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## About This Game

Defendion is tower defense strategy game in VR.

# Defendion

build your defense

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 destroy your equipment if it blocks the way
      - passive ways of obtaining gold
    - the captive in the castle can carry out some commands



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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

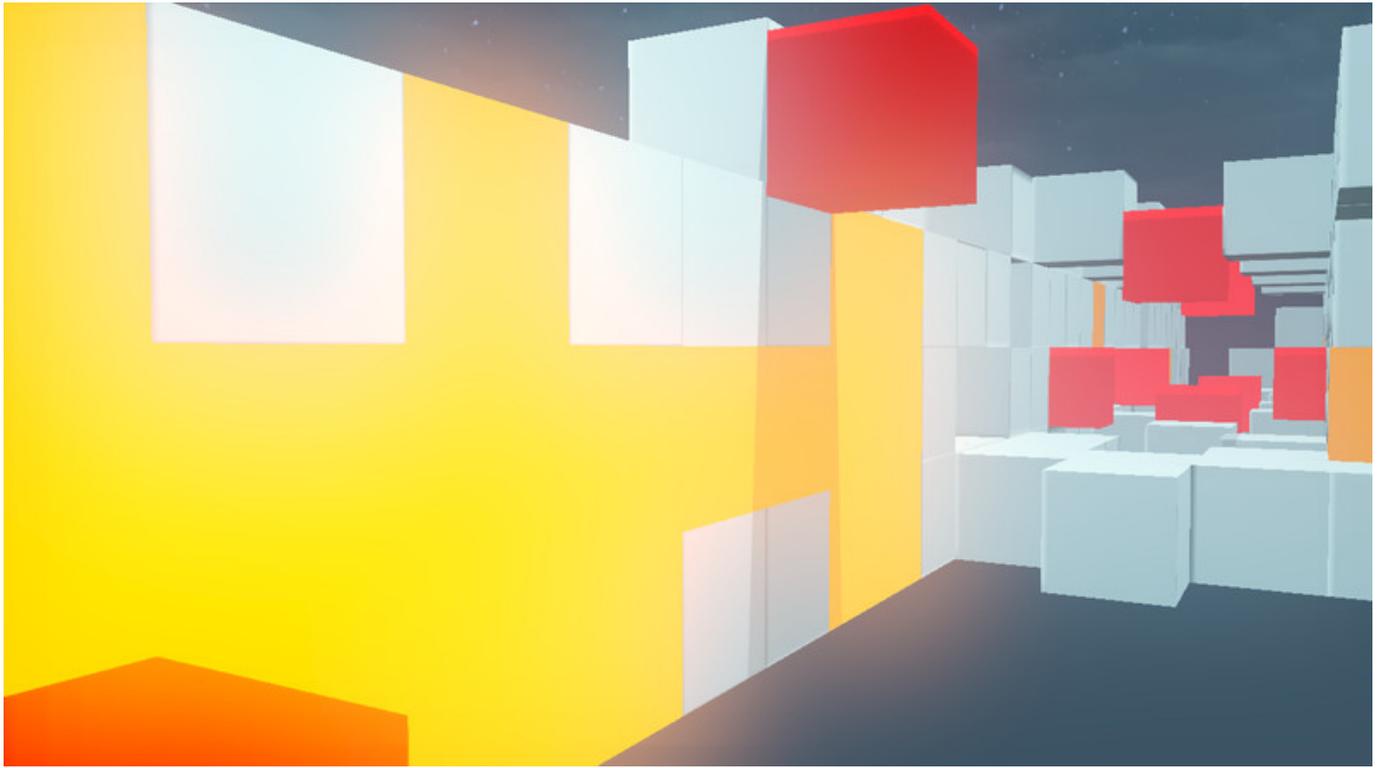
**Graphics:** NVIDIA GTX 970 / AMD 290 equivalent

**Storage:** 1200 MB available space

English, French, Russian, German







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i bought this. didnt upload. Story:

Our story begins as a girl is playing on her magical piano when her cell opens. After some exploring, she meets a boy called Melchior who was recently threw into the prison and is thrilled to meet someone who isn't trying to kill him and together decide to find a way to escape.

One of the interesting things about the the story is that the only voice for most of the game is Melchior who tries to be optimistic with his new friend but those feel the dread and is only holding on because of his friend. And while Celesta doesn't talk(either because she's a mute or she doesn't know how) I do like that shes doesn't fully understand whats happening and immediately gets attached to Melchior because he the first person shes ever met and I love her expressions she makes, my favourite is when she looks confused or curious as it just looks cute.

