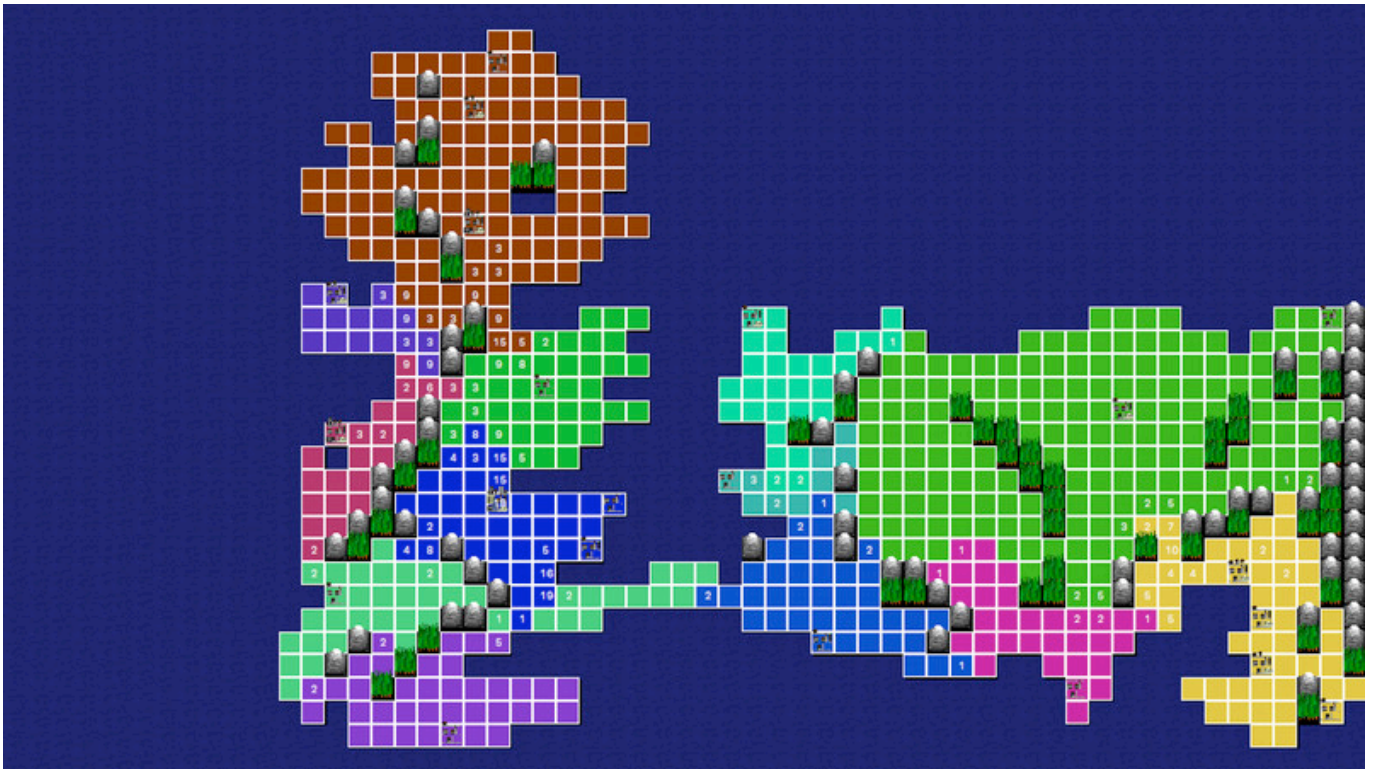

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About This Game



Potemkin is the worlds first sandbox strategy game! Play on massive maps, develop your cities, build an army and outmanoeuvre your enemies! However unlike other turn-based strategy games, Potemkin has the following groundbreaking features:

-

No Restrictions on Customisation

Have you ever had a book or movie, that you wanted to make into a strategy game? Well now you can! Simply build an accurate map of your universe and play! There are zero restrictions when it comes to map customisation, play on a map of literally any size and with any number of players, even hundreds!

-

Sharing Maps is as easy as Copy-Paste

Share your maps with the world simply by copy-pasting them onto Reddit. The best maps are upvoted, refined and played by the entire Potemkin community! Not only that, but you can play on all the maps other people upload, meaning there will never ever be a content drought!

-

Simulate any Real or Fictional War

If you ever get tired of playing, just make the computer play for you! The games war simulator lets you simulate literally any real or fictitious conflict you can imagine! Have you ever wanted to simulate what would happen if Mexico invaded the US? Or simulate an alternate WW2 scenario where Brazil is an Axis power? Well now you can! Simply build the map, and launch the simulation!

-

Immensely Powerful Artificial Intelligence

Potemkin's AI is made to be extremely flexible and to work on every type of map! Not only that, but unlike most other games, Potemkin's AI does not rely on advantages from the algorithm to be challenging. This game's AI is smart enough to beat you on its own!

