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About This Game

Description

Tales of Mystics and Madmen: Entourage or TMM: Entourage for short is a top down shooter with a couple of RTS mechanics mixed in. You pick one of three sides and fight either the other two in various competitive or just one side in cooperative game modes. Each player character is joined by three bodyguards which may be controlled by your friends at the push of a button on a gamepad. The game offers various objective-based game modes which vary in length and style, with most of them sharing the same principles.

Although this game can be played by yourself, it is more fun to engage in conflict with your friends locally and with others around the globe.

Background

Three sides fight for supremacy. They are called Primitivists, Progressionists and Royalist. The Prims are deeply connected with nature and draw influences from various African and Asian cultures. Progs have aristocratic origins and happen to be techno-lovers (literally), they tend to invent the next big thing before anyone else gains knowledge of their last big thing. The Royals foster nobility and pride and like to duel each other if not fighting off some bigger threat.

Key Features

- PvP Game Modes: King of the Hill, Escort, Team Deathmatch, Warfare and more

- PvE Game Modes: Stronghold, Onslaught, Tug of War and more

- Each mode changes gameplay in some way

- Leaderboard support for various Game Modes

- Campaign Mode: Play increasingly difficult matches with your friends vs bots, progress between sessions is saved

- Hotjoin local coop: Up to 4 players can play locally, three of them can join/leave at any time

- Lead the charge as Commander, your bodyguards (Entourage) follow you

- Change the appearance and weapons of your Commander and bodyguards during the match

- Unique RTS/Shooter mix: control a single unit and build turrets directly, order troop movement indirectly and their composition

- Invade the enemy's base to kill their workers reducing their income

- Various weapons with primary and secondary fire modes unique to each faction

- RPG mechanics to round up the gameplay: gain technology points by defeating enemies and empower your troops, use skills to buff your allies

- Call and enter a gunship to turn the tide of battle

- Procedural map generator: each game mode requires a different map layout, the map generator creates maps according to set rules

- Match customization: there are various parameters which can be set to adjust game length, starting resources etc

- New game modes and maps will be added at irregular intervals as free DLC

Title: TMM: Entourage
Genre: Casual, Indie, Strategy
Developer:
Chocolate Ship Games
Publisher:
Chocolate Ship Games
Release Date: 31 Aug, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 x64

Processor: Quad Core 3,4GHz

Memory: 4 GB RAM

Graphics: AMD Radeon HD 7800

DirectX: Version 11

Network: Broadband Internet connection

Storage: 4 GB available space

Sound Card: OnBoard

English

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i have had this ontop of my wishlist for many years and it is great to finaly be able to play this game. lets just say that the hype has not let me down.
this game is fantastic and will make u nut evry time you twirl the crystals out of the bush

i rate this automobile 8.6 out of 10. I had fun with this, easily one of the best programs on my computer.
Play music from your favorite source/program(s) like Spotify, YouTube and so on.
You want a quick game you can play almost hands free and just relax? You got it!
You want a visualizer? you got one now.
You want better effects, colors, and backgrounds to go on with your music? Play the game!. Such a small space but yet nice atmosphere. The sounds and looks good but the lack of something to do might be found as boring to some people. I enjoyed listening to everything ABE had to say.

If you're ok with the fact that it's a short and immersive video clip in VR and NOT INTERACTIVE, you might enjoy it :). This game is another cuphead! super Chinese-retro-flash style, which is super super rare on steam. if you are into this type of indie game, you have to try it even you dont read chinese.. A short self-contained exploration game. I went in completely blind and enjoyed my time with it very much.. Very simple colony builder with turn based combat.

Pro

Cheap
Trading cards
Simple to learn and play
Bug free mobile port
Sound and graphics are fit the theme.

Con

Far too easy. No challenge.
Too short.
Annoying click to gather resources system functioning as a time sink to extend play time.
Ends suddenly. I beat the game thinking I was still in tutorial phase.
Story hints at a longer game, but ultimately is pointless.

If I were to replay the game to get those last achievements, I'd probably be able to beat it in half the time. Simply grind resources, build up your army and beat everyone. Once the map opened up, I thought the game would expand off the starting beach, but it doesn't. The story started to progress, and again I thought there would be more ... but the final quest was "Defeat 5 enemy squads" ... which I was doing as a distraction from the resource grind anyhow, gave no indication it was the final mission, and soon as I completed it ... game over.
If you have to, pick it up in a bundle or sale, and I it did occupy me for 4 hours, which isn't bad for the price, but in the end, it's simply a timesink that isn't particularly challenging or fun.

