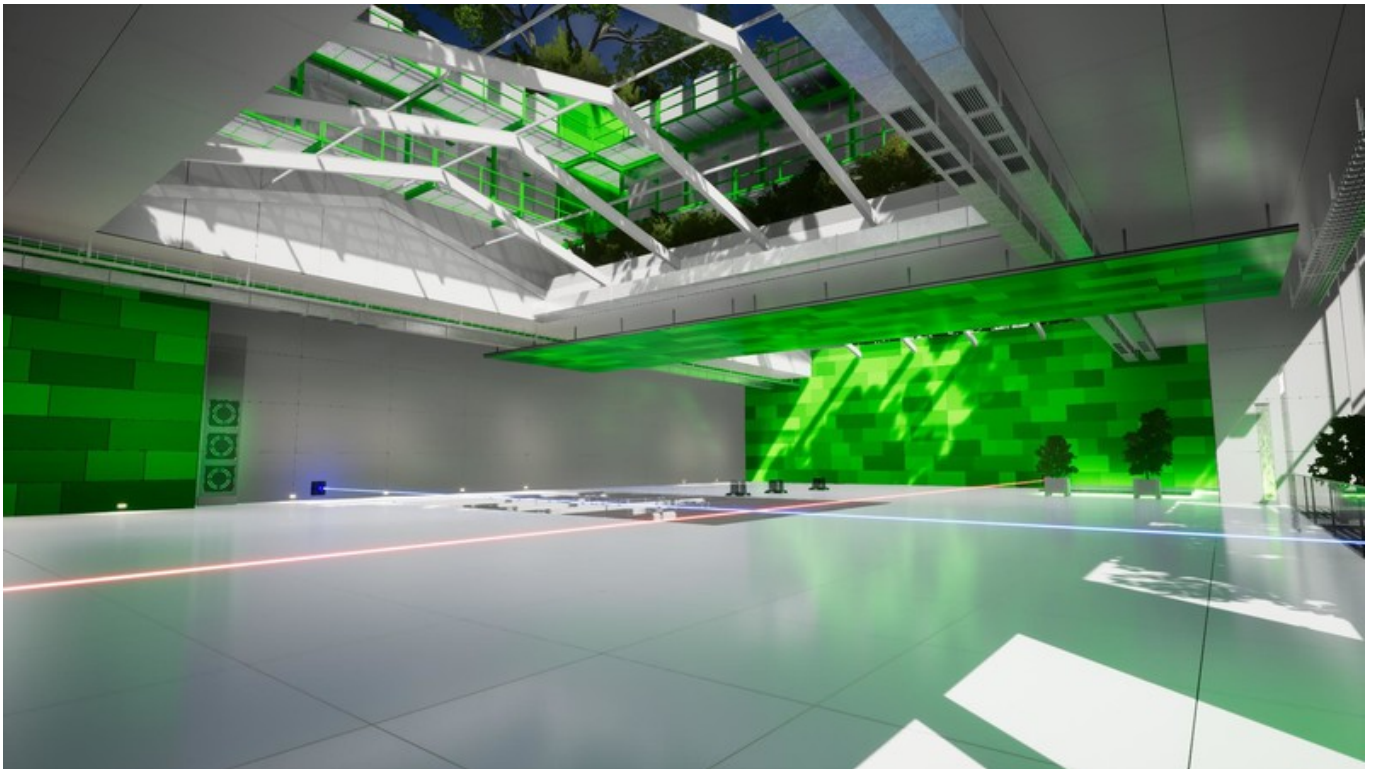

Crimson Defense Crack



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About This Game

Protect yourself from the zombies waves at your base. Crimson Defense is a defense against the hordes of zombies that attack you, with each wave stronger and stronger. You're the only one who survived, stay as long as possible. Build strength. Install machine guns and guns. How long will you last?

Crimson Defense is an arcade zombie shooter with strategic elements. You must choose weapons, protective elements to build a strategy and last as long as possible. Assess your skills in finding the optimal balance and be the first in the race of leaders.

Title: Crimson Defense
Genre: Action, Casual
Developer:
EHTechnology
Publisher:
EHTechnology
Release Date: 13 Apr, 2018

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Minimum:

