

Football Tactics

Sports, Strategy/RTS

Turn-based strategy with RPG elements meets football! It's a game for those who enjoy any combo of turn-based mechanics, team development, tycoon-style games and football. It is inspired more by the likes of JRPGs, Civilization, and XCOM rather than by Football Manager.

There are many games based around 'development': you can develop your country, a theme park, a video game company, pizzeria, alchemy shop and so on. But there has NEVER been a strategy game based on developing your football club!

Sure, there are hardcore football simulators, but it's difficult to play them and, even more importantly, they don't give you enough feedback to assess the accuracy and wisdom of your decisions.

You play matches by utilizing the unique, turn-based mechanics, at the same time developing your club to its highest potential. Your decisions concerning team development affect the match results so choose wisely because your results, in turn, affect the strategic development of your club.

My current needs

Journalists/Youtubers/Streamers

The game will be released in spring 2018. If you have the experience in publishing similar games and know how to sell Football Tactics well, we would gladly talk to you.

Platforms

PC

Regions

Europe, North America, South America, Australia, Other Western, Japan, China, Korea, India, Other Eastern

Audience

Midcore

Game status

Ready for sale

Movies

<https://youtu.be/mExVBhDMu9k>

<https://youtu.be/MoQhxATLIB0>

<https://youtu.be/pXuiz2xMa8k>

Website, social media and other links

<http://creoteam.com/football-tactics/>

<https://www.facebook.com/FootballTacticsCommunity>

https://twitter.com/Creoteam_games

<http://youtube.com/channel/UCRDYDUQjDzuG5YIsThI4P7w>

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About the developer

Creoteam

Ukraine

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