

# Castle Story

- Tayla Sommer

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<b>Genre</b>	Sandbox, Real Time Strategy
<b>Kickstarter</b>	27th July 2012
<b>Early Access</b>	23rd September 2013
<b>Release</b>	17th August 2017
<b>Publisher</b>	Sauropod Studio
<b>Studio</b>	Sauropod Studio
<b>Game Modes</b>	Single Player, Multiplayer, Coop
<b>Game Engine</b>	Unity
<b>Plattform</b>	Linux, Mac OS, Windows

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## Game Description

Castle Story is a sandbox real-time strategy voxel based building game developed and published by Sauropod Studio. The game was funded via Kickstarter in 2012, had its full release in 2017 and is since 2019 no longer in development.

There are multiple game modes in the game: Sandbox is for relaxed building of structures, and castles, you do this by using your „Bricktrons“ which are small yellow people which you can control and say what to harvest, build or attack. Conquest is either a PvP, Coop PvE or singleplayer PvE game mode, in which you need to take control of crystals around the map and defeat the rockmonsters called „Corruptrons“. And at last there is Invasion in which you need to defend your home crystal against hordes of these Corruptrons.

The game is quite simple and gameplay only lasts about 2-4 hours. Since the game is quite unstable it becomes more laggy the more time passes. With all its faults and errors, I still love the game and have spend thousands of hours in it.

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## Subjective Sound Analysis

### Music

The music provides a good indication for the style of the entire sounddesign. It is loud, sometimes hectic, it has a steady rhythm and a lot of digital instruments.

[castle\\_story\\_soundtrack\\_example.mp3](#)

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