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About This Game

Bestiary of Sigillum is a one-on-one competitive online game that blends the depth of a turn-based strategy with the diversity of the MOBA genre.

Summon your army of legendary heroes with one-of-a-kind abilities and destroy the opponent's castle.

GAMEPLAY FEATURES:

- **TURN-BASED COMBAT**
It takes only two players to battle, and the turn-based combat system allows each player to take control of three heroes at once.
Be the initiator, carry and support of your team.
- **DIVERSE AND DISTINCT CHARACTERS**
There are three classes of heroes – Strength, Agility and Intelligence; and all heroes have their own advantages and disadvantages.
Try one of the many combinations for your own army.
- **ONE-OF-A-KIND ABILITIES**
Each hero comes with unique skills for hurting foes, moving heroes around or applying effects to enemies and allies.
Combine these skills to achieve the best outcome.
- **NO RANDOMNESS**

There's no randomness in Bestiary of Sigillum: the outcome of each battle depends solely on the players' skill. Plan ahead, and no bad luck will be there to stop you.

- **DIVERSE TERRAIN**

Many types of terrain will affect most units' abilities, making them more or less efficient depending on their positioning. Pay close attention to where your allies and enemies stand.

- **RANKING SYSTEM**

The league-based matchmaking system will test your mastery against the opponents of similar skill. Prove your worth, and ascend to the top.

Title: Bestiary of Sigillum
Genre: Strategy
Developer:
Intaglyph
Publisher:
Intaglyph
Release Date: 22 Jan, 2019

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Minimum:

OS: Windows 7 SP1 or later

Processor: Dual-core 2.0 GHz or better

Memory: 2 GB RAM

Network: Broadband Internet connection

Storage: 500 MB available space

English,Russian







Short but good game. For a 15 years old game, it's so fantastic.. The only one of my 120+ VR games that makes me motion sick. Is this also supposed to be an astigmatism simulator?. I've got the Flying Scotsman loco and cars and the scenario and I got to say, this is an awesome pack for ECML.. Great game.

Strawberry Vinegar is a very short and sweet yuri VN.

Yet another sweet novel from ebi-hime, it's really cute and has a fun a story about two girls, one of which is a demon who is always hungry. It's very lighthearted and can be completed in one sitting. You will get to see a growing friendship, silly parents and their relationship, a lot of different food, funny and cute moments.

- Pretty visuals.
- Fun characters.
- Interesting story.
- A LOT of delicious looking food CG's.
- Sweet yuri elements, don't expect some lewd stuff here.
- Multiple endings.

Highly recommend if you're looking for a lighthearted read with a cute story and pretty visuals, or simply enjoy novels made by ebi-hime.. I wouldn't call this pretentious, or even really depressing. The emotional payload it attempts to deliver is brought low by the Nice Guy fantasy fulfillment of Good Girl wants Nice Guy wants Bad Girl wants Bad Guy. And of course, the Good Girl was the Good Guy's match all along! Might as well name the grey block Chad.

Aside from the angsty story, the gameplay is a budget attempt at the Braid platformer. Introduce simple rules, then change them to keep things fresh. It delivers on this, but you would be better served playing something with higher production values, as the platforming is finicky.

D+ story with C+ gameplay delivers a C game. I wouldn't throw down my cash on this one.. This actually doesn't happen to me very often, but this game crashed so much that I couldn't get very far at all.

What I was able to play wasn't terrible....but it really wasn't good either. I got it for \$3(40% off) and I really wish that I had only paid \$0.99 or less. Absolutely not worth the full price tag.

You might be asking yourself: Why doesn't she just refund then?!

Because I don't believe in refunding games. I want the devs to keep my money and put it towards making better games/improving the ones they have based on the feedback that folks have given them. Although a few devs would simply take the money and make more crap(I'm looking at you Digital Homicide).

That being said, if I were much younger(think pre-teen) and this game didn't crash so much, I would probably give it two snaps and a clap!