OS: Windows 7 / 8 / 10

Processor: Core 2 Duo or higher

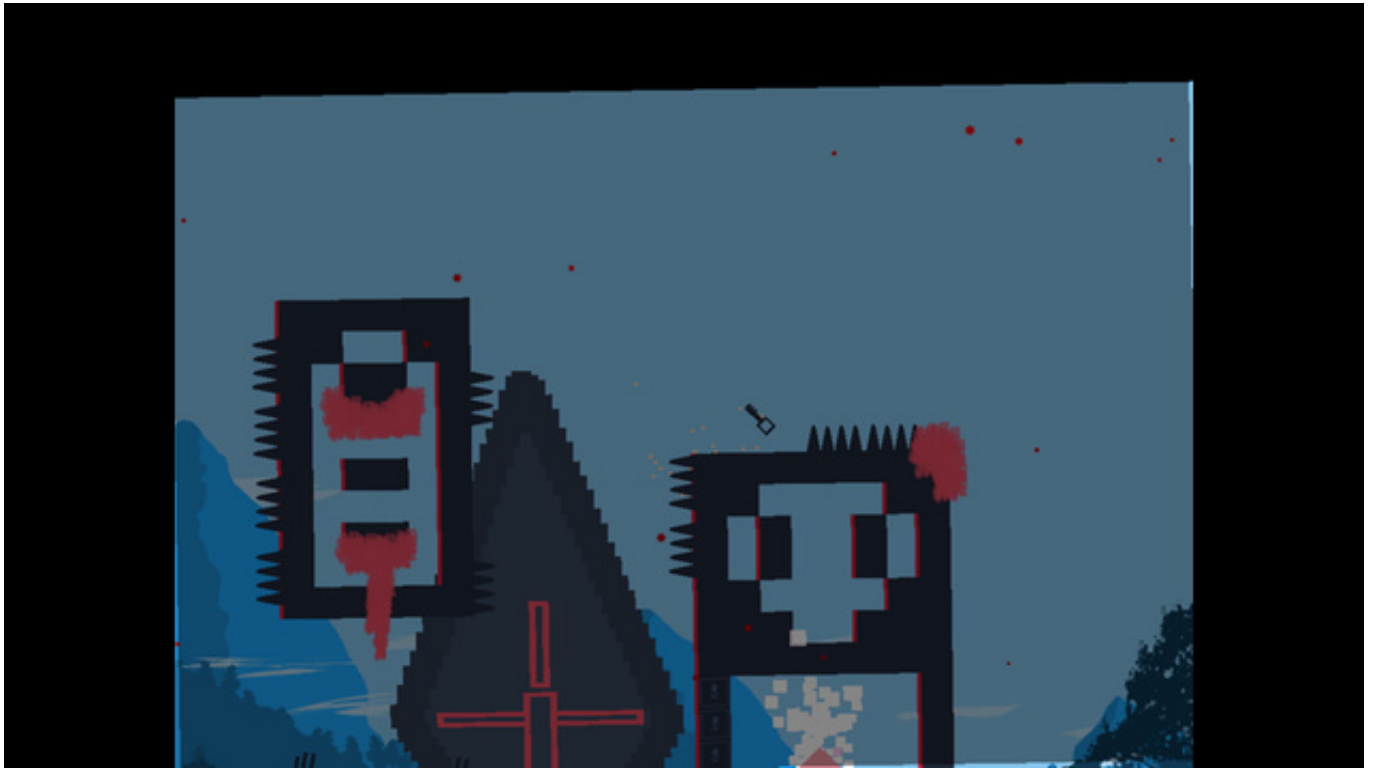
Memory: 1 GB RAM

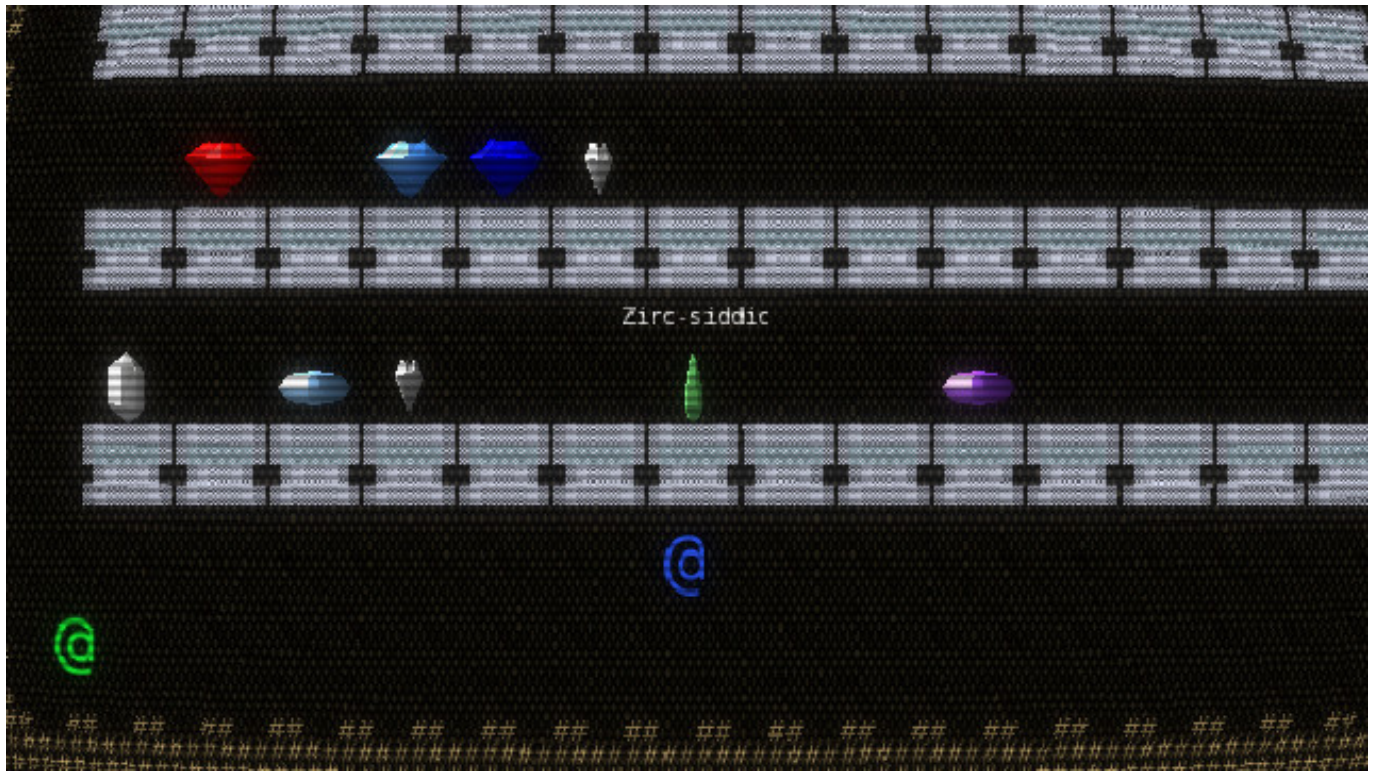
Graphics: DirectX11 Compatible GPU with 512 MB Video RAM

Storage: 900 MB available space

English







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Pretty good bow game... The game plays alot like QuiVR.

The graphics are good, the shooting perspectives are also good.

There are three difficulty settings, easy starts off pretty slow and enemies die with one hit.

While the hard difficulty requires you to hit heach enemy twice to kill them.

As you beat waves enemies get faster, and at level 10 another archer shows up and starts shooting at you which you have to dodge, block with your magic shield, or shoot the shooter...

The bow is pretty good... better than some vr bows, but not the best either... its not as good as the labs bow... but does feel pretty good.

My main complaint is the sound the enemies make when they die... They let out a really cheesy death scream. Lol

Also I dont think there is any points or leaderboard to be found..

Otherwise a pretty good game...

I only made it to about wave 20 or so.... angry chirps] It's crashing often on my system. I recommend this because the premise is alright and it serves as an okay introduction to a greater series. It has branching paths and dialogue choices with certain characters liking you or disliking you. However, I'd prefer it if said choices didn't actually let you know if they were the best or the worst choice, because as it stands, nothing stops you from going with the "best" choice all the time, like they don't even seem to have negative consequences either.

It's more of a demo showing you what this medieval-ish VN has in store. It was short enough to not outstay its welcome, and I'm looking forward to part two and what not. Yeah, you're not getting a complete story here, but since it is free and functional, try it out.. (Early Access Review)

