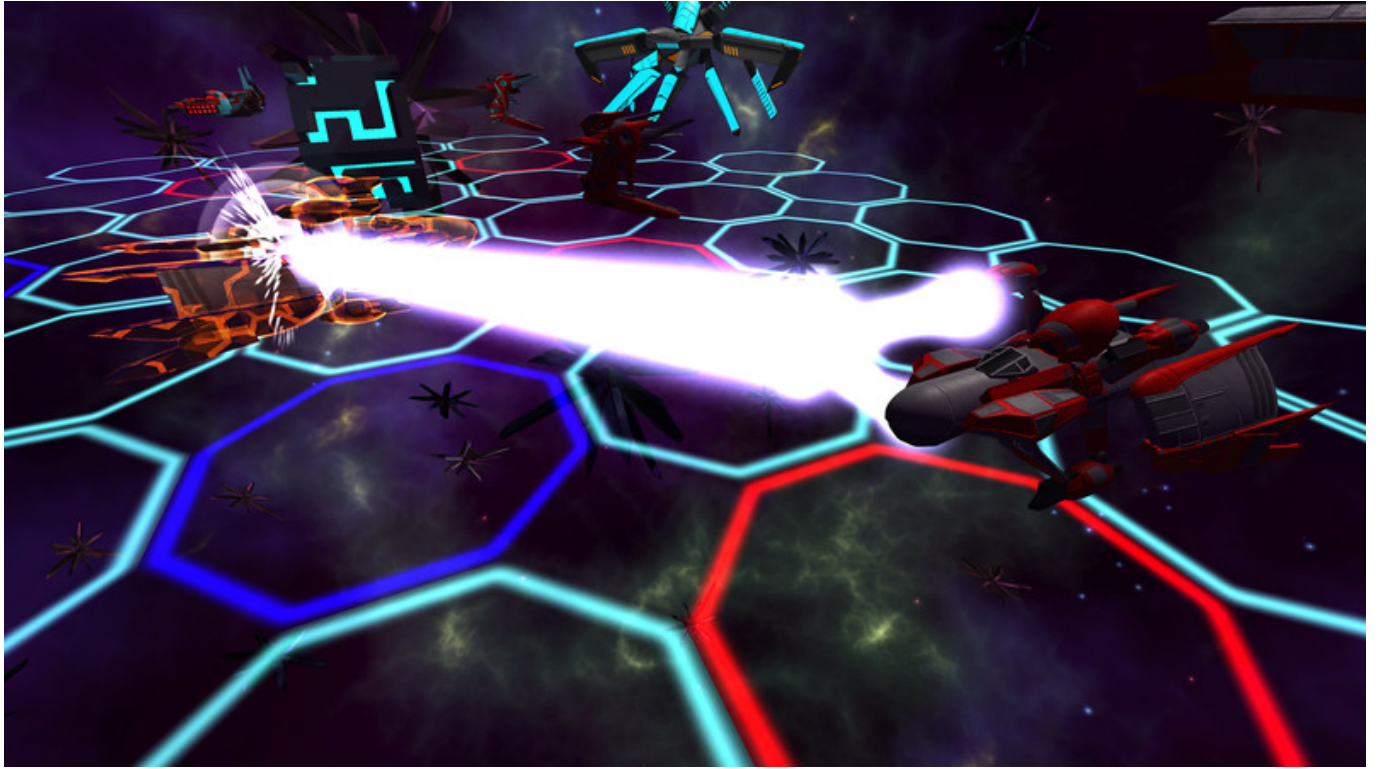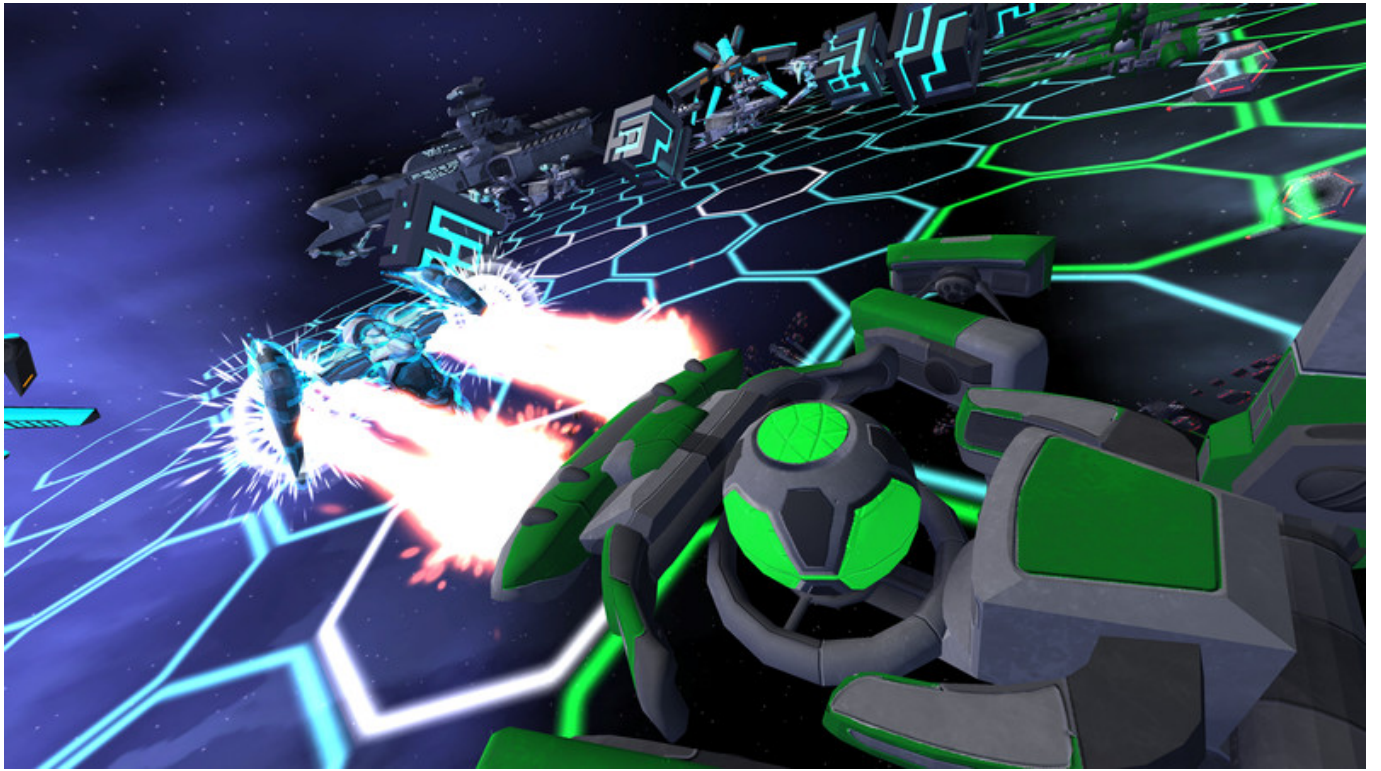
DirectX: Version 9.0

