#### Fantasy ERA Android Apk Download

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# **About This Game**

Welcome to the Fantasy ERA! Build the village by using the resources of the island, educate your warriors, conquering the island, and victory against your rival!

You must use your resources and workers to gain victory. You will start the Fantasy ERA with a worker from a small tribe. You will build the building by collecting resources. You will create an army. Your opponents can grow faster than you. Do not neglect to develop defense against them!

Title: Fantasy ERA Genre: Adventure, Casual, Indie, Massively Multiplayer, Strategy, Early Access Developer: Fatih KAYA Publisher: FKgames Release Date: 1 Aug, 2017

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#### Minimum:

OS: Microsoft Windows 7/8/8.1/10 (64-bit)

Processor: Intel Core i3-3240, 3.40GHz or amd fx 8120, 3.1GHz

Memory: 4 GB RAM

Graphics: nVIDIA GeForce GTX 460, 1gb or AMD Radeon HD 7870, 1gb

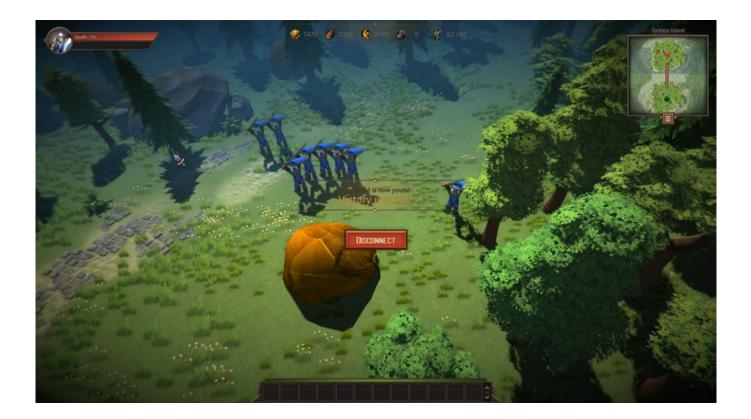
DirectX: Version 11

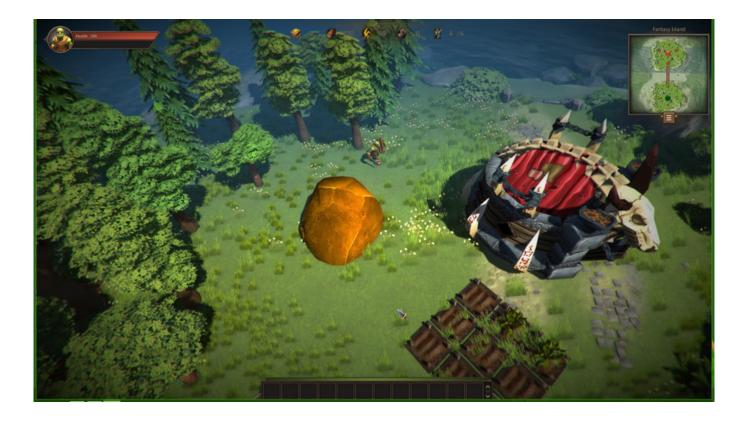
Storage: 1 GB available space

Additional Notes: Minimum system requirements tested.

English







fantasy squad the era begins. victorian era fantasy names. bricklink fantasy era. lego fantasy era castle. brickset fantasy era. victorian era fantasy names. fantasy victorian era. fantasy era. fantasy roman era. fantasy era dragon. lego fantasy era dragon. fantasy era castle giant chess set. fantasy era generator. lego fantasy era troll. victorian era fantasy movies. final fantasy golden era. era fantasy mod. lego fantasy era bricklink. lego fantasy era chess set. era fantasy mod. era in fantasy baseball. era the fantasy settlement sim. lego castle fantasy era brickset. era fantasy mod apk. fantasy renaissance era. fantasy nueva era. era in fantasy baseball era calculator. fantasy baseball era calculator. fantasy era gameplay

## ABANDONED!!!

### https://youtu.be//NZ7epOsAyPc

Also this is a demo not a game.. just doesnt work. First 30 min impression

This is alpha not beta.

No pause, no save and no load. Every time restart from begining!!!

Mouse is slow, handling units hard (select is not alwasy working, need 3-4 trys to select a unit). Kamera is wery slow inaccurate, klicking on map and you will see that spot to eternity...

Hard to get back to your place.

When you design a work to do for peasant, wait till they start their job, because if you click somewhere else they go there... No HP bar of units, buildings, no repair for buildings.

You have to keep around a minute over an icon to see what it is, not to much information. Some of the missleading.

In current state absolutely not worth to buy.

No techtree, take a few try to found out what to build and where.

Enemy AI Too fluent, no stucks like in human play, so you will lose easily.

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etc.. Things have changed since i written this review so i will adapt my review to the changes:

- For the singleplayer-mode which is now available it seems like a really nice idea but things have to be edited client-wise. Talking about the camera and mini-map. I like how the graphics look and how the game is designed, but the minimap mechanics are not my style at all and its rather a bother to have it this way. I know that not every game has to be the same but honestly the minimap of games like AOE or such alike is just very good and should be made alike those.

((Besides that the game looks enjoyable but its not a game i would play with my mates on a LAN-Party at this state. I really would like to see more of this game because it really got potential and i hope its getting a "improved" WC3 or such, if thats fair to say :'D))

- For the multiplayer-mode you can choose either Humans or Orcs sofar, no matter which you choose you will get to a window where you then can choose either "Search lobby" to randomly connect to the people who search for a game, and you can create or join a lobby (the lobby name gotta have atleast 5 characters in the name).

((Now the problem is, when clicking on search lobby, it says lobby created and searching for players... But the match just never

starts - i guess there are just no people searching for games sofar, so the game never starts))

-> I give this game a thumbs-up for the idea of it, <-

but at the same time a thumbs-down due to the very very early state it is in rightnow. Things have changed since i written this review so i will adapt my review to the changes:

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