First of all, the negative reviews for this game are ill founded. It is a huge step up from its predecessor, which I bought at two bucks and wouldn't pay more for it. The reason I am posting this review is because there are far too many negative reviews for this game on steam. Very enjoyable game, quite difficult at times. I found the hardest level to be the one with the air rune in the house. Which was like the second level, which doesn't make sense. But whatever, it was a very enjoyable game.

One thing however, there is a moment in the 'Ghost Manor' level when you are asked to order pictured events in sequence as it is recorded in your journal, which was collected chronologically. However if you are playing in non-casual mode, which many people who have high self-esteems would, then you would never know that it isn't in chronological order. Call me a layman, but I don't understand how even a genius of intellect would be able to divine that they weren't in chronological order if the game has you collect it as such. Other than that ridiculously impossible task, the game is pretty solid, 7\/10. I love this game and i wish to try to bring it back. If you are interested come to my discord.
https:\/\/discord.gg\/jW9U8nU. The game is awesome and I can't wait to buy the next episode there are somethings they need to fix and the story is awesome too!. Challenging bullet hell game. Cool game.. I shot down some planes.

Update to v.0.1.7:
Change log

Artstyle
-Improved the look of the game

Gameplay
-Turned all arcing projectiles which targets foes on a different plane into straight projectiles, this is a workaround to their otherwise awkward trajectory
-Reduced the speed of arcing projectile moving that way

Balance
-Increased the damage of all bows

Visuals
-Improved support for team colors on all models
-Added various special effects to all environment
-Changed how the fog of war is drawn

Game Modes
-Disabled CTF for now while we work on a fix which affects flag carriers

Misc
-Various improvements to integrity and stability of the game client. **Version 0.4.5**:
Change log

Animations
-Changed which animations are played by different units and at different speeds

UI
-Fixed a bug which prevented icons from being destroyed on game over

Game
-Fixed some minor bugs

Version 0.4.4

UI
-Added hero portraits to the minimap
-Updated text elements of the options menu for better readability

Known Issues: Some dropdown menus may act weird. **September Update 1**:
Change log (v.0.3.0)

Multiplatform release: Added executables for Mac and Linux
Added 2 new coop gamemodes: Open Battle and Corridor Battle
Added a melee unit

Open Battle (Coop)
-Huge open space map with a couple of palisades scattered around the map creating chokepoints and lanes
-Control the flow of battle and outplay your opponent to win
-Production is disabled

Corridor Battle (Coop)
-Stretched area with two teams placed at opposite ends
-Classic tug of war
-Production is disabled

Maps
-Added secondary maps to all game modes which support unit production
-Secondary maps act like home maps for a team and may be entered and exited by clicking on a position on the minimap
-Added links between main map and secondary maps at specific points, usually at team starting positions

Units
-Added a close combat unit to all factions equipped with a shield and relatively high health pool, causing splash damage

AI
-Added cannons back to the default production rotation

Weapons
-Generally increased the cooldowns of all weapons to reduce clutter and adjust pacing

UI
-Unified tooltips for all game modes to make them more consistent
-Added MoveTo/Show function to the minimap, one makes your character move there, the other pans the camera to the targeted location
-General cleanup and improvements

FOW
-Improved visual quality of the Fog of War

Performance
-Threaded a lot of tasks improving performance

Multiplayer
-Added various sanity checks to prevent irregular actions. **Version 0.4.3**:
Change Log

UI
-Fixed an issue which culled text in the game over score sheet

Game
-Improved load times
-Added checks to prevent important objects from being created in the void. **Update to v.0.1.2**:
Change log

Gameplay

-Added diplomacy in preparation for the upcoming single player mode

-Added personality traits to NPCs, which are used for diplomatic decisionmaking

-Added skeleton single player campaign mode; it is still in alpha, so you might not see it in your version

-Improved projectile collision detection on clumped up units which was introduced by disabling local avoidance

-Fixed a bug which prevented new matches from starting correctly

-Fixed a bug which gave players a head start on consecutive matches

-Removed cost of soldiers

-Reduced rate of income

-Removed wave movement from arrows

-Increased arc and velocity of arrows to make them more distinguishable from regular bullets

Visuals

-Changed the look of various arrows

Audio

-Muted death sounds on game over

Pathfinding

-Disabled local avoidance, it caused desyncs in multiplayer

Performance

-Reduced memory allocation during gameplay a little, hiccups are still there, tho

UI

-Added dropdown menus which enable the player to change the look and weapon of bodyguards and their player character

-Added icons for primary and secondary fire modes and their standard key binding; Those will change according to selected weapon in a future update

