Territory Idle Crack Download Pc Kickass

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About This Game

A lot of options. You can build up tiles with different buildings, go to the production of wheat, wood, stone or faith. Or create a balanced option. One option will be good for later abdication and getting gold, the other for hero leveling, the third, for example, for a quick restart, and so on.

You can choose the pantheon (from several options - in a sense, how the pantheon is selected in Civilization 5), and then choose religion and god. Each pantheon has its own effect, and each god has 3 perks, and every perk has its own effect also. In addition, for the gods, you can choose religious servants. There is a lot of combinations.

You can build an academy and hire a hero. Hero fights for tiles. You can choose a hero class. And before each fight, you can choose a weapon, shield and helmet. Again, many options.

The game gradually opens new content, new strategies of the game appear from it.

And since idle games involve restarts, you can restart for profit and at the same time try a different combination and strategy.

Title: Territory Idle
Genre: Free to Play, Indie, Strategy, Early Access
Developer:
Aleksandr Golovkin
Publisher:
Aleksandr Golovkin
Release Date: 5 Mar, 2019

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English,Russian

Readied Spell: Gravedigger's Flame / Level 3

10

Gravedigger's Flame
Silent

Hit Points   **Mana Points**
51/72   89/136
Encumbrance   **Experience**
90.1/108 lbs 100135/120000

3

9

[Save vs. Magick: SUCCESS!] Mai incurred no magick damage.
[Save vs. Magick: SUCCESS!] Mai incurred no magick damage.
Mai suffers 8 points of magick damage.
Mai attacks Dimensional Eye, ToHit probability [39%]
[ToHit Modifiers]: Target heavily concealed by darkness
    Hit, but no damage incurred.
Mai suffers 12 points of magick damage.
[Save vs. Magick: SUCCESS!] Mai incurred no magick damage.

Game Updated (New pantheon, bugfixes, panheon improvements):

Bugfixes. **Game updated (added new empire bonuses and finisher bonuses)**:
<u>**Version 147**</u>

- **Added new empire bonuses.**

- **Added finishers, strong but expensive empire bonuses!**

This is a pretty big update, but in general it is for players who have already reached the empire bonuses (for the first bonus you need to get 15 tiles).

The finisher bonuses are strong but expensive bonuses (they cost 10 empire points). Among such bonuses there is an opportunity to buy tiles for faith, to reduce or increase the time of the ritual, to interrupt hero's celebration (so the hero could capture another tile), etc...

Religion 🤲

Ritual	PP

Pantheon

~~Religion~~

Spd ☐ stop autohire Clear

⚠️ Pyramid

Train a bishop

Send the hero to capture a new tile.
The ability will be restored after next abdication (heritage/mentor).

each monk, +5
holiness per sec

Level Up!
Exp: 10322/7200

Spd ☐ stop autohire Auto

Superhero academy
🦸 New land has
been captured,
the hero

🐉 | ?

Gold: 9M
+272 per sec

Buy wheat
Buy wood
Buy tile
International trade

~~duct~~

~~farmer~~

81
t from

Custo

🏛 Shipyard

Trade ship

Ships: 50
+62500 wheat,

Buy tile for points of faith
Cost: 1T faith
Price increases 10 times with each purchase!

Tiles are permanent, you will keep
new tiles after next abdication.

