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Defend Your Kingdom Torrent Download [torrent Full]



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### About This Game

An action-strategy fantasy defense game with fresh unique gameplay is now available on Steam.

Put four triangles together.



Compress the values of the stones.



Use stones of 6 elements to execute various spells!



#### GAME FEATURES:

- ★ 9 epic stages, from the lowest dungeon to the highest peak!
- ★ Over 15 upgradable magic spells! Have your Wizard summon stone elementals and polymorph your enemies!
- ★ Over 30 different enemies, from Goblins to Dragons each with their own skills! Pirates, elves, vikings and more.
- ★ 30 collectable equipments: Choose your own clothes, weapon and magic staff to fight against the forces of evil!
- ★ Hours of gameplay with 30 achievements.
- ★ Extra challenge mode to each stage that will challenge your tactical skills and dexterity to the limit.
- ★ Great replay value.

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Title: Defend Your Kingdom  
Genre: Action, Indie, Strategy  
Developer:  
Burning Pick Entertainment  
Publisher:  
Burning Pick Entertainment  
Release Date: 27 Jun, 2017

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**Minimum:**

**OS:** Windows XP SP2

**Processor:** Pentium 4, Celeron, Atom, Xeon

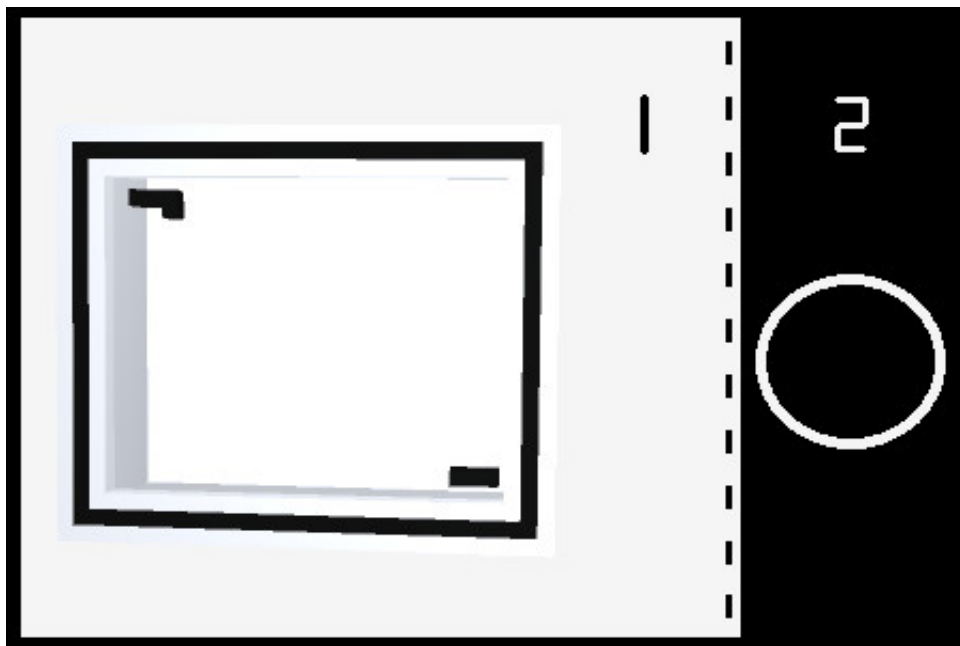
**Memory:** 250 MB RAM

**Graphics:** 128 MB Graphics card

**DirectX:** Version 11

**Storage:** 350 MB available space

English



4000 T

0 / CPM

## Soul Trader

Your human souls will not remain with you when starting a new village.

You can use human souls to buy upgrades for villagers.

Offer a villager to gain a human soul.

A new villager arrives in 185 seconds

Human Souls  
1000000 T

Human Souls to  
Claim  
1 / 10

Sacrifice Villager



Cost: 3 Souls  
Res Potions: 0

All Demon souls that you earn by sacrificing your village will remain with you in all of your future villages.

For each Demon Soul that you earn the amount of Coins that your village generates and your heroes damage will be increased by 1%.

Offer your village, coins and your villagers to gain favor.

Demon Souls  
1

Demon Souls to  
Claim  
0

Purge Village



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Towards the end of Hopiko I was beginning to get more and more of a Dustforce vibe. Luckily Hopiko never quite reached the level of insane platforming difficulty Dustforce did towards its end. But I did enjoy the sheer amount of precision and speed this game required.

Hopiko offers 5 worlds to traverse through wherein each proceeding world increases in challenge. Small tweaks are made to the gameplay to keep each world feeling less like the previous. However, by the time World 4 is reached this dries up.