-Cleaned up the ui and added buttons to show or hide panels which are currently irrelevant to the user

-Removed buttons from the technology panel which are currently not in use

-Added support for diplomacy overview, diplomatic events and diplomatic actions

-Fixed a bug which made certain ui components unresponsive on consecutive matches

Capture The Flag

-Fixed a bug which moved the flag outside the map

-Fixed a bug which made it impossible to return your own flag

-Changed AI of the flag carrier: They now also try to return their team's flag to avoid stalemates

Escort

-Added decorations to each destination

-Fixed a bug which prevented scoring

Input

-Replaced the input interface with a more robust system supporting a variety of game controllers and buttons; needs more testing, but we feel more comfortable with this system in place.. **Update to v.0.1.4**:
Change log

Multiplayer

-Fixed a bug which prevented matches from being properly hosted and advertised on Steamworks in Private and Public lobbies

Long Campaign

-Reworked the Long Campaign mode

-The Long Campaign mode is now a selection of matches using different game modes which are played in consecutive order and with increasing difficulty

-Winning a match unlocks the next match

-Progress is saved between sessions
-Currently only solo/couch coop play is supported
-Uses a recurring cast of named bots
-The match selection can be regenerated in the campaign screen

Skirmish Campaign
-Now only selects competitive modes

Gameplay
-Replaced the weapon of the Prim cannon with one that shoots straight projectiles
-Introduced workers which can be killed in game modes with enabled production
-Disabled regular income in game modes with enabled production
-When killed, Workers respawn after some time automatically
-Workers add income on their return to the main tent
-Reworked how difficulty is realized in coop game modes: Now all difficulty settings except hard reduce the max hitpoints of CPU controlled opposition
-Increased the damage, range and weapon cooldown of arrows giving them more punch and reducing visual clutter at the same time
-Increased the rate at which units can dodge to evade projectiles

Visuals
-Removed trails which previously visualized resource exchange
-Added a new character model used for workers by all factions
-Reduced the amount of flickering caused by Fog of War
-Removed melee weapon trails for now due to bad performance and crashing the game and SDK
-Replaced the player marker with a more appealing special effect
-Replaced the marker for the player respawn with a more appealing special effect
-Again, replaced some of the arrow sfx with some which look more like arrows
-Added support to an outline effect which is played when targeting enemy units, needs more work tho

Collision Detection
-Improved collision detection of projectiles

Performance
-Improved performance a bit and fixed some of the bugs which caused hiccups during gameplay

UI
-Increased font size of the description segment in tooltips
-Implemented a mission select screen used for the Long Campaign Mode

Tutorial
-Added a short input tutorial which is played for the first couple of matches

Misc
-Added several map layouts which will be used in a later update for Capture The Flag and a new game mode
-Added a system which makes the creation of procedural shapes easier, future use
. **Update to v.0.1.9**:
Change log

Misc
-Fixed a bug which assigned players to the wrong team in rare cases
-Fixed a bug which prevented the sword which is shown during a skill animation to disappear afterwards, also hiding the original weapon
-Fixed a bug which prevented the campaign screen from showing up. **Version 0.4.0**:
Change log

Campaigns

-Added campaigns to all game modes which use named maps (all competitive modes and new Stronghold)

Stronghold

-Players now start in a corner of the map

-Objectives are created closeby which need to be captured and held for some time

-After that time, your team scores

-New objectives are created further away

-Score until no more objectives are created

-Added 140 new maps to support the new release

Morale

-Added a morale system

-A player kill increases your morale by a small amount

-Death decreases your morale by a big amount

-Gain kill participation by staying in the general vicinity of the victim

Terrain

-Increased heightmap resolution to support the new maps

-Fixed a bug when generating terrains

Gunship

-Added 4 autonomous weapons to the gunship

-Players may change the loadout of the gunship at anytime

UI

-Added kill messages

-Made improvements to readability of texts

-Improved tooltips for some elements (mainly appearance and weapon dropdown menus)

-Restructured main menu navigation to improve flow

-Restructured match lobby to show match, campaign and other settings in different windows

-Players need to be ready before starting a new match

-Added a chatbox to the match lobby

-Changed the appearance of loading and game over screens

-Capture bar screen position now adjusts to the objective's position in the world

-Connected some loose ends

Multiplayer

-Implemented various smaller fixes to improve integrity and stability, enforcing synchronicity between players

Game

-Improved general stability of the game and error handling

-Changed perspective to ortographic/isometric

-Fixed a rare bug which prevented players from shooting

Known Issues

-In rare cases some sprites are not rendered correctly

-In some cases the terrain appears too dark after map load, moving into differen areas solves this issue