The base game even in early access is very good; and while I haven't read ANY of the reviews posted on this game, I suspect that new players with little patience or an aversion to analytics may find the early access version boring at times, and for that reason I would say that "adults" are the target market for early access.

So if you are a sucker for management games and love football then definitaly give this a go. If you also enjoy playing the fantasy football leagues (e.g. FPL, etc.) and are forever tinkering away at your team while fighting the urge to do extra transfers each weak then this game is a must-buy. Your FPL team will love you for it.

The exciting upcoming feature in a couple of weeks is the introduction of youth leagues. I suspect this will more than adequately satisfy those that find 90MF a bit slow at the present. For it to be truly great however (as with most mmo's) it could do with a larger base. So don't be shy, you'll just make the game bigger and better and have a say in how it evolves,

Based on the effort, comittment, communication, involvement, and approachability displayed by the Devs and Admins I would rate this game as having tons of genuine potential beyond what is already a good game.

There are no smoke and mirrors about this dev team - they are working to make it better, and genuinely value your opinions and in my experience have been fantastic. You will see the devs/admins actively engaging the game community via the forums,

podcasts, and often hangout online in the game chat lobby where they are willing to answer random questions, take feedback, provide updates, and generally listen and respond to the player base on the smallest to the biggest issues. In this day and age, i find this level of interaction very refreshing and as such should be celebrated as a big positive.

