
Fate Tectonics Download Link Pc



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About This Game

Build up a world piece-by-piece using the power of the god-like Fates, while keeping them happy enough to avoid world-shattering temper tantrums!



Fate Tectonics is a world-building puzzle game featuring a handcrafted pixel art style and a 16-bit symphonic soundtrack. Carefully place terrain tiles, piecing together the world in a way that will appease a growing number of god-like beings called Fates. One wrong move could mean angering the Fates, resulting in a chain reaction of destruction and chaos. Unlock the powers of the Fates to build a stronger and increasingly beautiful world and face off with final Fates for the ultimate world-crumbling finale.

Features

- Easy to pick up and play casually, but also offers deep challenge for more strategic players.
- Handcrafted in-game pixel art, a soundtrack of symphony & steam by composer Robby Duguay, and Twitter-shareable worlds!
- The powerful **Book of Fate** keeps track of your progress and chronicles your adventures!
- **Two game modes**—test your world-building skills in timed cycles of creation and destruction under **Ragnarosa and Fortuna's** vigilant watch, or take your time and build up a world as large as you can at your own pace, under the calming influence of **Serenity**.
- **Accessibility options** cater to gamers with motor skill, cognitive and vision impairments.

Accessibility Options Include:

- Multiple control schemes, remappable keys and input options
Design and colour palette are resistant to 3 types of colour blindness
- Advanced options for cursor speed, font size, game speed and more
- Separate volume controls for music and sound effects
- Full-screen and windowed modes
- All menus and screens have a half-second cooldown between inputs

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- In-game hints and guidance for new players
 - Assistive tile auto-rotate feature that learns your preferences
 - Comprehensive save system featuring overview of progress, multiple save states per save file, and thumbnails for each save state for a quick visual reference of progress

What they're saying about *Fate Tectonics*

"Last night, I decided to play Fate Tectonics [official site] for five minutes, just to get an idea about how its world-building puzzles worked. It was a long five minutes. Around an hour and a half, all told. (...) It's rather good."—ADAM SMITH, *Rock Paper Shotgun*

"The combination of strategy and puzzle solving is certainly unique and makes for a very addictive gameplay experience."—GAMERAMBLE

"(The game) allows players to derive meaningful satisfaction from creating expansive worlds one piece at a time. It's almost meditative during the early going. Then it starts to get a bit tricky." - CHAD SAPIEHA, *Post Arcade (Financial Post)*

"I personally found that it brought back a sort of childlike joy that came from building things with blocks or legos as a kid, then destroying it all in a cathartic burst of destructive control."—ALEXX APLIN, *Mod Vive*.

"My main piece of advice is be willing to fail. It has some of the best game over gameplay since Sim City of old."—CHRISTOPHER DEMELO, *The Snarge*.

"The strategic spin on a world-building game gives Fate Tectonics an added challenge many people won't expect." — CONOR BAILEY, *The Spew*.

*"If you play only one **real-time polytheistic tile-placement world-building strategy puzzle game**, make it this one!"*—RAIGAN BURNS *Metanet Software (N++)*

*"Has all the joys of creating with all the pains of having it **crumble away around you**."*—JAMIE TUCKER, *Asteroid Base (Lovers In A Dangerous Spacetime)*

*"Fate Tectonics is a beguiling game; it lures us in with the **cathartic pleasure of clicking together puzzle pieces**. The satisfaction in snapping the precise piece into the perfect place is matched only by games like Carcassonne. That is until you realize that you are actually playing a precarious game of house of cards with three angry toddlers stomping about."*—JOHN Z. LINDVAY
BigSushi.FM

***Fate Tectonics** is a proud GDC 2015 alumni of the Indie Megabooth.*

Title: Fate Tectonics
Genre: Indie, Simulation, Strategy
Developer:
Golden Gear Games
Publisher:
Toy Temp
Release Date: 9 Sep, 2015

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Minimum:

OS: Windows XP or better

Processor: 2.33GHz or faster x86-compatible processor, or Intel Atom™ 1.6GHz or faster processor for netbook class devices

Storage: 100 MB available space

English







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Another great casual game from Pop Cap. Zuma isn't always as frequently remembered as Bejeweled, but I don't think this is fair. Zuma takes the puzzle formula and adds a surprising amount of stress with the slow creep toward a game over and the increasingly frantic music. It also can be challenging, which really surprised me.. remember playing this a while ago on a friends pc. loved it. got it on steam sale... controllers dont work for this game (which plays MUCH smoother with a controller). updates and fixes in the forum did nothing. actually it seems like updates ruined the game?

shame.

unplayable = not worth a buy. One of my favourite franchises!! I hope there's a 3rd already in the works! :D. Age of Wonders Shadow Magic is a great game, I really enjoy it. The races and units are really amazing, and one can master the game in a few sessions. Some may dislike the huge length of the sessions, but that is just fine for me.. one question who the \u2665\u2665\u2665\u2665 named these achievements, a three year old?. It's all about gravity and it's great! I'm not sure whether this experience is for everybody, but with this simulation you can experience first hand what your teachers told you about gravity and the universe in general. As a suggestion: start with only one controller (position the other outside your playfield) and experience what you can do and what happens if a lot of mass gathers in a single point and then gyrate it around or pull the trigger! And remember: you are in VR so you can walk around and look at your experiment from different angles!. Vieraerium is truly a unique game...

There's no losing unless you give up~

No possible way to fail unless you stopped playing this game.

Those stuff aside, the game itself is quite luckluster, to say the least. It's graphics are minimalistic, yet pleasantly arranged artistically, making up for the very few assets it uses.

The game is very short, being able to be finished in under 30 minutes if you go along a normal pace transversing each level. Each level contains red orbs or the "orbs of wisdom" where picking one up causes inspiring quotes to flash on the screen. It is not mandatory to pick them all up to finish the game itself. As you complete each level, you approach closer to this so-called "Council", which are those gold cubes you bump into every time to complete a level.

To be honest, it would be unfair to judge the quality of this game based solely on my review. Some people like the well composed levels and short, inspiring story it delivers, others don't. I personally liked it, and I'd definitely say it's worth checking it out if you have a spare dollar or two to spend.

A fun throwback to the NES classics of yester-year and isn't riddle with glitches like it's bigger brother.. Amazing game! Hours of entertainment for a reasonable price.. This dlc is the best. I was looking for something space like. Thank you guys for this. Hopefully you will get done with that save\load soon lee. Amazing dlc and amazing software. 10/10

When i went to go open up gameguru there was a WHOLE bunch of stuff. Walls, space like hallways, npc's, alien in a glass container, space rocks, and etc! This is one of the best packs i have bought and since i bought this one im going to get another one. Very happy about this purchase. I love this game. Now the set-up and finding a partner for the board game are eliminated, thanks to the magic of steam :). Great game for all turn-based games lovers.. Easily better than most of the paid VR content on Steam. Definitely worth a try.

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