

Fort Sumter: The Secession Crisis Download For PS



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About This Game

Can you drive the Secessionist into the Fort Sumter trap that gave Lincoln his historic victory? Can you successfully use the issue of States Rights to divide Northern opinion? Fort Sumter let's you explore this seminal moment in American history in a fast-playing, easy-to-learn game.

The country is on the verge of being torn apart so how will you act? Fort Sumter: The Secession Crisis is set during the events that led to the bombardment of Fort Sumter and the start of the American Civil War. The game takes the side of either a Unionist or Secessionist who must work to preserve the Union or follow the path to dissolve it. Each player uses an area control mechanic to place, move, and remove political capital. The location of political capital determines who controls each of the four crisis dimensions - Political, Secession, Public Opinion, and Armaments. After three rounds of play, the game culminates in a Final Crisis confrontation.

Main Features

CDG (Card Driven Game) system designed by Mark Herman

Civil War Historical setting depicts the actual events of the crisis

Immersive voice over and audio that recreates the sound of that era

Asynchronous 2-player online game play

Title: Fort Sumter: The Secession Crisis

Genre: Strategy

Developer:

Playdek, Inc.

Publisher:

Playdek, Inc.

Release Date: 21 May, 2019

b4d347fde0

English

2 GRANTED

Unionist

TOKENS: 15 14 13 12 11

Resolution: 8 9 10

Tension: 7 6

24/12 STRATEGY

8/2 POLITICAL

Tension: 7 6

Resolution: 8 9 10

TOKENS: 15 14 13 12 11

Secessionist

FINAL CRISIS CARDS

1 2 3

CRISIS DIMENSIONS

LOG PAUSE

OBJECTIVE CARD

Fort Sumter
THE SECESSIONIST 1861-1862

OBJECTIVE

Washington 50

OBJECTIVE

If you played this card and control the Washington space, you may remove up to 2 tokens from Political or Public Opinion spaces.

CRISIS DIMENSION

Click to Continue

PIVOTAL SPACE & CRISIS DIMENSION CONTROL

<p>Bonus <input checked="" type="checkbox"/> SECESSION ★</p> <p>Bonus <input checked="" type="checkbox"/> POLITICAL 🏛️</p>	<p>IVP <input checked="" type="checkbox"/></p> <p>IVP <input checked="" type="checkbox"/></p>	<p>Bonus <input checked="" type="checkbox"/> ARMAMENTS 🗡️</p> <p>Bonus <input checked="" type="checkbox"/> PUBLIC OPINION 👤</p>	<p>IVP <input checked="" type="checkbox"/></p> <p>IVP <input checked="" type="checkbox"/></p>
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= Pivotal Space Control : Bonus = move or remove 2 Tokens from space.
 = Crisis Dimension Control

2 BOBBY LEE

9 BOBBY LEE

FINAL CRISIS

LOG PAUSE

Secessionist

TORQUE POOL

15 14 13 12 11

Resolution 8 9 10

Tension 7 6

16/18 STRATEGY

6/6 OBJECTIVE

Unionist

FINAL CRISIS CARDS

6 GRANTED

FINAL CRISIS CARD PLAY ORDER



1 Drag a Final Crisis card here to play FIRST.



2 Drag a Final Crisis card here to play SECOND.



3 Drag a Final Crisis card here to play LAST.

MAP LEGEND

Select Final Crisis Order

PUBLIC OPINION

SECESSION

ARMAMENTS

FINAL CRISIS CARD



RESOLVING FINAL CRISIS

FINAL CRISIS CARD



3 GRANTED

ROUND

LOG PAUSE

Unionist

TOKE POOL

15 14 13 12 11

8 9 10

7

24/9 STRATEGY

8/8 POLITICAL

15 14 13 12 11

TOKE POOL

Secessionist

FINAL CRISIS CARDS

1 BOBBY LEE

2
29

Louisiana Secedes

Add up to 3 tokens to the
Deep South ★ space,
or
Remove up to 2 opposing tokens
from *one* Public Opinion 👤 or
Armaments 🗡 space.

👤
NOININO PUBLIC OPINION
👤

WASHINGTON

FORT SUMTER

1VP FINAL SCORE

TEXAS

PLAY EVENT

PLAY VALUE

OBJECTIVE CARD

Fort Sumter

OBJECTIVE

Montgomery

OBJECTIVE

If you played this card and control the Montgomery space, you may remove up to 2 tokens from Political 👤 or Public Opinion 👤 spaces.

