

## Insidia - Early Access on September 7th

Written by mmoraw

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INSIDIA a post Apocalyptic Online Hectic Turn-Based Game in Two Weeks! PvP Mayhem Start on September 7th.

Independent developer Bad Seed today announced that their free-to-play multiplayer post-apocalyptic strategy game INSIDIA will be launching on Steam Early Access on September 7th. Gamescom visitors will have a chance to battle test the intense turn-based matches ahead of its Early Access launch in Exhibition Hall 10 at the Koelnmesse from Wednesday 23rd August through Saturday 26th August.

INSIDIA is a highly tactical game, where players control a band of four customizable champions in turn-based online 1v1 battles. Players can diversify their chosen team from a colorful roster of wild characters, each with their own unique abilities and combat skills including fierce punks, mutated wizards and steampunk knights. PvP matches are limited to quick-fire 15 minute sessions where deft decision making is essential for victory.

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{gallery width=500 height=300 alignment=center slider=boxplus.transition animation=3000}news/2017-Y/789-MTH/Insidia-early{/gallery}

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“INSIDIA allows for some devious strategy and cunning tactics in online PvP. The quick game sessions mean that players need to think fast and commit to their tactical decisions”, said Gianpaolo Greco, Producer of Bad Seed. “We are really excited that INSIDIA will be at Gamescom in Cologne this year, giving visitors an opportunity to try the game out for themselves before the Open Beta.”

{qtube vid:=E3uAJwLYk6w}

INSIDIA is designed to provide intense, tactically driven matches where dominating the map and countering opponent’s moves form the mainstay of PvP combat. Players can utilize a team of four powerful champions and develop their skills in fights to secure critical objects. Once a base is vulnerable, a hero can sabotage it and gain outright victory.

Carefully thought-out moves and a well-chosen team with the right abilities is essential to become victorious. Different strategies must be brought into play during Tactical Mode, where opponents plan their strategies simultaneously in a timed match, and Resolution Mode, where they execute strategies one after another reacting to the opponent's moves.

INSIDIA will ultimately provide players with 12 different champions to choose from and aims to launch with 36 different skins. The game will launch with an initial six champions for the Early Access launch - a further two champions will be unlocked during the first phase of release.

Developer Bad Seed is setting its sights on eSports later in the year and INSIDIA will be the first indie game to come to FACEIT’s eSports platform after full release.

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