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Religion 🤲

Ritual	PP

Pantheon

Religion

Relics

125
ood per
old per

Loggers: 128
+28288 wood per
sec, 6 gold per
sec

Loggers: 127
+28067 wood per
sec, 6 gold per
sec

Sh
+6
+50
st

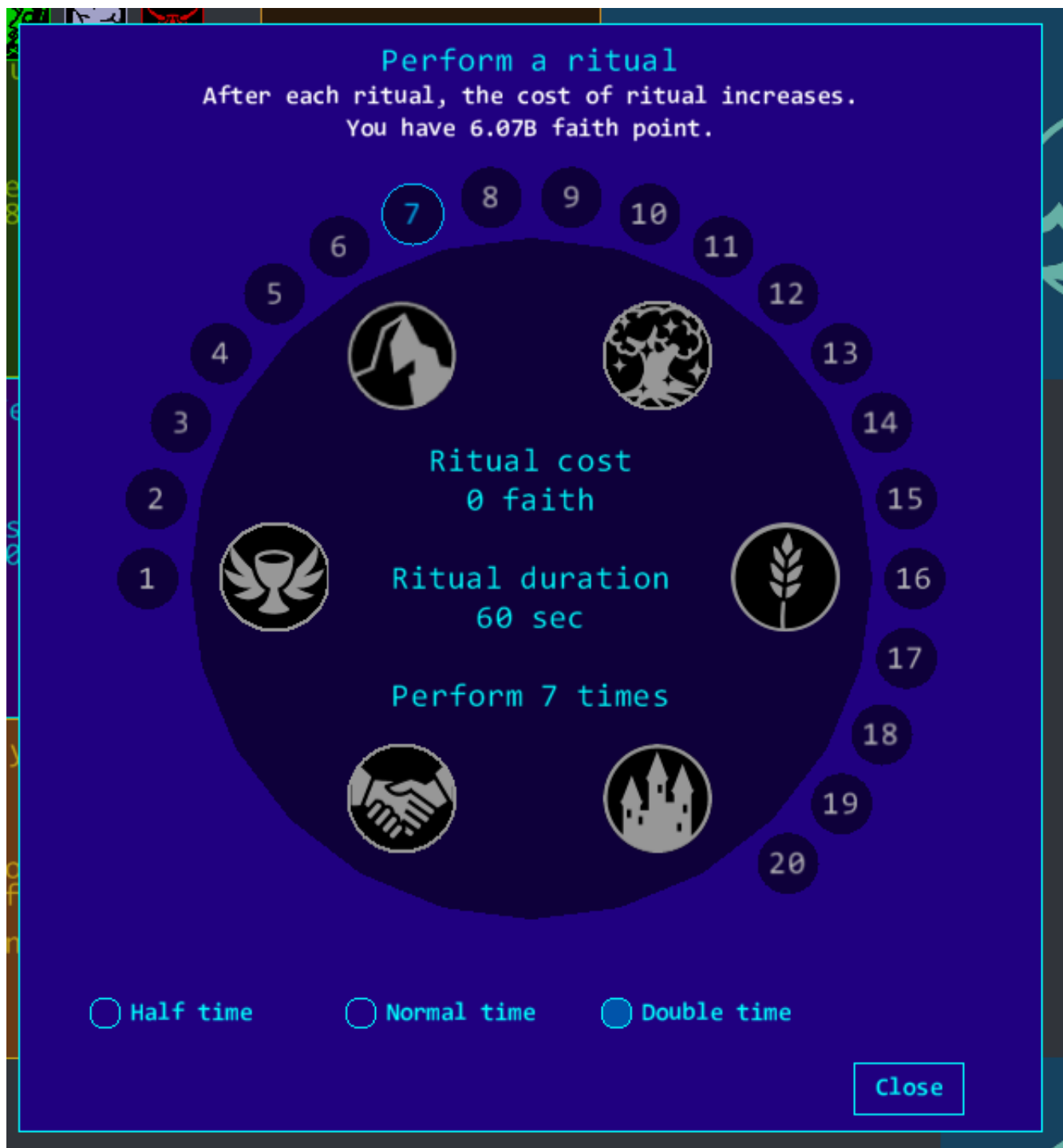ohire Clear Spd ☐ stop autohire Clear Spd ☐ stop autohire Clear Spd

ry

🏛 Temple

Superhero academy
New land has

. **Steam Cloud Backup**:
First of all, during the early access, I wanted to implement a Steam cloud save system.

Now I have added a simple cloud save implementation: a backup save is created every few seconds. Then it is saved to the cloud.

If in some way local save file is lost, a backup save from the cloud will be used instead.. **Game updated (Ver. 153)**:
1. Now you can view the effects of rewards for divine trials. You can see these effects through the game menu (Divine Trials Status).

2. Bugfixes. Fixed the bug with the stone god second trial reward. Fixed stone god trial abdication bug (+500 weat/wood not added from relics). Fixed the bug with trainig halls and auto-hiring.

3. Spelling/text fixes.

4. Initially in the game, with every third continent, you would need to open more tiles for access to water. But because of the bug it did not work, and only 20 tiles were always required. Apparently, in the course of some corrections, this bug was fixed by itself. BUT in this version I remove this feature, as it causes confusion. So, as before, 20 tiles will be needed to open the water..
Game updated: new achievements:
Below is a description of the last two updates: versions 143 and 142.

Version 143. **Game updated (Divine Trials)**:
Trials Of The Gods (aka Divine Trials) have been added!

This update took quite a lot of time, because I needed to create trials for each god. Otherwise the gods would be unequal.

Each god give you 3 trials. After each trial is completed, a reward is given. In the future, most likely, I will add more trials.

Wheat: 836   Wood: 37808
+30 per sec   +1260 per sec

⊛336 🐦 🐾

Gold: 210

Religion

Trial 1
Not completed
In process (10/13)
Reward: +20% wood production if goddes of nature is chosen
Rules:
The religion of the goddes of nature is always active.
+100 to rituals automation.
+100 to ritual power.
You can buy tiles for faith.
You cannot build schools.
Game starts from 6 tiles.
No achievements, no empire points, no permanent amber upgrades.
Amber is not given for opening tiles. No sea outlet.
You can abort the trial at any time and return to the current game.
After completing the trial, you will also return to the current
game. The current game will produce resources while you are
playing the trial (as if the current game is offline).
Objective: Get 13 tiles

Abandon the trial   Close

Wheat: 300.79K Wood: 2.18M   Stone: 99.74B   Faith: 532.35M
                               +4606 per sec   +2424 per sec

⊛5

Gold: 311K

🏛 Temple

Monks: 202
+1212 fait
sec

Religion

1

Mas
+46
sec

Divine Trials

Trial 2
Not completed
In process (13/18)
Reward: +20% to the production of wheat, wood and stone during any ritual (global bonus)

Rules:
The religion of the stone god is always active.
You can abdication during the ritual!
The farm is replaced with a cave (free, keeps 1% of wheat, wood and stone after abdication).
You cannot build schools.
Game starts from 6 tiles.
No achievements, no empire points, no permanent amber upgrades.
Amber is not given for opening tiles. No sea outlet.
You can abort the trial at any time and return to the current game.
After completing the trial, you will also return to the current game. The current game will produce resources while you are playing the trial (as if the current game is offline).

Objective: Get 18 tiles

Abandon the trial   Close

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🍩 63 🦅 🤝

Religion

Ritual

Pantheon

Religion

Divine Trial

Battle for tile
Progress: 21/200

❤ 3

❤20 🛡7 ⤳15

Hero academy

❤20 🛡7 ⤳15

Exp: 76/100

Spd ☐ stop autohire

Amber Shop

Abdicate

Become a mentor