

Guild Commander Crack File Download



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About This Game

Manage your guild to victory and save your world from the Necro Lord!

- As of version 1.4 you don't have to wait around for the end game. Bring it on whenever you're ready.
- Guild Commander is a resource management game.
- No dark depressing story here.
- Three difficulty settings.
- Short and sweet. You'll finish the game in a few hours.
- Nerdy GTGD humour.
- Video tutorial to help you understand how to play.
- Ten Steam achievements.
- Standard stuff like saving & loading, changing key bindings, UI auto scaling, etc. are all implemented.
- Polished and bug tested.

Gameplay

This is a small simple game. You build rooms, charge up your guild members and then deploy them to the provinces in an effort to improve security and lift calamities. Establish trade guilds to earn gold, make equipment to strengthen your guild members, and ultimately you have to be ready for the onslaught of the Necro Lord.

About

This is a game I've wanted to play, but since no one else made it, I had to. I'm the dev, GTGD, and I'm better known for my tutorial series GTGD S1 and GTGD S2, which are here on Steam. I take great care in my work and I've made sure that Guild Commander is a decent game.

Thank you for taking the time to look at Guild Commander

Title: Guild Commander
Genre: Indie, Simulation, Strategy
Developer:
GTGD
Publisher:
GTGD
Release Date: 23 Jan, 2015

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Minimum:

OS: Windows 7 or 8

Processor: Intel i5 Dual Core

Memory: 2 GB RAM

Graphics: A graphics card that can cope with games from a few years ago.

DirectX: Version 9.0

Storage: 1400 MB available space

Additional Notes: UI doesn't display properly if a resolution height beyond 1080 is selected.

English

Province Name	Status	Security	Calamity	# deployed	Trade Guild
King's Home	Prosperous	1000	None	1	✓
Knight Haven	Prosperous	1000	None	2	✓
Living Isle	Prosperous	1000	None	2	✓
Odaxis	Prosperous	1000	None	1	✓
Shining Sky	Prosperous	1000	None	5	✓
Frontier	Prosperous	987	None	1	✗

⚠ Possibility of a calamity striking tomorrow

Guild of Victory

Week 57 Day 2 Hour 16:00

Gold 123,409

Guild Rank: Trusted

Rape Slinger has been made.
 Detective Glass has been made.
 Maps has been made.

Inventory

Equip nothing

Hunter's Suit
 Armour
 Epic Awareness bonus

Room Target Quality

<p>initus Health</p> <p>hakar Energy</p> <p>rs till return, 8</p> <p>Morale</p> <p>Contribution 84</p> <p>Awareness</p> <p>earned daily 110</p> <p>18 Days, 225 Gold Deploy</p>	<p>Whiplash Health</p> <p>Scout Energy</p> <p>Equipment</p> <p>Morale</p> <p>Strength</p> <p>Awareness</p> <p>Knowledge</p> <p>King's Home 14 Days, 110 Gold Deploy</p>	<p>First Contact Health</p> <p>Scout Energy</p> <p>Equipment</p> <p>Morale</p> <p>Strength</p> <p>Awareness</p> <p>Knowledge</p> <p>King's Home 14 Days, 110 Gold Deploy</p>	<p>Forestgrump Health</p> <p>Scout Energy</p> <p>Equipment</p> <p>Morale</p> <p>Strength</p> <p>Awareness</p> <p>Knowledge</p> <p>King's Home 14 Days, 110 Gold Deploy</p>	<p>Whatorders Health</p> <p>Soldier Energy</p> <p>Equipment</p> <p>Morale</p> <p>Strength</p> <p>Awareness</p> <p>Knowledge</p> <p>King's Home 14 Days, 110 Gold Deploy</p>
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Province Name	Status	Security	Calamity	# deployed	Trade Guild
King's Home	Prosperous	1000	None	1	✓
Knight Haven	Prosperous	990	None	1	✓
Living Isle	Prosperous	1000	None	2	✓
Odisis	Prosperous	1000	None	1	✓
Shining Sky	Prosperous	1000	None	6	✓
Frontier	Prosperous	993	None	1	✗

Weekly Report

Earnings summary for the week

- Income from quests: 5,117
- Income from trade guilds: 21,350
- Capital expenditure: 15,700
- Operational expenditure: 8,077
- Surplus: 2,691

Earnings by province

Province Name	Status	Calamity	Quest Earnings	Trade Guild Earnings
King's Home	Prosperous	None	436	4,270
Knight Haven	Prosperous	None	317	4,270
Living Isle	Prosperous	None	1,277	4,270
Odisis	Prosperous	None	1,254	4,270
Shining Sky	Prosperous	None	1,605	4,270
Frontier	Prosperous	None	228	0

Possibility of a calamity striking tomorrow

Guild of Victory

Week 57 Day 1 Hour 0:00

Gold 121,248

Guild Rank: Trusted

Shining Gauntlets: has been made.
Bugle has been made.
Bugle has been made.