So for those that can relate to my review, my Buy/Sell/Hold recommendation is: **BUY**

. A lot of fun. Wish that the puzzle pieces were traditional jigsaw style. But that is a minor complaint. The original artwork is awesome and being able to extend it with 100 of your own photos is a double bonus. The most fun you can have with one hand and one PC. :^)

Played Musroom wars 2 to death on the playstation and loved it. This feels like a cheap mobile game port with a pretty bad control scheme. They use the same (right mouse) button for both upgrading and sending minions so its easy to do one when you meant the other.. Also took me 1,5h to get half-way in the tutorial!! Even though I don't linger in my missions and even defeat the A.I. on medium with ease. I just want a quick tutorial where I can learn the new game mechanics within half an hour at most and not have stupid simple mission in between so I can play with my friends! Another thing that annoys me is that hard mode makes the A.I. immediately know how many minions you are sending and where to, even though a player would never know until they come out of the house and change a certain direction.. Amazing game, just needs more art and music. The last level is pretty challenging. I am no pro at this kind of games, but I survived it with 2 lives left.

Yes, this is very similar to deep space waifu, except that you don't shoot. But the quality is outstanding and I am hoping they will add more content with time. And after all, you can never have too many games like deep space waifu.. bought it on sale and refunded it to buy it again at full price

I can't wait for more content keep up the great work. I would rate the game 8/10 so far

I have played around 80 hours so far. If I had to compare it to existing games I would say the closest game it resembles is Suikoden (especially with all the characters and town building) followed by FF6 (especially in chapter 3).

Gameplay

Pros:

1. Lots of content. I am 80 hours into the game and I still have not beaten it yet.
2. Lots of secrets. Check everything! Every book case, pot, or piece of paper. You may find a good item, a rumor leading to a legendary item, or a secret door leading to a boss.
3. Freedom to go to places beyond your lv. At least in chapter 2 you get a decent amount of freedom which lets you go to higher lv places. I like rewarding exploration and strategic play by allowing the player to go places which test their skill. Once you get the sea ship and then the air ship it opens up even more.
4. Lots of items to find and craft. You can customize your builds based on what stats you like. You may focus on crit, dodging, raw physical or magical dmg, high HP, ect. You can't have it all though since you have a limited amount of armor slots.
5. Tough battles especially with side quest bosses. Some side quest bosses are quite tough, but they have good rewards. They may give you a summon of themselves, a good item, or multiple decent items and XP. Also with the ability to go places a bit above your lv you can run into regular mobs who give you a run for your money.

Cons:

1. Near the end of chapter 2 and into chapter 3 I started gathering a lot of gold. Before that it felt like I needed all the gold I could get and there was a ton of stuff I wanted to spend it on. Later on your limiting factor is mainly materials to craft gear rather than gold.
2. Sometimes an abundance of fights can be annoying, but many RPGS have that issue. I guess I could flee if I really wanted to. Later on you get ways to avoid fights if you don't want which is quite nice.
3. The game got easier later on in the game. However I found a good place to level and overleveled a bit so this is probably my own fault.

Characters

Pros:

1. There are a lot of characters which allows you to put together a team you enjoy for many different play styles.
2. Some characters can be customized multiple ways. For example with the druid you can focus on physical dmg and gear him accordingly with his shapeshifting or you can focus on his magic and go the complete opposite direction. Similarly with the summoner you can focus on summons or his more monk like punching fighting style. Some characters don't have duel roles, but you can still customize their focus quite a bit. Throughout the game I switched my parties characters around as I figured out better strategies and got more gear options.

Cons:

1. You get a lot of characters pretty quickly in the beginning and that doesn't give you a lot of time to digest them. It kind of felt like Suikoden where I kept getting new characters before I got a feel for the abilities of ones I just got. I ended up thinking of

my characters by their class rather than their actual names because of this. However unlike Suikoden there aren't 100 characters, there are only 17 so you get to know them eventually. I felt like I started getting to know the characters in chapter 3 after a specific event happened which I won't spoil here.

Story

Pros:

1. Toward the end of chapter 2 and into chapter 3 the story starts getting into some interesting situations and scenarios. Cities alternating between undead and semi living, gladiator tournaments, ect.

Cons:

1. The main story seems to move at too fast a pace in the beginning and can make it a little hard to grasp everything. I would have liked a little more filler light hearted content, perhaps to get to know the characters more in between some of the main story elements. Note I am doing all of the side quests I find, but they are usually fairly short and don't delve into the characters too much. This does improve in chapter 3.
2. I think the children of light vs the dark lord and his group of high lv subordinates is a little too standard. I like more mystery and unconventional plots to stories.
3. You begin to understand the history and a lot of the plot quite a bit later in the game when you delve into the past. I feel like I wish I knew some of that information earlier on.

Misc:

Pros:

Dev interaction is good and they provide quick bug fixes, Most of the time within 24 hours.. Absolutely great story. You can become a truly powerful mage, your decisions influencing much around you.

10/10 would recommend.

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