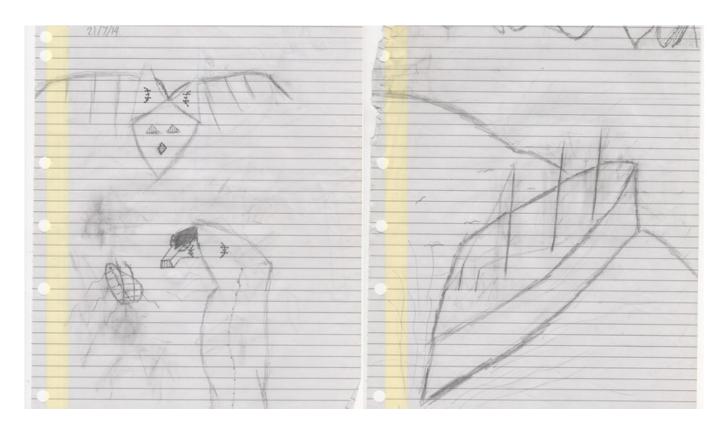Defendion Crack English

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About This Game

Defendion is tower defense strategy game in VR.

Buy weapons to shoot your enemies, freeze and set them on fire. Collect gold from enemies to improve weapons. Improve weapons to deal more damage, improve the castle to make it stronger. Build mazes so that enemies go longer to the castle and perish from your traps. Do everything to win.

Features:

- the availability of training, where you can see how weapons work and simulate protection on a small map
- infinite waves, with each wave the level of mobs and the number of gold increase
- the ability to buy, sell and improve weapons, possibility to repair and improve the castle
- the enemies are not following the specified path - you can change their path by putting obstacles in the form of weapons (guns, walls with stakes, etc.)
- you can place all weapons both before the wave and during the attack
- enemies can detroy your equpment if it blocks the way
- passive ways of obtaining gold
- the captive in the castle can carry out some commands

Title: Defendion
Genre: Casual, Indie, Strategy, Early Access
Developer:
DillyFrame
Publisher:
DillyFrame
Release Date: 7 May, 2018

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Minimum:

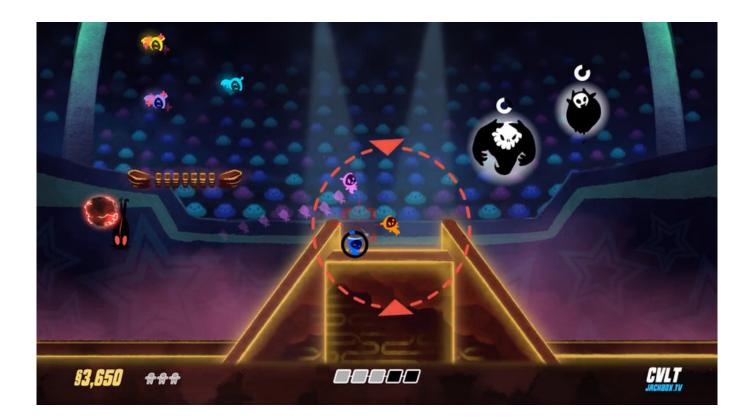Requires a 64-bit processor and operating system

OS: Windows 7 SP1 (x64)

Processor: Intel Core i3

Memory: 8 GB RAM

Graphics: NVIDIA GTX 970 / AMD 290 equavalent

Storage: 1200 MB available space

English,French,Russian,German

This might be the only game, where the people with the lowest skill and the highest pings get all the cool stuff and win all the battles. You can literally see 12 of your bullets hit the enemy, while 2 are registered. This is how great the netcode is.. bepis

great art, great sound, a masterpiece in every conceivable way

11/10 would ahegao again

thanks happyhand, now my hand isnt the only thing that's happy. The story line is good with certainly a twist or two.
My biggest criticism of the game is that the choices you get don't really feel like choices at all, with only 1 seemingly having any appreciable impact on the game, beyond "kiss the girl?" type stuff.
Overall though, I'd definitely recommend the game for the ~6hrs to experience both arcs.. You can play the first couple levels free on android appstore, probably also available on the apple appstore.
Check it out there first if you're not sure. Besides that, the game is pretty creative and it's very rewarding when you finally crack another pattern.

