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About This Game

Choose one of the three factions:

- The Imperial Circus
- T.A.B.L.E.
- Seeker Association

and embark on an adventure to become a true **Beyond Baron** in the colorful and tongue-in-cheek world of **Circus Empire!**
Siege is a strategic single-player card game about **sieging castles with armies and magic.**

In Siege:

- There are over **300** different building, spell and creature cards;
- Explore the solo campaign with over **100** battles;
- Build your own army deck or multiple decks;
- **Upgrade your cards** so they become more powerful;

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- Campaign dialogue choices can impact battles and loot;
 - Earn extra gold and cosmic shards through procedurally generated **special missions**.

How does this game differ from other card games?

Siege is mainly a single player experience with crafted campaign, where you have to tactically fight against different tower, shrine and wall card combinations.

Also mana channels are gained by sacrificing cards and you can earn extra channels by sacrificing more cards in the same turn, thus making strategic decisions between card advantage and tempo.

Title: Siege - the card game
Genre: Indie, Strategy
Developer:
SIA Next Level
Publisher:
SIA Next Level
Release Date: 22 Sep, 2016

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English





Fun and challenging.. THIS GAME IS NOTHING like the trailers. got some spare money? looking for a good strategy game or something? don't chose this, art is clunky at best, bad translations, horrible gameplay mechanics (just spam 2 win) it really just sucks at everything it tries to acheive, writing this to stop anyone else fall into the same pit fall is me. Go buy anything please, waste of \u00a34.. I really wanted to like this game but early on, long before you even get to the chapter that allows upgrading cards, you're pitted against impossible situations that earlilier level cards can't defeat. There are bonus items you can win via quests but they are so feeble they don't do much good.

Secondly there are some pretty huge glitches like cards that are unusable because they freeze the game and some instances where the game stops you from placing cards for no reason

Check my game time - I really tried to grunt past it all using elbow grease but in the end Siege is a poorly tested game both challenge-wise and code-wise.. Well \u2665\u2665\u2665\u2665 me - at first I thought that it will be just about as boring as it was in very early stages when the game started out as a social networks game with \u2665\u2665\u2665\u2665 card deck and even more \u2665\u2665\u2665\u2665ier multiplayer. I was so wrong!

- + Solo campaign with nice and sometimes funny (I actually chuckled when saw card called Power Potato) storytelling
- + Smooth gaming experience. Doesn't require much of learning (can figure out most if not all by trial-and-error)
- + Card upgrades and other small, but neat extras

- Visually game still looks like a social network's flash game or \u2665\u2665\u2665\u2665 mobile port
- Design sometimes seem inconsistent (some characters look like drawn drunk, progress map heavily reminds of Kingdom Rush's) and plain boring. Templates?
- Somewhat hard to tell what card exatcly will do (probably subjective - not a fan of this type of games), therefore unintentional \u2665\u2665\u2665\u2665 ups are almost guaranteed
- Lack of sounds, voiced dialogues and quality music

Obviously the game tries to cut some share from Hearthstone's success and at some point it does that very well (campaign, upgrades).. I really enjoyed the game. Recommended for fans of CCGs.

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