-

Extremely Quick

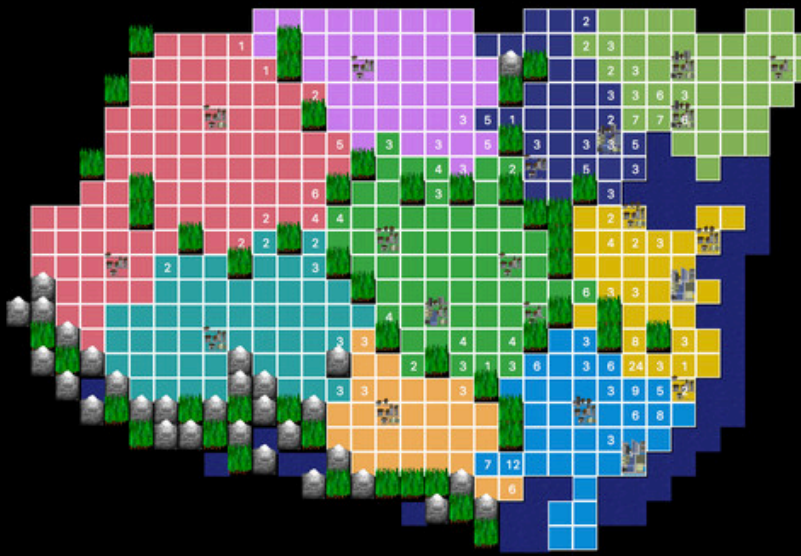
Unlike most other strategy games, where you have to wait for ages for the AI to make a move, Potemkin's AI is almost instantaneous! This is because Potemkin was custom built in Python, a programming language usually used for scientific simulations. This makes the game run very quickly, even on old computers. Your days of finishing your turn and reaching for the phone are over!

Title: Potemkin
Genre: Indie, Simulation, Strategy
Developer:
Vasily Wosck
Publisher:
Vasily Wosck
Release Date: 9 May, 2018