Seems like the only descent math game on Steam to be honest.. Not a very good game. Would not recommend. really that's the son moto gp have never wanted. \u2665\u2665\u2665\u2665ing exploiting steam so i can't refund this\u2665\u2665\u2665\u2665\u2665\u2665game.. Great single player game, very much like the old Close Combat games i grew up playing. Unfortunately, multiplayer is a buggy mess, that seems to only work on a night where there is a full moon, while hoping on one food and trying to pee in a shot glass tied to a jackrabbit`s back. Don`t buy if you`re looking for a funtioncal multiplayer game, Steel Division is what you should look for.. A short, free tech demo,

Really nice high-tech environment, I loved the look and feel of it of it.. Didn't play the alpha, bought the beta on steam release. Not recommanding it doesn't mean I think the game is bad or not worth it, but I think that anyone that doesn't have an unquenchable craving for this type of game might just as well wait for this game to mature. Maybe because of all the games releasing as early access did I forget what a true beta is. Last Epoch is in early beta, and it really shows.

Optimization is poor, skill animation quality is uneven, combat isn't smooth, campaign far from done and disappointing so far (the time traveling thing is literally used in 1 quest only)

That could be a death sentence for any "hack&slash" if it weren't for all the things Last Epoch does well.

It gets rather obviously a lot of inspiration from Path of Exile, and if you're familiar with PoE you shouldn't feel lost at all with LE's mechanics. On the other hand, it brings a lot of new and fresh ideas, so that someone that didn't like PoE might still like this game.

For exemple, the skill progression trees feels really good, but, again, I felt blueballed when the skill progression was available only for the ~5 first skills of any class (out of 20-ish skills per class).

To sum it up, Last Epoch has a lot of potential, but in its current state you should really consider if you need to play it right now or if you can afford to wait a few months. It's definitely headed in the right direction, but it just lacks too much polish.

It sucks putting "not recommanded", because it doesn't help the devs and they never lied on the state of the game, but it is my honest feeling.

This game is such a amazing game. I totally recommed buying this game. Keep in mind - as I am posting this review, it is still being worked on, new things added daily, and you have the best devs working on this. He also keeps in touch with everybody!. good game!! you have to be carefull this game allows you to use alot of weapons as your enemie is oppressing you from your own land you must escape using more then 6 weapons plus a shield. you will understand why they hate you so much,. damn robots. This review is for day 1 early access. As it stands the game looks great and is fun to play. As you should expect in early access there are bugs that need ironing out that the devs will be working on, and more stuff to be added over time. You shouldn't buy an early access game and then whinge because it isn't fully finished (but people do).

The Tower parts remind me a bit of the old TV series Knightmare, with moving platforms to step onto and various traps to dodge. It uses roomscale quite well here. The only part I wasn't so keen on were the rotating platforms. I didn't find those comfortable to ride. The rest is good though.

The survival modes (skeleton wave attacks) are a good start. I look forward to how these progress over time. The giant skeletons are a brilliant addition and I liked having a lot of different weapons at my disposal. It was amusing to shoot a skeletons head off (or other body part) and have it continue it's attack until fully disabled.

If this is the start then the future looks bright :). Much like the first star wolves this is a fun tactical game where intermittent pauses are used to issue tactical orders to a squad. In this game the story is quite interactive and choosing which missions to take or decline influences the outcome of the game.

I enjoyed this game more than most most others and I'll probably reload from a save and try to find a different ending.. Well dang, my absolute favorite route so far (And I wouldn't be at all surprised if it stayed true later down the road), and my least favorite of all (probably forever,,,, Zebruh was even slimier than my very inital impression led me to believe) The creators sure make it hard to *not get even the volumes with the..... less savoury characters. But all in all, the wholesome-ness of Polypa's route (almost) certainly made up for the gross feeling Zebruh left me with (I do the least favourite troll route first)* .

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□□□□□□□□□□□□□. *I love this game.*

In short, between the various endings, both romantic and which character is ultimatle given power, it's very replayable. It has funny dialogue, good characters that are consistent and charming (for once, I found all of the romantic options to be good) and a really fun playing system that's very unique to this game. You end up hating the villian (letting you find out who that is for yourself) so much but in the way the writers intended. The art style is a perfect balance between being too cartoony and trying too hard to look real and failing. It's a fun, funny game with a mystery, a good progtagonist and very fun to replay between the different endings and the different way you can socialize.

Version 2.0 Beta Release:
I have uploaded Version 2.0 as the beta. I want to play it for the rest of the week, just to find any more potential bugs, then make it official as the default version on Friday night.