Storage: 2 GB available space

Sound Card: Any

English

It's basically CHESS! IN SPACE!

You can imagine the gameplay. There are set 4 classes of ships and each ships move different and attack differently, and you fight in a 2 dimensional board with random obstacle.

My feedback for now is that I wish there's more options on the visual (like for example to reduce the thickness of the board lines).

Also, I guess I must reiterate again. It's Chess In Space with a bit of random elements. Gurgeh would be proud. So there aren't any campaign or storyline or upgrades or fleet building or such. I guess I should recommend it at discount for those who aren't really into chess.. I have seen kickstarters asking for 10 of thousands or more for similar types of turn based ship formation games but they fail in the execution or never come to be. Now, this game pulls it off, straight forward turn based strategy game without any fillers or unnecessaty complexity.

I recommend this game because it is easy to pick up yet shares a similar mastery approach like chess. You control a fleet on a tiled board against another fleet. Each ship has a move pattern and attack pattern, some stronger others weaker. I played a game session for over 30 minutes because I took my time before each move and in the process learned different tricks watching the enemy AI in action. Learned a lot from it and will try to pull those new moves on my next session. It was fun, tactical, straight forward and has a arcade touch to it. Seems the game has online capabilities, so it will be interesting to play against a human contender.

The style of the ships remind me of Ikaruga and radiant silvergun. The UX is straight to the point, no complex windows all well desgined and simplistic. All you need is fast to get.

The mood of the game for some reason reminds me of FTL, probably the soundtrack, or just the feeling of the whole game reminds me of FTL. And that is a good thing.

I do want to point out, as in today, release day, I noticed some bugs when it comes to selecting the tiles you want to move to. I noticed during your turn transition if you click on a enemy for some reason it shows the enemy move pattern and attack pattern as if you were able to control it, yet can't. I have seen this type of bugs before in this type of games and the team mentioned they are in process of fixing bugs, so that is good they are responsive.

Eveytime you play is not a wasted game (even offline), you earn experience, until now I haven't leveled up but I will check what improvement I do get for my fleet.

Besides the ship selection bug (which I believe is being addressed), I do recommend to make the ship animation cut scenes a bit shorter to keep the momentum. This means each ship teleportation and attack can be a bit faster, and that might help the pace to keep it chess like.

Overall is a good game with a lot of potential, and quality, it will keep improving.

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