The relationship between the two leads is very sweet and is clearly the "heart" of the story.I mainly see it as true friendship with Melchior telling her about everything he knows and wants to show her and shows and wants her to have a life and Celesta helps supports him and stops him falling into despair and would give her life to make sure he can be happy. This is also seen in gameplay and I'll wait til I talk about gameplay before I explain

And one final quick point is that I really liked the Sentinel but wished the other bosses were had a personality like him mainly his motives and goal made him an interesting anti-villain and his last moments were nice.

Gameplay:

Lets get this out of the way. Yes the game is very short. There's even an achievement for speed running this game in a hour and a half. I don't have a problem with that.

The main feature in this game is the spell fusion and its a very good system and fits with the whole partnership. Just use a characters innate ability followed by a magic card and then watch the fireworks. I would admit this makes the game a tiny bit easy...if it wasn't for almost every enemy hitting like a truck and aren't shy about poisoning the two. I see it as one of the more balanced combat systems I've played as its more about strategy: weaken and attack when possible and turtle and heal in an emergency. And that's the simple way of explaining. I admit there was one boss that was ridiculously easy but I just exploited his weakness. Another was easy for story reasons.

But what shows how hard this game can be is when your alone because even the first fight in the game is brutal by yourself before you get your partner and learn magic. Some people might say this is a bad thing but I like to think of it as Story-Gameplay integration showing how powerful you are together but alone, your as weak as a biscuit in tea.

Presentation:

Lets start with the music. There no doubt the music is beautiful, but I eventually got bored of it. The music Celesta plays on her piano is a lovely song but when I realised the dungeon song was the same song, I just stopped paying attention. Its not bad, just not my kind of music.

The art is pretty good. The two leads and the bosses are all look lovely and are very colourful which contrast the monster which are mostly fleshy things that came from Silent Hill. I liked the character portraits but I wish they were bigger since its just the two of them and Celesta mainly communicates through her expressions and I feel that they were too small for her.

Verdict:

Despite the length this is a nice short story and a pretty good battle system and I don't regret buying it.

9/10. Very nice game!

I have one problem and that is the cutscenes cut off too early and the visuals don't catch up to the audio!

Is there some kind of settings I can change on my computer to make it work?. Fantastic little game, palyed for nearly 4 hours in my first session , very addictive and some really nice mechanics, I love how leveling up your character is linked to the achievements in the game , really makes you want to get them all to level up.

I am a little little dissappointed that you dont seem to be able to collect loot, instead, if you have say a shield and pick one up in a

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dungeon it just adds durability to the shield you have equipped instead of just putting the loot in the inventory so you can go back and sell it, however that is just a minor gripe because I am a loot hoarder, Also a dev that really seems passionate about his game, it's really nice to see these days.

Overall a certain 9/10 from me ... :). Bleed me dry. Very good game. I think this game is too easy and very boring - repeating and doing same thing. I love the story. It's very similar to the real series and the characters are nice. Although Safe Haven is generally much better written than Zombie Exodus, Part 2 is still too short, and character interactions still lack depth. That "after a long time with sb., and you two automatically raised your relationship status" mode really doesn't work with me. Still, a good game with many choices that actually matter, which is much more than what could be said about some other games.

Zombie Exodus Safe Haven "Call the Orkin Man! Bugs...Bugs and more Bugs here! Steer clear of this for now...or forever!"

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Species: Artificial Life, Real Evolution' is a surely captivating evolution simulator. Although the average video game connoisseur may not enjoy watching and analysing population statistics of imaginary organisms, 'Species' itches that spot good for certain people-- including me.

Pros:

- Endless, mesmerizing ecosystems to pour over
- Decent soundtrack
- High degree of simulation customization

Cons:

- Poorly optimized for most personal computers, especially when using high entity count
- Unusual, but tolerable, camera issues

. Male wardancers? \u2665\u2665\u2665\u2665 off.. Time to get a real job.

(updated)

Well, I wasn't expecting this many people read and hate my "dumb snide comment", so here is what I really think about this game:

It attracts me with the atmosphere, I would enjoy my experience in an old shabby restaurant, feels great. But the gameplay doesn't make sense, I mean, how desperate I am to get a job work until 6 a.m. while need to be as quite as possible that won't awake my boss. And the cellphone making random noise all the time, can I just shut it off? Or I was awaiting an important phone call at this moment that would make my ex came back. And the coffee machine, can I just put the coffee pot somewhere else.

And the TV. OK, here is the question, is this game realistic or supernatural, if it is realistic, why that TV keeps turning on, somebody explain it, thx. If it is supernatural, please tell me that my boss is a horrifying monster, it will explain a lot. One last question, why all the dishes are totally not been touched, how disgusting are they.