Room To

14 Days, 110 Gold Deploy

Aventus Soldier

14 Days, 110 Gold Deploy

Soldier

14 Days, 110 Gold Deploy

Province Name	Status	Security	Calamity	# deployed	Trade Guild
King's Home	Prosperous	1000	None	1	✓
Knight Haven	Prosperous	973	None	1	✓
Living Isle	Prosperous	990	None	2	✓
Odalis	Prosperous	1000	None	1	✓
Shining Sky	Prosperous	1000	None	6	✓
Frontier	Prosperous	1000	None	1	✗

4% Possibility of a calamity striking tomorrow

Guild of Victory

Week 56 Day 3 Hour 15:00

Gold 123,588

Guild Rank: Trusted

Rifle has been made.

Room Target Quality Apply

Sir Laughalot Health

Knight Energy

Equipment

Morale

Strength

Awareness

Knowledge

King's Home 14 Days, 110 Gold Deploy

Stabby Stabus Health

Rogue Energy

Equipment

Morale

Strength

Awareness

Knowledge

King's Home 14 Days, 110 Gold Deploy

Sleightus Health

Rogue Energy

Equipment

Morale

Strength

Awareness

Knowledge

King's Home 14 Days, 110 Gold Deploy

Stumblefeet Health

Rogue Energy

Equipment

Morale

Strength

Awareness

Knowledge

King's Home 14 Days, 110 Gold Deploy

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Pros:

- Good graphics
- MicroManagement of Equipment and Room Quality
- 30 Guild member
- Tooltips galore

Cons:

- Tedious at later half of the game
- Cant kick guild member , limited roster
- Items\Equipment are mostly useless
- Training too cheap V little effect
- No notifications when a guild member fully replenished

with 5\$ price this game will satisfy your boredom for a couple hours

Only recommended for those who like Simulation Management game

~Civilization V EU V CK V Banished V The Guild. I can see what the game maker wanted, I can see what he intended but it fails sadly.

The over all management of the heroes and rooms are to clunky to actually be good.

The Heroes are not unique enough, the story is lacking and the list goes on.

If the game was "slower" in event build up with unlocking of more crises and so on giving the player time to actually build up their forces and improve their heroes at a better pace it would be more fun.

Storyline quests and the like would have improved the game alot, as it is now it is sadly worse than It is a Wipe which is also a "guild management" game and I hated that game.. https://www.youtube.com/watch?v=OseGxN_NspQ

[\Guild Commander is a Sim game of controlling a guild and sending out heroes that feels more like a time management game. a happy dream of an accountant. The game provides a large variety of tutorials that can help you as you go through the game.](#)

[\The game has a time system, and you earn income by sending your heroes out on quests. Gold is spent rapidly on rooms you can add to your guild, and your gold is depleted daily in order to maintain those rooms you have added. The longer the heroes are gone stay in the guild, the less gold is earned daily, and the longer they are in the guild, the more money and resources they drain from you. The game fails in its base management, and can get boring as you watch your heroes come and go, but have no control over the individual money spent. It becomes more about getting your heroes out of the guild hall ASAP, so they don't bankrupt you.](#)

[\There is no management over what actions your heroes take; there is no way to cancel their quest and call them back, and despite putting them in](#)

precarious positions. I have yet to experience a hero dying. There is no personalization of the characters, which takes away from immersion into the game. You don't feel like your character is growing and improving: they become more of an impersonal number.

\The continual repetition of tasks makes this game boring. It is more of a money management game than anything else. It feels like it doesn't have any depth: more like how to manage money dumps. There is no challenge: except to stay awake while you play it.

This is a summary of my review video, which I encourage you to watch if you are looking for a more in-depth review.

Thanks for your viewership and support; for more videos click here: <http://www.youtube.com/user/SocioPyscho>. Well, it is boring. As a browsergame perhaps it would be something, but even then...

Pros

- easy to learn

Cons

- bad UI (not much to do, but still it could be better)
- repetitive beyond believe (Assign Heroes, wait, assign heroes, wait, repeat until death)
- Nothing to do beyond assigning heroes

You have this really big guild and all you have to do is buying some rooms. All they do is regenerate certain attributes.

Things you can do:

- hire heroes
- buy rooms (finite numbers)
- buy upgrades (Finite and cheap)
- buy equipment (Finite and rather cheap)

- assign heroes and wait
- assign heroes and wait
- assign heroes and wait

And once you have done most of the upgrades, which is depending on difficulty rather early on.

You mostly WAIT.

And the rooms have NO real Function.

I like building games and this one could have been something.

Research in the lab, Artifact building in the smithy, special training in the combat hall.

