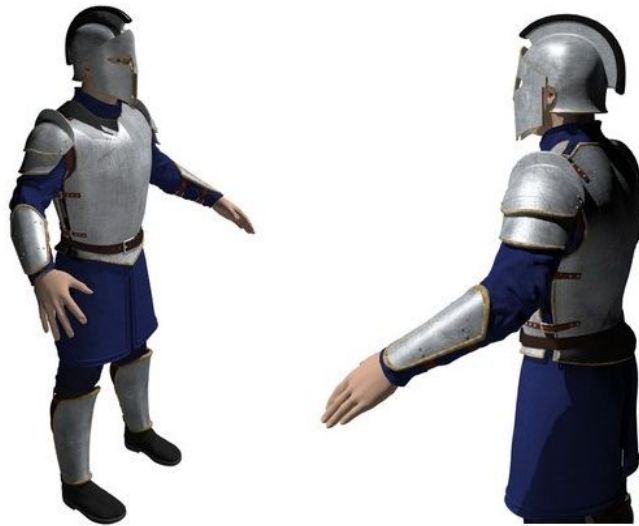


Ambitions: Universes Collide is a game in the genre of RTS. The basis of the game world is the era of the alternative Middle Ages: The world in which the lands of Europe and China are located close to each other. Due to this, a clash of cultures takes place here which did not happen in reality: crusaders in India, samurai in Scandinavia, saracens in China..



The game mechanics combine the construction of the cities, the recruiting of troops and the conducting of military actions. Besides, the settlements are vulnerable to the enemy attacks, that's why the players need to think through the development of the cities very carefully, and also



maneuver the troops to defend them. Due to this, the mechanics of "Smart Dynamics" is created: to win it is necessary to be able to make decisions and change the tactic very quickly in accordance with the actions of the enemy.



The emphasis of the combat mechanics lies on the elaboration of the functional purpose of the troops and their abilities. Due to this, each type of the units has special mechanics of usage and differs from representatives of other fractions.

Thank you for your attention

Links to the gameplay video:

https://www.youtube.com/watch?v=6otTj6f_Y9w

<https://www.youtube.com/watch?v=hLkzkeiLf2M>

