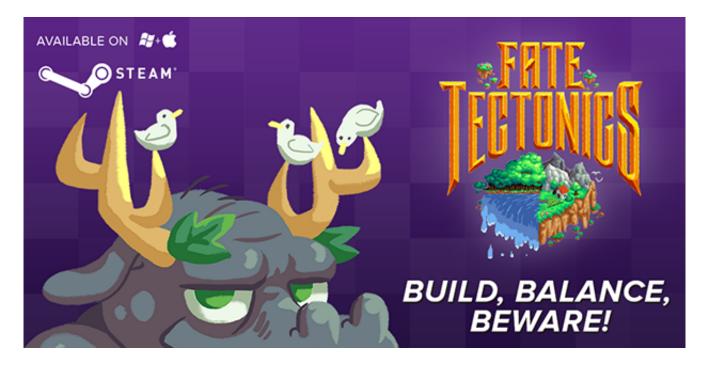
## Download Fate Tectonics .zip



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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

- 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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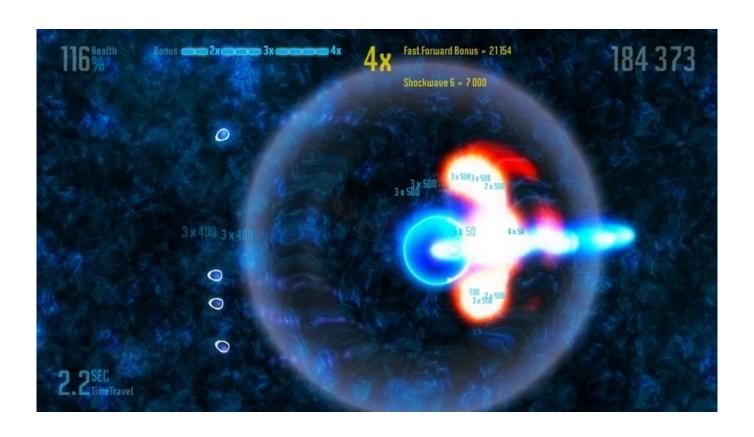
Minimum:

**OS:** Windows XP or better

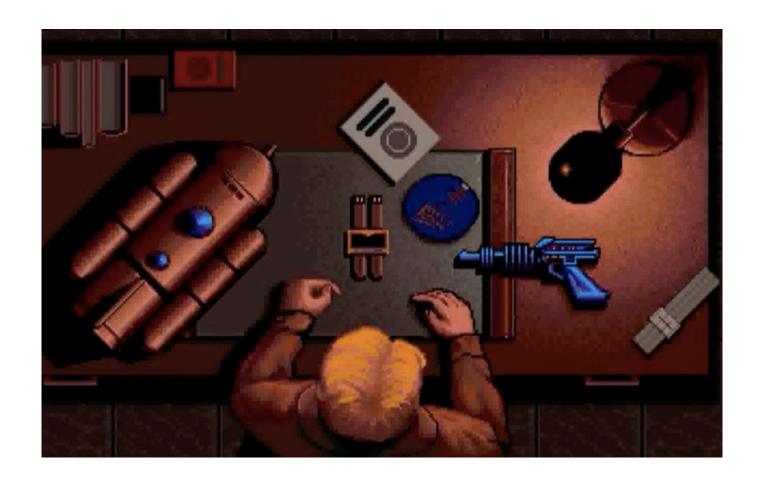
Processor: 2.33GHz or faster x86-compatible processor, or Intel Atom<sup>TM</sup> 1.6GHz or faster processor for netbook class devices

Storage: 100 MB available space

English







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This game is literally my childhood. Wired XBOX 360 Controller does not work in either PAC-MAN or Ms. PAC-MAN but it works fine in Galaga and Dig Dug.. good to play for a time runing is faster to get a round. gt;I wake up in my office at the police station.

- >Power goes out.
- >Head toward the control room to investigate.
- >Heard a noise, so I go check it out.
- >Saw a large robot wolf sitting in the hallway with a note saying "8237".
- >Got jumpscared by ghost at the control room door.
- >Entered "8237" into the door's number pad.
- >Turned on power.
- >Go back and find wolf missing.
- >Got chased by wolf.
- >Hid in closet.
- >Wolf sits outside the closet for ten minutes before leaving.
- >Made a break for the front door.
- >Wolf was in lobby.
- >Ran away some more.
- >Went back to my office.
- >Crawled out the window.
- >Went home and played CASE: Animatronics.

