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About This Game

SHORT DESCRIPTION

The population of the **Ancient system** was **occupied**.

Your task is to protect yourself from the **invaders** in an attempt to save as much as possible a story about yourself.

You - a system whose population consists of **engineers** and **programmers**, your **story** is stored on your own *inventions / projects* - is the best way to *keep it and never forget it*.

PREHISTORY

In the **Ancient system** (as *they* called it), there was a race of practically non-aggressive humanoid and intelligent individuals.

Most people chose the path of an **engineer** or a **programmer**.

People who chose such paths were very numerous, about **80%** of the population.

Especially for all these people were created "**clusters**" - large underground structures, where everyone working there had his own room.

Later, in similar objects began to put more **global projects**, which only those working there and their **Agoran** could know.

Of course, even in that world there were disorders and to solve the problems with them was created squad - **Dyun**.

They were trained to fight criminals who were *not very* dangerous.

They did not have a standing army. But there was one *extra* ...

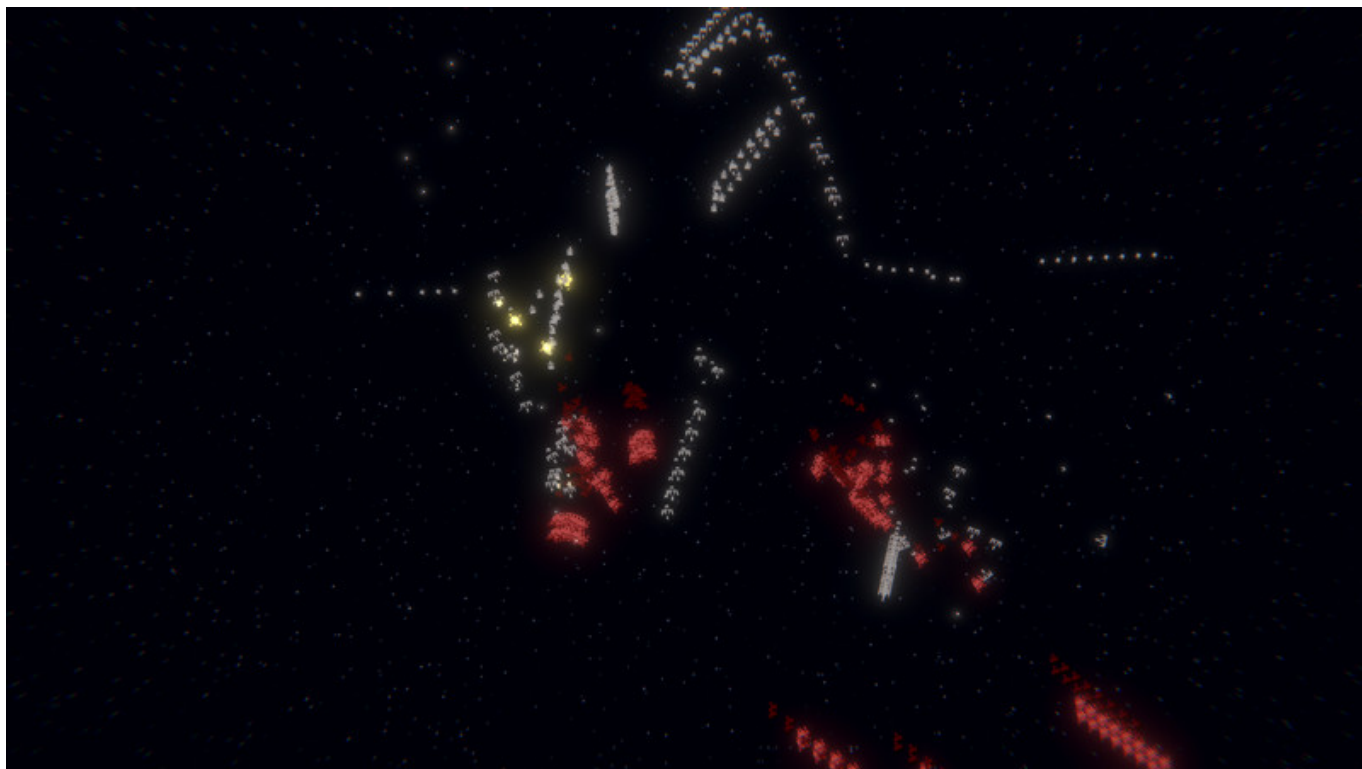
FEATURES

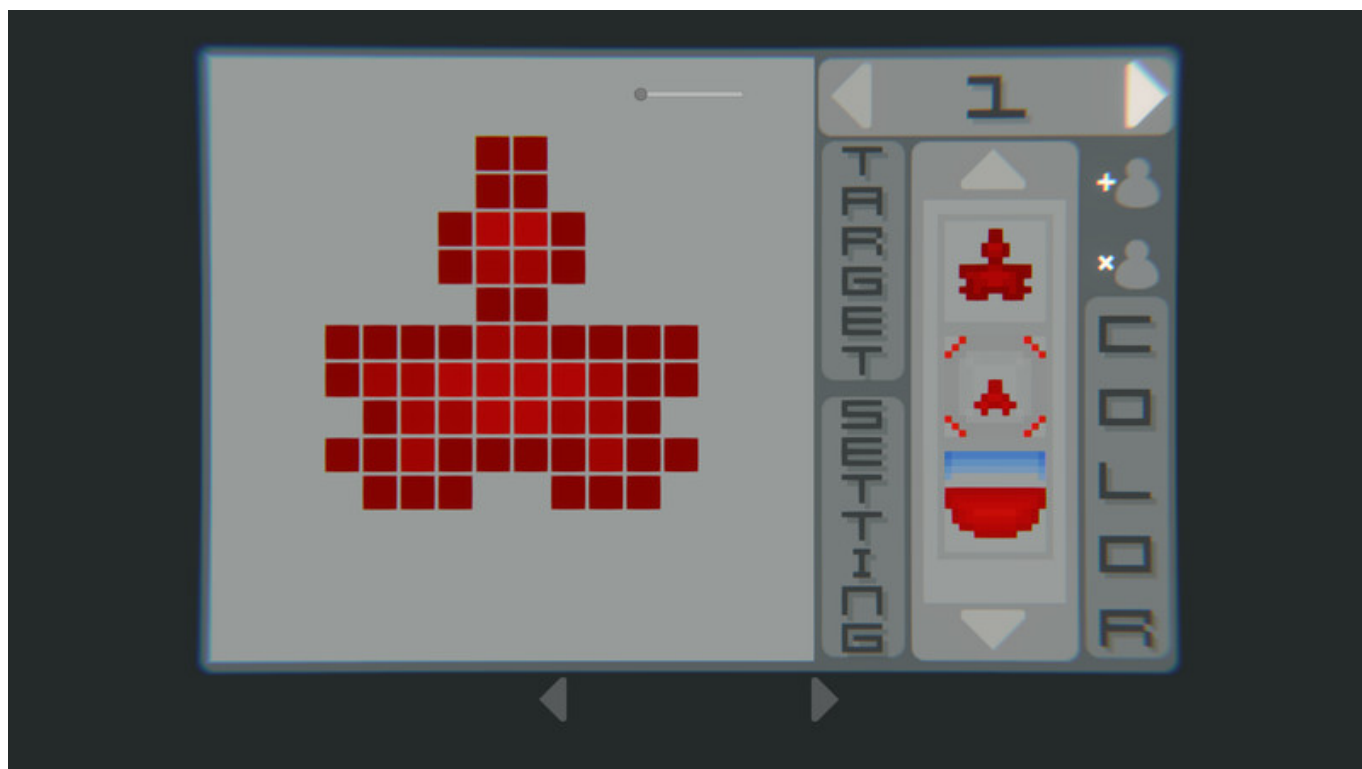
- A large number of elements of **customization**.
- The system of **random weapons**.
Each weapon found will differ in properties from all others.
- System of **random locations**.
Desert, forest, mountain peak, etc.
- Two types of strategic **battle** :
 - **Step by step**, where you control a detachment of **1 to 4** people.
The **artillery system** will not let you stand still, and **opponents** will prevent you from recovering the **story**.
 - **Global**, where you, before attacking, will be able to customize units, squads and orders, and then watch how the battle goes.
- The **system of units and squads**, which will allow you to form detachments for **global battles** from the properly **created** and **configured** units.
- **Artificial intelligence** based on a *system of shelters, courage, intelligence and personal preferences*.
- etc.

Title: PARSE
Genre: Indie, Strategy
Developer:
wHDinc.
Publisher:
wHDinc.
Release Date: 15 Sep, 2017

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English







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