Ok, I think I made my point here, now is the time to get a not so desperate job and get paid, hopefully I will get my 7 bucks back.. Getting closer to the resolution of the saga, the story continues, despite an old engine, it's still the same good bits. I recommend, but you could also wait years for a possible remake.. Very good design and ambiance. Lights feel pretty well managed (The lab renderer technology ?) and immersive.

Gameplay and design make it very attractive, can't wait for the final game.

Will buy it.. I don't know about the rest of you guys, but I started the game in the middle of an empty parking lot. Somewhere off in the distance I could see a bus terminal on the edge of the mile-wide parking lot.

10/10 Walking Simulator. So this game has some GREAT features, and some absolutely terrible ones. As a video game, it's very underdeveloped. The graphics are primitive, and for example there are no volume nor resolution controls. The interactivity is limited to looking at the clues in the rooms and entering spells. It's almost to the point of me calling it "barely functional".

But then we get to the great points -- it has interesting puzzles! The game combines clues on papers with clues you get from the gameplay. You find codes (spells) that either advance you to the next room, uncover secrets, or ultimately exorcise a ghost to clear the level. The puzzles are clever -- some of them need you to cut out pieces and put them in a proper order.

The first few rooms form a tutorial and are actually too easy. But the difficulty definately ramps up. Just as (some) escape rooms could theoretically be soloed but are meant to have a group, Madorica Real Estate is really intended for you and your smart friends to play together and discuss the connections between the pieces to puzzle out the solutions. Youtuber The Great Berate did exactly this with the switch version if you want to see a gameplay example (or if you need a hint/solution to part of the puzzle).

I like puzzles, so I give this game an enthusiastic thumbs up. But if the idea of physically writing notes on printed documents doesn't give you a "neat!!!" feeling, you're not likely to enjoy this one.. Why do people hate this game? It's a fan made mod, it does its job of entertaining you for about half an hour, and probably one of the better made mods of seen since it doesnt rely on

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a complete ghost town of a multiplayer mode. Give it the try, you will enjoy it if you remember you're playing a mod and not a fully fledged game from Valve.. This is the most enjoyable Rpg game I have played in a while. Character design and game style gives me feeling like good old times. There are lots of reading in this game. Fun quests and interesting story. I totally recommend this game.

### **v1.1 Update:**

\*\*Next Update will be April 2019

#### New Features

- Bonus Critical Button
- Lv 2 Blue Monster, gain extra reward after kill it
- Landmarks, gain bonus effect after active 4 similar landmarks
- Logs, show all action
- Information windows, show some information for monster and player

#### Improvement

- System upgrade, mostly on Button effect and Windows effect
- Slightly adjust UI for monster information
- Add view range visual on Player
- Add Pause/Continue game button
- Show Panel and effect after gain the Artifact
- Show more information on Objective Windows
- Improve performance for "Unknown Animal" performance
- Item Modify, Resurrect Heraldry, revive to HP 1 > revive to HP 50, WATER and FOOD is 100%
- Slightly adjust game difficulty
- Slightly reduce spawn area for monster and item

#### Fixed

- Not allow click any thing behind the pop up
- Not allow move when game is pause
- Not allow click any thing during load game
- Not allow use empty space be player name
- Not allow pause game during fight
- Remove "Space Bar" and "Esc" key input
- Solved sound effect doing adjustment is not working instant
- Solved sound effect volume doing adjustment is not working instant
- Solved BGM not looping on root scene
- Solved some time will trigger hidden error
- Solved some time cant finish game even collect 4 artifact
- Solved some time after escape, not longer trigger fight
- Solved some status effect not showing after load game
- Solved escape button some time not working well
- Solved Day label not show in proper in 1st day
- Solved some time view range not working well
- Solved view range not working well after load game
- Solved when trigger fight during open craft windows
- Solved monster detect item not working well after load game. **Patch notes 14 May 2019:**

Cumulative patch notes for the last week:

Big change to crafting. Now, only your recipes are visible. Select a recipe, and all the ingredients get autofilled. If you don't have enough of something, it shows up a little transparent. Hopefully this will make crafting quicker and easier for you.

