
Stratus: Battle For The Sky Portable



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About This Game

Stratus: Battle For The Sky is a unique RTS reboot the game style mechanics of the old RTS, Netstorm Islands at War with the help of the original developers under a new IP and game work..

Enter the world of Stratus, ruled by the powerful and fickle Tempest gods of Wind, Thunder, Rain, and Sun.

The world of Sonus is torn by powerful, eternal storms. The native inhabitants live on the majestic islands hovering high above the billowing maelstrom. Even though the inhabitants normally live in the calmer skies, their islands, over time, will be called down to the lower levels by the Tempests during what the natives call "Times of Descent". There they battle to prove their faction's worthiness to the Tempests and in so doing ascend once more to the peaceful higher realms.

High Priests

Take control of a high priest of Sonus. Your faction's priest may align to any one of the Tempest by constructing a temple dedicated to one of your choosing. Your priest is your avatar, and through your priest you may cast powerful spells to turn the tide of battle and aid your units.

Though your priest is your avatar in-game, he is also your enemies number one goal to capture to submit as an offering to their chosen Tempest through an altar they construct.

Stratus: battle for the sky will be released as early access and will continue to be developed and updated over time as we roll out further game features beyond first early access release, what to expect in EA

What to expect from this first release

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1. Players may log into the current work in progress lobby and join a battle ring, player may select world size, island size, Island numbers
 2. Player Can launch game from battle ring in the lobby getting into game, we have tested with up 7 players in testing of joining and hosting server. if single person is in ring toggling the gear next to name will launch game, if more then one person is on battle ring once they click to toggle in the game will launch.
 3. Once in game players may construct temple and and workshop along with power generators and rain resource collecting golems and collect resources.
 - 4, Player can also place bridge section and connect islands and construct from bridges..
 5. Rain faction Ice cannon, Rain beat spawning pools work to attack enemy structures in range..
 6. Review the currently finished Sun faction and Rain faction units designs.

Coming Update

The dev team is currently working on the following patch update fixes

1. health bar for units and structures showing current remaining health.
2. resource collection loop timing out bug that pops up sometimes fixed where resource collector stop occasionally
3. Priest capture and Altar for win game
4. correction to minor buildings dependency requirement for resource collectors and bridges

Important

This is a very early release and marks the first presence of Stratus: Battle for the sky on steam and as such it is still buggy but we are looking for players to report bugs so that we can move forwards with patching and implementing remaining factions and features as we move forwards to completing and polishing the game through funds raised..

Why release now? the team hopes through coming to steam early access to help raise funds to continue developing and finish the thunder and wind factions and finalize and polish gui elements for in-game and the battle lobby along with remain elements needed to complete Stratus..

Please report all issues or questions to the games community page

Title: Stratus: Battle For The Sky
Genre: Indie, Strategy, Early Access
Developer:
Storm Isle Productions, Polywickstudio
Publisher:
Storm Isle Productions
Release Date: 22 Apr, 2018

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Minimum:

OS: Windows 7 SP1+, 8

Processor: SSE2 instruction set support.

Memory: 2 GB RAM

Graphics: Shader Model 2.0

DirectX: Version 9.0

Storage: 3 GB available space

English





Stratus definitely feels like the original Netstorm at its core. Before the game starts, selecting your video settings is important cuz you can't do those in game yet. Aside from the lack of a main menu of any kind, navigating the initial rings for starting a game is pretty self explanatory if you've played the original Netstorm. With some minor adjustments to controls and upcoming button/unit information options, it should be extremely user friendly to start a game.

Once you're in the game, the 360 degree camera control with a wide zoom range is incredibly facinating. I had seen pictures, but had not anticipated how different the various camera angles would feel. Fully zoomed in almost feels like a first person strategy game, while the fully zoomed out, true birds-eye view, makes it feel like more of a puzzle game.

There are definite bugs as you play right now. Some of the bridge ends don't connect, some of the units don't build properly and the lack of continuation between the animation of some moving parts makes it confusing when I try and figure out the minutia of what's going on; something I think is necessary for a strategy game.

There are also smaller fixes that i would like to see, like a more asthetic chat box, hotkeys, an easier way to find my priest, and the obvious completion of each fury. I can only assume these are just a matter of time.

Overall, this is a GREAT start! The development is true to its inspiration. It just needs to be more crisp. I am hopeful in thinking the needs i see are simple fixes once Stratus picks up real momentum.. The game does not even work after the start screen. I wish I could get my money back.. Lives up to the original netstorm feel. Looking forward to seeing this game be completed.. Very early in development, but it really does faithfully reproduce the feeling of Netstorm. I'm very excited to see this progress toward full release.. this game does not work at all DO NOT BUY HAVE A GREAT DAY

This game has a huge amount of potential and the developer was good to deal with still very early access but with some polish really promises to stay true to the games inspirations.. i spent many many many hours playing netstorm when my dad randomly picked it up for me. and from what i can tell the art seems very similar and nice. the controls seem similar aswell if unfinished. sadly couldn't test out gameplay much at all. as there is no singleplayer yet and noone was online. tentatively i'd say its worth a purchase from what i did manage to see even if the price is a bit steep.. you cant start a game it in. dont buy this game yet..

Following the Netstorm team as I hear they're heavily involved in this game.

Lets hope its as good as its predecessor.. Well i expected some "early access" trouble, but the game screams that it's badly programmed. I've spent some time just trying to launch a game and build my temple, only to discover that bridge building and units also glitch. Puzzling UI, graphics that are worse than original. I can't see any future here. Original is still playable on Win10 and is still fun.

It's sad.. It appears to be dead :(Don't waste your money on broken hearts and broken dreams.

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