This is a great quick play area control game that is a lot deeper than one would at first suspect. I understand the game, mechanically, thought the strategy part is still a challenge. Once I have a better grasp of this I plan on playing against human opponents. For a relatively abstract game it does have a reasonable amount of "historical flavor". For the price, if you like abstract, Civil War, Area Control or Mark Herman games this is a definite no brainer to pickup.. Enjoyed playing through the tutorial, looking forward to diving into it more. Very unique and a lot of depth. Will take some time to master, for sure.

<https://www.youtube.com/watch?v=BnE5qnGyppo>. Another step by Playdek toward bringing all of GMT's games to electronic playability or words to that effect! (Disclaimer: I don't recall if this game is published by GMT, but it was designed by Mark Hermon so at least it counts as practice.)

[This is a nice little area-control card game, where \(two\) players play cards to put influence into areas, generating various effects including scoring points. In that regard it's a little like Twilight Struggle, but mechanically it's mostly different -- and of course the flavor is pre-ACW politics.](#)

[Great flavor, rarely attempted in games \(ACW yes, leadup not often, aside from larger scale games like Paradox's Victoria 2\). Voice acting in English is tolerable to good \(for historical quotes about the debates leading up to the ACW\).](#)

[Patching has started immediately, so at least support isn't dead on arrival?](#)

[Far more focused than Playdek's other entries, this game can be played much more quickly than \(for example\) Twilight Struggle \(their first GMT adaptation\), Lords of Waterdeep, or the mobile versions of Agricola and Le Havre \(the full games, not the 2-player versions which are crossplatform and naturally play a lot faster\).](#)

[Multiplayer is a main focus of the design, but solo play is available. I don't have much experience trying out the AI yet.](#)

[User interface is good to great, helping you keep track of what you can do, and your game state, at any time.](#)

[Well worth full price \(US\\$10\) -- if you like this type of game and/or the topical flavor. Good job Playdek! ONWARD TO MORE ADAPTATIONS!](#)

[\(PS please don't abandon this game with any bugs left unresolved as per your TwiStrug DLC. kthxbi. :p \). Great to see another card driven game CDG coming to steam. Short but fun strategy game with plenty of replay potential. Definitely not a wargame. Lost on 1st game to easy AI so need to up my game. Particularly since the developer plans to strengthen the AI.. This is an awesome adaption of the board game -- very quick to play, easy to learn, hard to master. The AI is a bit single minded at times on its objectives, but it's on the whole very sneaky.. Great PC & IOS implementation of GMT's quick-playing board game for two players! AI is nothing special, but still better than nothing! I am waiting for more players who would play this online. Recommend.. Too many bugs! The underlying game system is good. But the implementation is bad as it currently stands. The reason is that one often chooses cards which the game does not properly execute. For example, the chosen card will say to put up to a given number of tokens in this or that region, but the game unnecessarily restricts you to placing a *different* number of tokens in the region. I know the rules are complex and various factors can affect what a card says, but that's not the issue -- the game has bugs. Hopefully these will be fixed soon, but until then I can't give a good review. I've had to stop playing out of frustration because I can't trust that the information on the cards will be reflected in the gameplay.](#)

Great game !

Wee need more digital editions like this of GMT games :

Rules enforced

Easy way to find people around the world to play with

No tedious set up or tear down, just sit down and play

Thanks playdek and please go further with other games!

. Wonderful adaption of this great little gem from one of the best, and my personal favourite game designer, in any genre of boardgames. Mark Herman is the "Godfather" of Card Driven Games and all of his games hit the sweet spot for me.

The UI is excellent in Fort Sumter and the quality of GMT's real world components that they are known for comes across beautifully in this digital recreation. The game play is fun as heck and the flow and feel of the game is just like it is with the boardgame. As has been mentioned, the depth and strategy to this game is a lot more than it might seem when you first look at the game and consider if it's worth you buying it. The tutorial is done extremely well and makes learning the game easy and displays the mechanics and different phases in very clear steps.

The game is played in less than 30 minutes when you have played it a few times so that you can play it a number of times in each sitting as you'll always want to play "Just one more game!"

Playdeck has shown once again that it is the best developer to port this kind of CDG for digital play. They have done right by GMT and Mark Herman and I hope that GMT will stick with them exclusively as the studio that creates the digital versions of their games.

Fingers are crossed and I'm wishing up a storm that one day soon I hope, we will see a digital version of one of GMT's greatest and most popular games, Combat Commander by Chad Jensen!

Oh, and much more Mark Herman games too, GMT, if you please!

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