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## Territory Idle Digital Download



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### **About This Game**

A lot of options. You can build up tiles with different buildings, go to the production of wheat, wood, stone or faith. Or create a balanced option. One option will be good for later abdication and getting gold, the other for hero leveling, the third, for example, for a quick restart, and so on.

You can choose the pantheon (from several options - in a sense, how the pantheon is selected in Civilization 5), and then choose religion and god. Each pantheon has its own effect, and each god has 3 perks, and every perk has its own effect also. In addition, for the gods, you can choose religious servants. There is a lot of combinations.

You can build an academy and hire a hero. Hero fights for tiles. You can choose a hero class. And before each fight, you can choose a weapon, shield and helmet. Again, many options.

The game gradually opens new content, new strategies of the game appear from it.

And since idle games involve restarts, you can restart for profit and at the same time try a different combination and strategy.

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Title: Territory Idle  
Genre: Free to Play, Indie, Strategy, Early Access  
Developer:  
Aleksandr Golovkin  
Publisher:  
Aleksandr Golovkin  
Release Date: 5 Mar, 2019

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English,Russian









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### **Steam Cloud Backup:**

First of all, during the early access, I wanted to implement a Steam cloud save system.

Now I have added a simple cloud save implementation: a backup save is created every few seconds. Then it is saved to the cloud.

If in some way local save file is lost, a backup save from the cloud will be used instead.. **Game Updated: map zoom in/out and more:**

Reworked the way how camera works. Now it is possible to zoom map in/out!

Keys:

Shift + mouse wheel

Ctrl + mouse wheel

Ctrl + - / =

Version 144/144b. **Game updated (Divine Trials):**

Trials Of The Gods (aka Divine Trials) have been added!

This update took quite a lot of time, because I needed to create trials for each god. Otherwise the gods would be unequal.

Each god give you 3 trials. After each trial is completed, a reward is given. In the future, most likely, I will add more trials.

Wheat: 265.41B Wood: 57.18M Stone: 13.84M Faith: 550.72B  
+502.20K per sec +108 per sec +26 per sec +262.50 per sec



Gold: 532K

Religion

Empire Points 0

Progress: 15/30  
You get empire po  
per each 15 tiles

### Divine Trials



#### Trial 2

Not completed

Requirements: Relic of the chicken god

Reward: +20% abdication gold (global bonus)

#### Rules:

The religion of the chicken god is always active.

-99% to the cost of religion perks.

You get as much faith as you get holiness.

The temple is replaced with a wheat mill (+100% to the power of farmers, +100% to the abdication bonus).

The game starts from one tile.

No achievements, no empire points, no permanent amber upgrades.

Amber is not given for opening tiles. No sea outlet.

You can abort the trial at any time and return to the current game.

After completing the trial, you will also return to the current

game. The current game will produce resources while you are

playing the trial (as if the current game is offline).

Objective: Get 10 tiles

START

Close

51  
eat from  
t fields

51  
eat from  
t fields

Wheat: 836  
+30 per sec

Wood: 37808  
+1260 per sec

336



Gold: 210

Religion

### Divine Trials



#### Trial 1

Not completed

In process (10/13)

Reward: +20% wood production if goddess of nature is chosen

#### Rules:

The religion of the goddess of nature is always active.

+100 to rituals automation.

+100 to ritual power.

You can buy tiles for faith.

You cannot build schools.

Game starts from 6 tiles.

No achievements, no empire points, no permanent amber upgrades.

Amber is not given for opening tiles. No sea outlet.

You can abort the trial at any time and return to the current game.

After completing the trial, you will also return to the current

game. The current game will produce resources while you are

playing the trial (as if the current game is offline).

Objective: Get 13 tiles

Abandon the trial

Close

Wheat: 300.79K Wood: 2.18M Stone: 99.74B Faith: 532.35M  
+4606 per sec +2424 per sec



Gold: 311K

Religion

10

Mas  
+46  
sec

### Divine Trials



#### Trial 2

Not completed

In process (13/18)

Reward: +20% to the production of wheat, wood and stone during any ritual (global bonus)

#### Rules:

The religion of the stone god is always active.

You can abdication during the ritual!

The farm is replaced with a cave (free, keeps 1% of wheat, wood and stone after abdication).

You cannot build schools.

Game starts from 6 tiles.

No achievements, no empire points, no permanent amber upgrades.

Amber is not given for opening tiles. No sea outlet.

You can abort the trial at any time and return to the current game.

After completing the trial, you will also return to the current

game. The current game will produce resources while you are

playing the trial (as if the current game is offline).

Objective: Get 18 tiles

Abandon the trial

Close

Temple

Monks: 202  
+1212 fait  
sec



**. Game updated: new achievements:**

Below is a description of the last two updates: versions 143 and 142.

**Version 143. Game Updated (New pantheon, bugfixes, pantheon improvements):**

**Bugfixes. Game updated (Ver. 153):**

1. Now you can view the effects of rewards for divine trials. You can see these effects through the game menu (Divine Trials Status).
2. Bugfixes. Fixed the bug with the stone god second trial reward. Fixed stone god trial abdication bug (+500 weat/wood not added from relics). Fixed the bug with training halls and auto-hiring.
3. Spelling/text fixes.
4. Initially in the game, with every third continent, you would need to open more tiles for access to water. But because of the bug it did not work, and only 20 tiles were always required. Apparently, in the course of some corrections, this bug was fixed by itself. BUT in this version I remove this feature, as it causes confusion. So, as before, 20 tiles will be needed to open the water.

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