10/10, this game was fun.. Amazing experience. Really demonstrates what VR will do to gaming in the future!. How disappointing... tsk3... we need the old games back like Caesar 3.. exactly the same but just better graphics... then id be happy... this one is just nahhh.... For 0.5 Euro on the sale? This game is a blast! Nice and fast top down tank action with cool enemies and nice bosses. Not many game options (except music and fx volume) but it's okay.

https://www.youtube.com/watch?v=AmxlEV0QedM. This game was basically my childhood so I was so pleased to find it in the steam store. Super good casual arcade game, has aged a bit awkwardly but still playable and addictive.

This shoot 'em up has everything that makes a good shoot 'em up: nice patterns, powerful bosses, a good array of weapons, awesome soundtrack and good graphics.

Buuut, it's a little short and doesn't offer many modes or ships.

Very good game anyway.. good but you die of this weird disease too fast and can't really enjoy getting a big fleet going.. I've always been a fan of Uris game- and I first started playing the series when there was only one game available- but I can definitely say, this has to be my favourite. I enjoy the twists and turns in this one especially and the character development. Personally, I don't mind the voice acting.

I've recommended the game to my SO and my friends. I can say I've played through it (and the series) several times now and haven't grown tired of it yet.. BuY iT, iT iS a GoOD gAmE. I went into this game with pure anticipation due to Neil Gaiman bringing out a horror comedy game. I was really looking forward to it having loved his previous work.

First Impression Video before it went sour

### http://youtu.be/w-pFZqwC05A

The game was released, I dived in with high expectations. I loaded it up, and found that it only supported a maximum resolution of 1920x1080, not an issue it's still HD.

The narration starts and I fill with joy as I listen to Neil Gaiman narrate the plot while characters are shown on screen. The game certainly has a rather funky art style. It instantly reminded me of newspaper comics strips that made fun of politicians with their eccentric facial features.

I started off with a really good impression of the game, sure the graphics looked dated. The art style and music suited it somehow and it seemed fine. The puzzles start off slow and get more complex, but sadly there is no free roaming as a ghost. You're limited to a single room at a time for your ghostly deeds of frightening the denizens out of their abode.

Then, things went south rather quickly. I experienced a bug that locked the level, unable to knock over a vital bottle. No problem I say, I'll just reload the level, and sure enough it works and I continue my spectral adventure.

More bugs, and more, items clipping, clicks not registering and then...then dreaded chapter 3, part 2 where the game refuses to continue after spooking everyone. Five retries later and I was still stuck, not to worry I'll quickly email the developers.

Sure enough they respond in kind and have patched the level. I can still not continue. Sadly once again the same happens, this time the puzzle items are broken and you're unable to catch a drunk patriarch dancing to scare him. Several tries and the same issue.

Sadly due to limited gameplay with many puzzles just reusing the same items over and over again; broken puzzles, and game breaking glitches galore I cannot recommend the game. My first impression video is in direct contrast to what I have come to realise the game is like upon playing it to near completion. (I cannot finish it due to the puzzle bugs)

The writing, although good, is also not to the level one has come to expect of the Author, leaving you wanting more.

The games needs more polish, better gameplay, and much more depth sadly. It's shame, as Wayward Manor had so much potential, although it seems Neil despite being a brilliant author does not know how to make a game. I hope that in the future he will make a second attempt and that everyone gets what they want: a successful and good game.. Literally minutes of gameplay, assets used in many FREE indie games, and no real coherent story or plot aside from "You are on computer too much". This is the type of game you would find on Gamejolt or Itch.io for free.. Fun Fun and more Fun. Love the music and the art style. Very cute and entertaining. Seems like they fixed the bug issues. Looks bug free to me. Give it a try!. This is an amazing game with an amazing dev team. I had an issue with the game and the dev got back to me within the hour.. I am very disappointed in Steam right now. I used to be able to play this game on my Mac without problem. After a few months of not playing, the game will not launch. I have tried everything Steam suggested to fix the problem. I also tried using Beta codes I found from other players to fix it. Nothing works. Steam will not help me or refund money. It is literally impossible for me to even talk to Steam Support about this issue, which I find ridiculous. They just sent me to HerInteractive. HerInteractive cannot help me because the problem is with Steam, not the game itself.

I really liked playing the game itself. I would recommend the game. Buy it directly from HerInteractive instead.



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