Since I'm an adult who has had years to refine my tastes in spoops, this is unplayable and unacceptable in its current state. Hopefully some patching happens and I can change my review.. It was awful, just a nazi circlejerk.. Fantastic game. Seriously, just playing it alone is fun. But I can only imagine it'll be unreal run when more people get involved. Seek out the discord for potential matches.. A short little thing, little under 2 hours for 100% completion. However, it is a very well put together and interesting thing. Definately a positive experience, and one that i think would have actually suffered had it been longer. A unique puff of fresh air.

Not really worth a \$12 price point tho, wait til you see it on sale.

BETA UPDATE [V.0.72-0.75]:

v.0.75

- Iratus. Attack Power changed: 1 base, +1 if there is more than one enemy adjacent to Iratus.

v.0.74

- Architectus. Reconstruction cooldown reduced from 4 to X (5 base, -1 for each ally in a Mountain hex, including Architectus).
- Ignifer. Might of Fire cooldown reduced from 4 to 3.
- Ballistarius. Optical Sight cooldown increased from 3(2) to 4(3).
- Cerberus. Howl cooldown increased from 3 to 4.

v.0.73

- Caballus. Reworked Heavy Hooves. Target: all enemy heroes on adjacent hexes. Cooldown reduced from 3 to 2.
- Caballus. Reworked Lasso. Target: any ally/enemy hero in an adjacent hex.
- Fidea. Take Wing cooldown reduced from 4 to 3.
- Aqus. Might of Water cooldown reduced from 3 to 2.
- Toxicum. Poisoner's Kit cooldown reduced from 2 to 1.

v.0.72

- Arborus. HP reduced from 4 to 3.
- Goetium. Reworked Lightning. Target: any enemy hero who isn't adjacent to Goetium or his allies.. **Update v.1.04:**



- Architectus. Tower Barrage area reduced. Target: enemy hero on any hex on a straight line from this hero's location.
- Armus. Charge cooldown increased from 2 to 3.
- Carnifex. Scroll of Judgment area increased. Target: any ally/enemy hero anywhere on the field.
- Ferrarius. Hammer cooldown increased from 2 to 3.
- Malleus. Ditch cooldown increased from 3 to 4.
- Vinctum. Iron Mask cooldown increased from 2 to 3.
- Aqus. Fluidity area increased. Target: any buffed ally/enemy hero anywhere on the field. Cooldown reduced from 2 to 1.
- Cerberus. Vehemence cooldown increased: 2 base, +1 if Cerberus is in a Forest/Mountain hex, +2 in a Water hex.
- Iratus. Frenzy. Changed the number of wounds to use. Target: wounded Iratus. Cooldown increased from 2 to 3.
- Mortum. Changed Vampiric Attack. The hero can heal their own wounds with attacks: if this hero deals 1+ (reduced from 2+) damage with the attack ability, it will restore 1 health to itself.
- Toxicum. Poisoner's Kit area increased. Target: all enemy heroes on adjacent hexes.
- Arborus. HP reduced from 3 to 2.

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- Arborus. Call of the Woods cooldown increased from 2 to 3.
 - Fidea. Retribution area increased, but reduced the number of attack targets. Target: any debuffed enemy hero anywhere on the field.
 - Fidea. Resurrection. Changed the number of wounds to use. Target: Fidea or any ally wounded hero anywhere on the field.
 - Goetium. Spell of Purification area reduced. Target: Goetium and all ally heroes on adjacent hexes.
 - Goetium. Summoning Ritual cooldown increased from 4 to 5.
 - Ignifer. Might of Fire area increased. Target: any ally Melee hero anywhere on the field.
 - Illesebra. Lifelust area increased. Target: any ally hero anywhere on the field. Cooldown increased from 1-3 to 3.
 - Lignum. Limp Hands cooldown increased from 3 to 4.
 - Messum. Harvest. Reduced the number of attack targets. Target: any enemy hero that aren't adjacent to their allies.

. Roadmap 2019:



Almost a week has passed since the release date, and we're happy to see so much feedback coming from you!

We did not expect the game against AI to be so important to many people. We listen to the community and will work on this opportunity.

Here is the roadmap for the current year. We hope with your support we will be able to realize all our plans.

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Intaglyph Team

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