a09c17d780

English





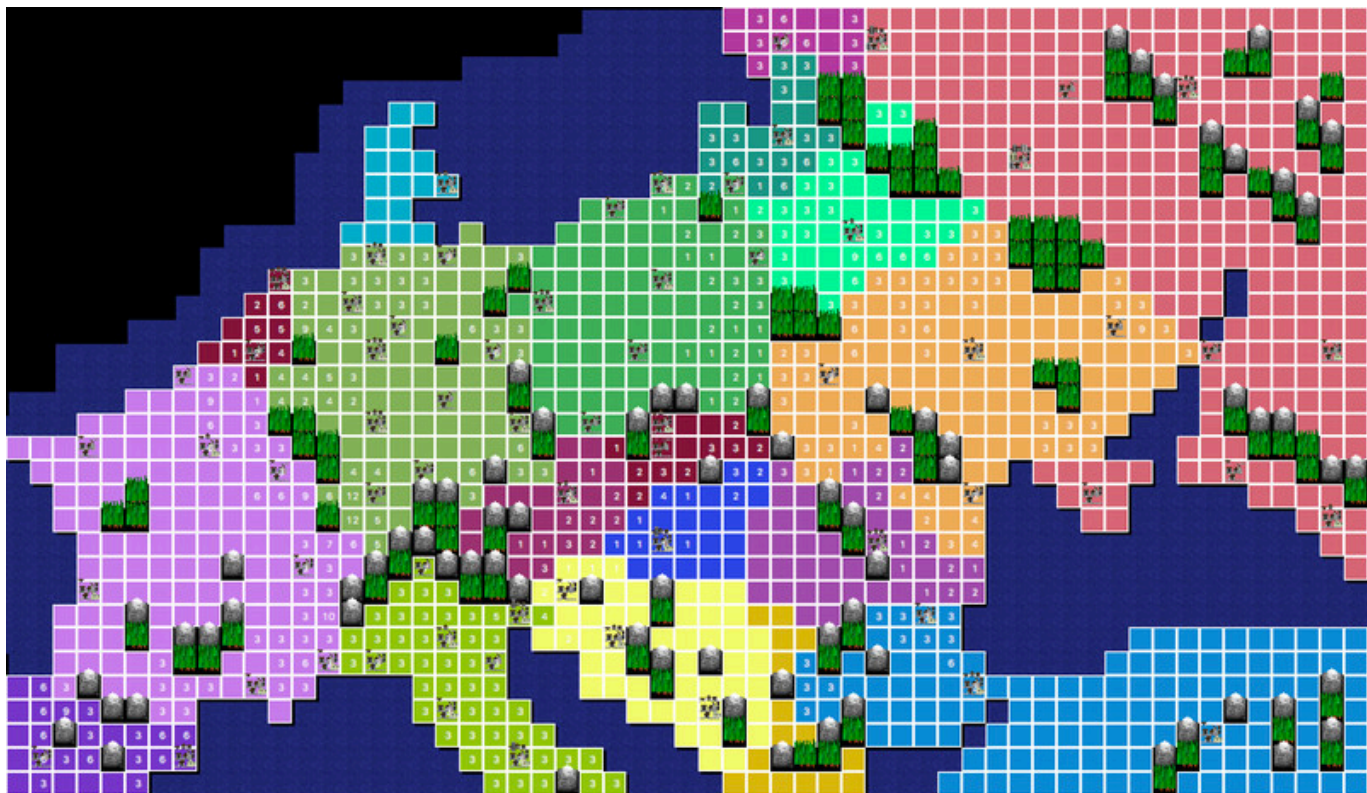
Money : 2

Army Price : 1

total Army : 60

Economy Price : 4

total Economy : 71



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A decent little turn-based strategy war game.

Gameplay is an army vs army border shoving match. Players stack units on friendly tiles, then clash with opponents' stacks on adjacent tiles. Higher stack number overtakes lower stack number, and the player is left with the difference on the newly occupied tile. The number of armies you can place each turn depends on the health of your economy, as managed by allocating resources to tiles with cities on them. You can place up to 3 armies per friendly tile per turn, and move them one space to an adjacent tile. Win by controlling all the tiles on the map.

The menus aren't very intuitive, but there's only a few buttons and you can figure out what they do within the first couple of turns. Also, to play again you have to exit and restart the game as far as I know.

I visited the Reddit page where there are some contrib maps, and they do work well with a simple copy-paste of some txt. The game locked up a bit when loading a bigger map but eventually came through just fine.

Overall I'm very satisfied with my purchase and I think the game will have good replay value.. Potemkin is, at it's heart, a very, very simple strategy game, with basic mechanics that would fit well with a board game, or a oldschool 80's/90's shareware title. The core mechanics are balancing your income with upkeep for your armies, and properly using your limited number of units you can raise in a turn properly against your opponents, often through the use of chokepoints, encirclements, and the like. The AI is simple, but generally competent as long as you don't expect a digital Rommel to fight.

Graphically, there's nothing to write home about, though to an extent, that's a strength as it gives it a simple charm. The user interface is spare to the extreme, and I would say the part of the game that needs the most improvement. Many options can only be toggled through the use of somewhat obtuse text strings, though this seems to be an area that's being improved, with the most recent update adding some hotkey functionality for options previously only usable with the aforementioned text strings, so one can hope that it's a trend that will continue.

Where the game really shines is the ability to create your own maps, and to import those created by others. The editor is fairly simple, and the import feature uses the same text strings as many of the options do, which can feel clunky and annoying, but does allow easy storage of maps in a text file, and does make it very easy to upload them to the official subreddit, where it's also possible to easily get in touch with the dev.

All in all, I would recommend Potemkin for it's price, with a few warnings. It's not a deep long term game like Civilization or the like. It's the digital equivalent to a game like Risk, with a customizable map. Don't go into it expecting it to be a game that you play for hours at a time. It's the sort of game you'd play for 15 minutes, finish, and then do something else. Ideal for break time at work or lunch, but it likely won't hold your attention long term at home when there's more complex games that you will have time for.. Interesting game, a little rough around the edges, but then again, it's launch day so what can you expect? Fun though.. This is a very simple game, but highly replayable and highly addicting. The AI is fairly smart and there's definitely a strategy to it where it's not a simple expand and destroy game. There's lots of ebb and flows during a game, and it's fun to have to withdraw and then advance. I wish there was a way to view a recording of your game--as there's so many ebbs and flows, and it can last for hours. I also wish there was a stats view to look at how many army + economy all the players has.

Overall highly recommend this game for anyone who like risk style strategy games.. A really clever little strategy game. It's got very simple rules, but some interesting strategies arise from them, and it's got a robust level editor.. interesting concept. crashes a lot on the map editor, but it's still day one.. Very confusing - the map editor is ridiculous..there should be an option that lets you pick how many players and other settings and then randomly creates a map for you. Not worth the 5 bucks. I have spent

hundreds of dollars on single games with DLCs before..so for me to be upset over 5 bucks - the game has to be really bad.

This game is great! I am very interested into simulator wars, and what do you know, this is here!. Hi, there,

The Game looks fine and may be fun, if it would be far more userfriendly, would have a random map generation and a working Mapeditor, but in the current state it does not.

I am really sad about this, since I looked forward to that game for some time now.

Maybe in the future it will be playable but not now.

Pros:

- clever strategy game and idea
- adequate visual minimalistic style

Cons:

- No random map generation, no list of maps to choose from. You need to download' em separately.
- You need to write the player attributes etc. like it would be part of a programming test with initializing methods and functions.
- Mapeditor does not work.

So wait for improvements and buy it when it gets more finished.

Take it on a watchlist or so, don't neglect it, because it really has a great potential.

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