There are endless possibility and NONE where implemented.

You know the browsergames where you send your heroes somewhere and then wait a few hours doing something else until they are finished.

This is quite similar, but not as much fun.

. This is the sort of game you love to hate. It's gorgeous to look at, it's simple enough not to become a drudgery, yet it becomes really repetitive and boring in the mid-to-late game. It's not difficult by any means once you get the hang of it, and even though the in-game tutorial is miserable, there are already guides on Steam Community which are great at explaining "do"s and "don't"s.

Now, taking into consideration its price tag I can't really see the "lack of content" other people are complaining about. It's advertised as "short and sweet" and with "no dark depressing story", and frankly, it delivers that 100%. Is it repetitive? Hell, yes! But at least it's not trying to fool you with a load of bull like "intricate story" or "deep character progression".

Yes, you'll mostly play this for 3-4 hours max at the beginning then shelf it and go back to it for a couple of hours every month. But then again, it's exactly what a game that costs less than breakfast at Starbucks is supposed to do.. This game is the closest I've ever seen to the guild simulator I've always wanted to play. It's simple, it's fun, it's short. I wish it was a complex resource management game with the depth and lore it deserves, but that's unfair.

But it wasn't promised to be the next blockbuster hit. It's less than five bucks. And I enjoyed it until the endgame. Other reviewers I feel are being too harsh: This was advertised as a "short and sweet" game you can finish in a few hours. And it delivered it precisely. I would recommend this game, even if only to drum up interest in an even better one.

The game is fun and meets my expectations.

It can use more content though (Expecting free content.) Unless a large DLC then I say charge 1/3 the price for it. This game though being fun can use some needed additions to gameplay.

The game can often be waiting doing nothing or throwing guild members at armies hoping to topple them. This works and with the addition of creating trade guilds, training, making items, and supporting local guilds it adds more layers and play. But sadly this all feeds back to improving the same aspect. In the future I would say the developer should look into board/card games like Dominion for ideas to add more flair and possibly more mechanics to keep the player engaged without pushing them too hard. I would say the game reminds me of a board game, and even know it needs more content the price currently as of posting \$5 is worth what you get currently and there will I hope be more to come.. I knew this game was gonna be garbage, but I bought it anyway to support GTGD. Try checking out his tutorials, if you have any interest in learning C# in Unity3d. You would have to be looking at this game from a coder's point of view, to appreciate what's really going on.. I haven't played all hours, I left the game on while I made some construction work at home, and later had dinner and watched a movie. I was in no hurry to get back to the game.

I'm at week 37 day 1. And all heroes maxxed out, so much gold I don't know what to do with it, so I haven't finished the game yet, and I don't know if I will. It seems it's just a waiting game at this point. Waiting for the last wave so the game can finally end.

I would not recommend this game if you want more than a couple hours of fun from it. Simple mechanics, provinces have different states. Your goal is to get them all to prosperous and survive a last wave that attacks a province I guess. (haven't finished yet)

You can upgrade your heroes by telling your blacksmith to craft weapons and armor, that you can equip on your heroes. And there is a general training for them as well in a few steps that improves stats, not that much I maxxed out training in the first minutes of gameplay. The heroes have no exp, levels only items that improve stats.

You wait and send some heroes to provinces not knowing what you are doing in the beginning, and later you build a few trade guilds. The game gets easy with the cash flowing in, you start getting better eq for your heroes and after a while all is good. You sit around and wait and once in a while a province gets attacked. You send your heroes there by selecting locations in a drop down menu for each of the heroes you want to send. Then you can enjoy watching a green 3 digit number increase from a few hundred to 1000.

Repeat watching the digit slowly increase, and click on all of the drop down boxes to send each individual hero, and that's the game.

The character depth is a few lines that heroes randomly say from time to time, most of the time, your heroes are represented by a digit next to the province name. Mechanics are not that good, if you want to let your heroes chill at the base then all your healing facilities are occupied and the heroes you need to use will take ages to recover, so you are forced to send your heroes to provinces all the time to keep the guild empty for the ones that return and need healing.

The game needs more depth, it might be something you can play on your tablet while being forced to watch a bad movie or something. But I would not recommend a buy if you don't have the money to spare.. I 'beat' the game, but after getting over the hurdle of your first trade guild it's just going through the motions.

A good basis for a game, and it's not buggy or poorly designed, I just feel like it wasn't taken far enough to be compelling.

More hero customization and more variety in obstacles would have gone a long way, and the guild hall customization was completely moot after the first trade guild (you just build everything and set the upkeep to max then forget it for the rest of the game.)

Worth a couple of bucks, but don't stress yourself sticking through to the 'end', when you start to feel bored that really is all there is to it.. I 'beat' the game, but after getting over the hurdle of your first trade guild it's just going through the motions.

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