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About This Game

TankCraft is an action game based around gladiatorial style tank battles, but skill alone won't be enough to succeed here, the unique thing about TankCraft is the player crafts their own tanks however they choose with no restrictions to shapes, sizes or design. Battles are split into 6 weight categories; Feather, Light, Medium, Heavy, Super Heavy and Titan(Unlimited) and any tank under the weight limit for that class can compete.

Because every tank is unique, so is the best way to fight it. There is more than one way to defeat your opponents, you can destroy your opponents ability to fight back by destroying their weapons or stored ammunition, you can immobilise them by destroying their engines making any fixed guns they may have useless or you can aim straight for the heart and destroy their Control Centre instantly defeating them, the choice is yours.

Developed in Unity

Features

- Current Max Tank Size 20x20
- 30 Different Tiles to build your Tanks from

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- 60 Prebuilt tanks/Levels to fight
 - Each Tile has it's own hp allowing each tile to be individually blown off a tank
 - Cripple and defeat enemies without fully destroying them, leaving only a mangled inoperable wreck
 - Contains 9 translations; English, French, German, Spanish, Italian, Russian, Chinese(Simplified), Japanese and Korean

Title: TankCraft
Genre: Action, Indie, Strategy
Developer:
Snowdon Games
Publisher:
Snowdon Games
Release Date: 3 Sep, 2014

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English,French,Italian,German,Japanese,Korean,Russian,Simplified Chinese

Sometim
you just need a st



2.Pace

"It starts with one step."





遥望烟尘一眼，烟要是能倒灌进那些人的耳朵里就好了。

MENU

SKIP

AUTO

DATA

HIDE

Cons:

- The soundtrack is only a couple of minutes long, so you'll get pretty tired of it quickly.

10/10. 1-) Drop cards.

2 -) Sell them.

3 -) Delete this trash game.

I have 2 Logitech Controllers and 2 Logitech Keyboards but all of them count as player 1

I really don't know why I cannot have offline multiplayer and why all represent player 1

the game is very nice. Issa good game. Full of puzzles n stuff. yeet. In a world where military equipment is a glorified version of Rock paper scissors. Today, you can buy one of the greatest games of 2009 and act like your fighting people because the servers were taken down permanently.. I have more hours in this game than any other person who left a review, so I will say this much. This game doesn't have a whole lot of content on face value. But under the surface there is a lot to do if you enjoy it. There are 7 classes you can experiment with and find all the overpowered talents and combos with, and plenty of achievements to get, some of which are VERY hard. Which is one of the reasons why I like the game. It can be hard if you want it, but it isn't forced. I read a few of the negative reviews, and they said that there isn't enough content, but if you're saying that then you haven't been playing long enough to understand the game. It's sort of like Undertale in the way that it's short but very replayable. I have 40 hours on it and I'm still having fun trying to get all the achievements. I think it's worth 15\$ for fullscreen and perks unlocked by achievements, but if you don't have the money you can go play it on kongregate.com. Nothing works. Screen flickers constantly. sound is loud and blaring. Unplayable. If you like these types of games or indie games in general, or maybe you just don't have anything to play atm but you just wanna play something? Then this game might be for you!?

This game is not "groundbreaking or a crazy RPG-game" but a very good & kind of simple game with fun gameplay & exploration.

Alrighty then, It took me just over 7 hours to complete the first episode/story of this isometric game while I was exploring all the zones, I really enjoyed it and want a episode two! :D

+Graphics - I really like the medieval setting & art style in this game. "Weather effects looks good"

+Gameplay - Is responsive and satisfying when you block/parry and counter attack. You need to eat or sleep to regain HP.

+Sound - Good sound actually, really like the thunder!

+Interface - Very clean and simplistic, I like that you have to read the dialog yourself, I get a old school "nostalgia trip" from it haha, oh I feel so old now..

+Weapons/Armor - You can loot better gear from enemies or buy it from vendors. "You can get gold from looting enemies or selling stuff to a vendor"

+World - The world have a pretty decent size with 11 different zones and 2 dungeons "I believe it was", one where I almost got killed & lost in because there was different ways to run but eventually I found my way out by dragging a table to an edge and jumped out. So the exploration is really fun in this game!

+Story - The story was a little short but very interesting and I really enjoyed it, but now I wanna know what happens next! "if there will be a episode two" :)

I actually like the game and are kind of impressed by the solo developer of this game that apparently have created the game & the engine by himself!

I really recommend this game, It's totally worth the low price to support the solo-developer for future content!

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