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About This Game

Math RTS is a new RTS strategy game that focuses on solving mathematical problems in a new and exciting way. You have to defend the chalkboard by collecting chalk and making problems for your opponents. The aim was to make math interesting and to bring fun to the classroom in a whole new way.

You have to build up your economy by collecting chalk with ideas, expand by building brains and other buildings and make problems to send to your opponents.

Features

- Local 8 player Multiplayer
- Play with up to 7 AI opponents of different strengths
- Play on 7 different size random maps

Solve mathematical Problems

- Addition

-
- Subtraction
 - Multiplication
 - Division

and more

Title: Math RTS
Genre: Indie, Strategy
Developer:
Daniel Jonas
Publisher:
Daniel Jonas
Release Date: 7 Jan, 2018

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English







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For as simple as this game is, it is equally fun. For as fun as this game is, it is equally challenging. This is one of those incredibly rare instances where a game that costs \$0.49 is actually fun to play. Typically, I buy games for 49 cents because I have a few cents left on my account and can't buy a "real" game, so I get a game like this. I download them, try them once, and never play them ever again.

I bought Earth Overclocked and have been playing for 2 hours straight. I barely even do that with games I'm excited about. The premise is so simple, it is challenging, it requires some strategizing, and best of all, it has controller support. Considering the price of this game you absolutely cannot go wrong. Buy it now, thank me later.. Better than fm. this mod's got everything from rolls royce to chlorine gas. wait... i didn't mean open up the..... chlorine... . gassss.... *DeD*. This game is pretty, meh. On the whole it feels pretty unpolished -- art is not great, design is basic, sounds are okay.

Gameplay is pretty boring -- roll dice with pips on them and match the numbers to slots. Pretty much it. Dice don't have special powers or abilities associated with them, and if you roll generally lower than a 4 they're utterly useless. This puts you in situations that are annoying and frustrating considering you have on average 3 hit points so losing any of them is mostly devastating. Yes, you can use potions, but they're severely limited in number. The hourglass time mechanic is nonsensical and useless. Everything chews up time and as an added bonus the very first dungeon has a feature that uses up more time because -- reasons. I'd much prefer being able to explore the dungeon and decide when to descend on my own without the pressures of a push mechanic forcing my hand for no other reason than "the monsters catch up with you". The classes are nearly indistinguishable from one another -- they vary in stats by one or two dice and have a single heroic dice power that simply changes how you get the die in the first place.

I did like the dice rolling 3D effect going all over the board, but other than that I'd pass on this one.

tl;dr -- It needs polish, lacks class depth, needs better/exciting mechanics.. vry nice, totally picture in arcade cabinet somewhere. Good game, hard difficulty, sorta short :C.. Don't be fooled by the Fanservice.

This game is just a BASIC hack and slash with little going for it.
Seriously Waves after waves of the same enemies on boring maps with a dull plot.

Don't waste your money unless this is on sale for like 3\$

My Journal January 23rd 2018

I hate to give a Watchmen game a negative review, but the game itself actually gave me no other choice. Being a Watchmen graphic novels ultrafan was actually the only reason I stayed and beat the game. It might be the most boring gaming experience of my entire life. It's basically superlinear third person beat em up game, where you constantly face waves of braindead enemies, once you get used to how the combat system works it's supereasy, I actually died once in the entire game - and that was when I fancied myself a cup of coffee and wasn't even playing.

There a few pros of the game - it looks pretty fine for such an old game, the voice acting is fine and the comic book passages stay true to the book, I mean visually. otherwise, the story is dull, there's one astonishingly stupid boss fight and the game is terrible.

Sorry for that everyone. You might wanna play it as a time killer after you've finished the comic book and you're overhyped. otherwise, there is a lot of much better games for free even.

All you pray for when you play is that The End is really Nigh. this is honest to god my favourite soundtrack out of every single one ive bought/listened to. Very weird problems with controls. No setting for stick-deadzone, so my sensitive controller cant be used as the character will move on his own even if I don't touch the stick.

Switching to keyboard causes the keyholds register as presses, making the character move in a very choppy way. It also disables any ability to run. Only game in which I have seen this happen.

It's very cheap and seemed like a fun game but can not recommend.. Its essentially God Of War, But Worse, and more annoying traps, that kill you instantly, with monsters, that you have to land on the traps, that kills them instantly too, and then you have to jump over gaps, but then your space bar falls off and reality falls apart leaving only a husk of your former self.. Milestone is getting lazier and lazier. You would think with each new game they would be getting better at what they are doing, but no. Not in this case. There aren't many big things wrong with the game except the whips, which are better than they were before, but they are still bad. Its the little issues that ruin this game. And this game has quite a few. You would think using Unreal Engine 4, it would perform well, but this is not the case. This game runs terribly. My PC is more than capable to play this game. I can play GTA 5 at 4k max settings and keep a consistent 60. Some of the little issues are that when you touch a tuff block, you crash. Its insane. No one with any sort of skill would fall off a bike touching a tuff block. The game cuts your power when it thinks you will blowout. And every time it has done that to me, I wouldn't have blownout. Another issue is that you have to beat the entire game to unlock everything in the compound. This is silly. Its the compound, it should be a place that's open and free, but instead I have to play hours and hours against the AI to earn my freedom.

Overall: This game is boring and lazily made, don't buy it.. Saying that I recommend this game is somewhat misleading; I recommend you play it if you happen to pick it up with one of the Indie Bundles out there, but I wouldn't go forking out the money they ask for this otherwise. Worth \u00a3 this is not.

Very pretty game, yes. Has some potential in the realm of puzzlers, but the solutions to a couple of them are annoyingly obscure, to the point where it's out of sheer luck you figure them out. Game lasts up to an hour, but most of that is down to slow walking speed of the main character and going back and forth trying to work out what on earth you missed.

The single-track soundtrack starts to get tiresome after a while, nice as it is.

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