Thanks for all the help and feedback! This game would not be playable at all without you brave, adventurous players :)

I have updated just a few small things this time around:

- I tweaked the planet generation script a bit, I think it should prevent it from creating repeated planet types

- An issue in which the player falls through caves has been addressed. I was never actually able to reproduce this problem, so I can't be 100% sure it is gone

- Robot sentries on alien spaceships, and bipedal aliens now have worse aim, depending on difficulty level

- An issue with thick fog appearing in caves on vaperous planets when re-entered has been addressed

- The TAB tutorial now appears open when the game starts, I am hoping this simple change will help new players to understand the game better

- The tutorial has also been updated to include adding and removing map icons, and some other things were tweaked to be easier for new players

- New splash screen

- A problem existed if you entered the main menu, opened the options panel, then hit escape to return to the game, this has been fixed

- Another problem with the main menu that corrupted the game if you opened the load panel has been addressed

- Using "M" to warp to the mothership while in "combat mode" caused a strange problem where the mouse cursor could no longer move, this has been fixed

- Something I've been fixin' to do for a while: I unlocked the mouse during the loading screen, so you can now browse the

internet while waiting for your level to load...

I'm sure some of these improvements will cause unforseen errors. I will be playing all week to test them. Let me know if you encounter anything unusual.. **Closed Beta coming to an end**:
Hello everyone, the deadline for the issuance of the new key is today, and all keys issued during the closed beta phase will be destroyed next Monday.

So, the same time this Saturday (UTC:03:00-04:00 PM EDT:11:00-12:00 AM), I will organize the last game of this version. The form of the game is a randomly assigned double-team model. Each team member who won the first place in the game received a prize of $5 each, for a total of three games. The password is still 123456.

Regarding the next version, I will inform you further next week.

Thank you for your contribution to our game!

G-Virus Studio. **Version 11.22.2018 Update**:

- Player can now shoot near thier feet

- Alien Blood now fades instead of shrinking

- Updated AI targeting priority to destroy key infrastructure then annihilate player

- AI Pathfinding improvements

- Aliens will no longer exhibit haste when targeting objects that are unreachable only to realize later there is an obstruction.

- Paths will be checked before targeting for obliteration

- Aliens will now wander nearby the last point of interest rather than wandering off into the wilderness

- Made aliens smarter (Probably not a good idea)

- Fixed bug where M4 jams iron sights into your eye repeatedly causing a spatial distortion in the POV at MACH 2

- Fixed Auto join bug where player is unable to join the host if the session info packet (containing the level name) is malformed or lost in transit.

- Fixed issue where players do not return to menu when the server is shutdown

- Fixed climbing animation for remote players when climbing ladders

- Fixed bug where aliens pass through doors in single player

- Hatchet Mountain Development

Known Issues:

- Remote player sometimes becomes a ragdolled immortal zombie and still has the ability to shoot. Hilarious bug. Looking into it.

- Stall doors in the barn freak out when the server interacts with them and then the client attempts to move them.

. **Patch note #21.**:
Ver 0.77.01

Updates
- Chapter5 Updates.
  -> New Map
  -> New 6 kinds of normal monster
  -> New 4 kinds of elite monster
  -> New Chapter Boss 'Magna'

- Added New Chapter 1 Boss monster 'Dragonqueen'
- Added New Chapter 2 Boss monster 'Bigtohr'
- Chapter 4 Boss monster 'Yacha' has been changed to Chapter 5
- Ingame UI, UX, Effect Updates.
- Capture and upgrade costs for Chapter 4 monsters has been increased.
- Chapter 1~3 monsters have reduced their hp. **October 2018: Newsletter**:
We are making great progress! We have included more content for our program with "bonus" content that will also be included as well. We currently do not have plans for DLCs. We want to make sure all updates and content will always be free, even for our community. If we add any DLCs it will be for sponsorship purposes.

The program looks and feels great so far. We are also working hard to include content that you can use as training tools outside of Steam (videos, resources). We hope to see your support as we will be pushing all of our efforts in this direction as a full time endeavor. Thank you for following our progress.. **"Really, really great game" says Shredder FTW**:

YouTuber Shredder FTW played Insane Robots at PAX East 2018 and said some nice things about our game! Here's his vlog post:

http://youtu.be/ZoBqwA1w-ss?t=21m17s