Flanking in combat. If you attack an enemy lance from one of the 3 rear hexes, and you have one of your lances in front of and facing the enemy, you get a flanking bonus of 25% to all attack powers.. **Early Access - Report #2:**

It's been almost a month since I last posted a report on Siralim 3's progress in Early Access, and what a productive month it's

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been! The amount of features that we've added to the game in just a few weeks is staggering. If you haven't been keeping a close eye on the patch notes, here's a quick rundown of just some of the new features we've added [since we posted last month](#) [www.thylacinestudios.com]:

- Nether Crucible. This relic allows you to summon the bosses you defeated during the main story quests and fight more powerful versions of them. Each boss drops one of many exclusive legendary crafting materials, along with several other rare items.
- Mallet of Awakening. You can assemble these mallets by completing prophecies. They are used to awaken your artifacts, granting them a chance to cast a spell when your creatures attack.
- Breeding Adjustments. There are now fewer breeding recipes to find, and you now have a chance to find rare recipes for creatures you haven't seen before. The breeding interface has also been improved significantly, and you can even choose how your creatures are sorted in the breeding menus. In addition, Heredity was revamped - you can [read about it here](#) [www.thylacinestudios.com].
- Talisman powers are now fully implemented and functional. Several talismans have been changed or rebalanced to make them more useful as well.
- Artifact Adjustments. Gone are the days of worrying about whether an artifact is "Crafted" or not. And, just for good measure, we've added some new artifact properties as well. [Read about all the changes here](#)[www.thylacinestudios.com].
- Knowledge Adjustments. It is now a little easier and more satisfying to gain knowledge about creatures, and it is now far less difficult to gain knowledge about Itherian Creatures.
- Casual John, a new NPC who allows you to increase the difficulty of enemies in exchange for greater rewards.
- Life Mage Perk adjustments. We merged a few of the less-powerful perks together and added some awesome new ones to the game.
- New prophecies, as well as adjustments to the arena prophecy to make it easier to complete.
- Enchanted Trashcan. Tired of seeing so many artifacts or spell gems when you find loot? Filter them out with this strange item!
- 88 new achievements.
- Tons of quality of life improvements.

Many of these additions wouldn't have been possible without your feedback. Thanks to everyone who has continued to post suggestions, bug reports, and even words of encouragement!

Wait a minute. Before we continue, let's celebrate this milestone with a new creature code. Just give the code "SUMMER" (without quotes) to the jester in Nex and you'll receive a shiny new Singular Chaos Guard Egg! Not sure how to redeem a code? We've got you covered [with this guide](#)[www.thylacinestudios.com].

Moving forward, here's a list of what I plan to work on next:

- Macros. I'm still not sure if this idea will end up working out, but the idea is that you'll be able to specify a set of actions that your creatures will take if they meet certain conditions. For example, one macro line might read "If this creature has less than 50% Health, cast Healing on this creature". You can add as many of these lines to a creature as you want, and then you'll simply choose the "Macro" command in battle and the game will take care of the rest. The idea here is that you'll be able to create your own artificial intelligence for your creatures. I have some really cool ideas about how else these macros can be used in other content, but it's too soon to reveal anything just yet.
- Gate of the Gods. This relic allows you to challenge the gods to battle. If you defeat them enough, you might earn the right to summon their avatars as creatures that can fight for you.
- Balance. I'm planning to do my first balance pass on the game very soon. Spells, traits, runes, perks, resource costs, enemy level scaling, and item drop rates will all be adjusted to make for more comfortable and rewarding gameplay.

There's plenty more to come after that as well, but I'm not quite sure what order I'll tackle it in.

I know that one of the most common questions you have is when the game will be available on other platforms, such as Mac, Android, or PS4. Unfortunately, I still don't have an answer for you yet. As long as the game is in Early Access on Steam, I won't be working on any version other than Windows, Mac, and Linux, and I'll announce additional platform release dates as

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soon as I can.

Thanks to everyone for their support! I'm getting a lot of positive feedback about the game from happy players, many of whom have invested hundreds of hours into the game already. It is amazing to watch players interact with each other on our forums, social media, and Discord server to discuss the game and suggest ways we can improve it together. Let's keep it up! **Update**

**1.2.9:**

- when the hook hits a wall, turret or another flying hook, the hero will move towards this point
- hide difficulty button when choosing bots and reaching max/min
- Lot of Ui changes
- fix - AI should not attack after game over
- Added audio announcements for some heroes
- move all players to a fixed position at the game over
- voice reduces other effects volume
- added more voices
- change laser when out of ammo/change of ammunition
- redone menu
- added shield with impacts. **1.0:**

Ladies and gentlemen, I have a great pleasure to announce that Thea will be released at 12 PM UK time (so in 30 minutes from now).

Our deepest thanks go to all of our Early Access community - you have no idea how helpful all your feedback was.

Our work of course doesn't stop at 1.0, but that will be covered in future news. So for now - enjoy!

And also change notes for 1.0.1120:

- Elves received Piercing damage weapons;
- Fixed achievement bug triggering too quickly (the one for playing 1k turns);
- Added all remaining voiceovers for the main quest;
- Tweaked camera dragging on map view;
- . **Hotfix #8 coming your way sometime today:**

Summary. **Homebrew Vehicle Sandbox- November Development Update #2:**

**From the Team**

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