One aspect of the game that some may find a bother is in worlds 4-5 there's about a half second of leeway time to figure out the layout and timing of a given level before an untimely game over. This creates the hassle of having to complete all preceding levels (which are in groups of 5) before getting a chance to learn the succeeding level. This doesn't happen horribly a lot but still enough to be a bother.. Its a very short game (not many levels) but its still quite fun.... Astrox Imperium is a quieter more reflective space sim. Astrox Imperium is Eve without grievers, gankers, fraudsters, real life spies and all the problems that make it toxically unfun. Fun, Calming and engaging. ITs early access but there is a clear vision, highly recommended if you prefer slower paced games. If you want a fast pace, petal to the meddle dogfighting game skip it. Enough talk time to get my inner care bear on.. Great attacks that feel organic and look amazing! It is exactly what it advertises as though I think it has a ways to go to get the fit just right, would still recommend.. Good expansion for the game. Makes You more effective, but to counter that the aliens become more effective aswell. Adds bit more difficulty to the game, but nothing you can't handle. Overall a really good DLC. Still, I suggest waiting until sale because I know money is money.. The same overly unrealistic puzzles you know from the first two games, except that these now have ones that will punish you if you misstep and have you repeat the same tedious stuff just in order to provide filler material and make the game seem longer than it is. Unless you're really prepared to suffer just to play another installment of the series just because you've endured fownsides of the first two, do yourself a favor and use your money to buy a different game instead.. Early access in May on PC: I love it. It's beautiful, my halfbad computer can take it, I love the plot so far, I love building and discovering and collecting. The fauna and creatures are well detailed and very interactive(watch out for the cute sea monkeys).

I've never played this sort of game before, so it was hard for an hour or so but now it's just fun. I imagine for experienced gamers it will be easier to get a grip of it, but still love the challenge.. I own the board game and most of the expansions, and my kids and I love it. This is a pretty faithful digital version. My son digitally crushed me twice in a row last night, and it took less time than it would have to play one game with the physical board game. We were pleased that it clarified a couple of rules that were not clear (to us) previously. The art is in keeping with Small World art, although the graphics don't scale well when maximized on a wide screen. Touch functionality is awesome, and using a mouse is not nearly as bad as some other reviewers have suggested. The AI is not 100% there: I've had AI opponents walk all over me, but I've also had an AI opponent play an entire game with their first-turn pick of Hordes of Amazons... Online play, Solo, and Pass 'n' Play all worked like a charm. I've had it crash out of the game twice during solo play, but I expect that will get ironed out in the near future. Overall, I believe it's worth the price for the base game and the DLC. I would really like to see Tales and Legends DLC.. Fun side scrolling platformer. Reminds me a lot of Shadow Complex and Mega Man. Love it. Just wished it wouldn't randomly crash so much!

Not really a bad story either. Fairly easy to keep track of.. Long since abandoned. It had some promise though, but... sadly no more.

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Refunded. The hands are completely wrong to hold the swords (Vive). Play is not explained and the story is not apparent. Gameplay is very very simple with little variety or interaction. Essentially, you can just wave your swords around and hope you kill something. No blocking and not much of anything else. Nice visuals but needs a lot of work.

<https://www.youtube.com/watch?v=Ufkbyo7kT4I>. EXTREMELY DISAPPOINTED

[Pay to Play game!!!! If I would of known I wouldnt of wasted my money!!!!!! I dont know about you but when I buy a game I expect to play it once I buy it.... I shouldnt have to buy chips to play long enough to have fun](#)

[When early access is done game is free to play haha sounds like a joke cuz they only give you like 25 chips per 15 mins and one pull on a really low pay out on a slot machine....If u ever played a casino game you know that doesnt last long most casino games give you Minimum a few thousand](#)

[There max bet limits are also a joke max bet is \\$400.. Where is the win big](#)

[These guys are too greedy and that will be there down fall. Games should be fun for all and if there having fun they will want to buy chips but if you have no free chips you might as well go to the real casino](#)

[Dont let the pictures fool you there are at most 5 people in the casino at a time when i join. its like a ghost town. As much as I wanted to love this game, it's terribad.](#)

[Controls are garbage. with no real mouse support \(the virtual stick which they've added in is a complete joke that may as well not even exist for how useless it is\) in this day and age, kills any hope of it having any life beyond a \\$2 sale. Games from 10 years ago managed to get this right, out of the box, there's simply no excuse today.](#)

[Length is unforgivable despite the bargain bin price. At BEST, the game is 4 hours of playtime, so unless you get it at the \\$2 sale price mentioned above, it's simply not worth putting up with and wading through the aggravation.](#)

[There's suggestion from the developer that there will be DLC, but honestly, they need to give away content until it reaches a MINIMUM of 10 hours before even considering charging money for what should have come with the game.](#)

[\\$2 max is all it's worth. Don't bother otherwise.. \*Author \( Steam profile's info \) : "My name is Daniel Mercier and I am a part time indie game developer and full time college student studying criminal justice. I started programming games when I was 12 and have continued to pursue game development most of my life. I attended high school in Japan where I became fluent in Japanese and gained an appreciation for global issues. I have spent my adult life in Hawaii attending college and working part time as a bilingual fire arms instructor and sales associate. It has been a life long dream of mine to publish video games, which I accomplished with my first game, Call of Tomsk-7. After finishing that game, I wanted to try developing a game that even more people could play so I made Burn Pixel Wood available for free for everyone."\* \*Saling page's review : "Fight for your life in Call of Tomsk-7, a simple side-scrolling shooter. Horrifying monsters are pouring out of the forgotten and abandoned Soviet-era Tomsk-7 biological weapons facility. You must fight the creatures in a seemingly endless battle of attrition."\*](#)

[My expirience after successful walkthrough till the demanding explosion : \*It's a modest but at the same time mysteriously charming survival shooter. Call of Tomsk-7 require a tedious work to reach a result. Developer established an in-game helping page for newcomers with exhaustive information. Additional plus is adoring "secret" soundtrack for the "secret" top-hat mission that you can get hiding as a small hat-like button on the right corner of the main in-game menuue. \*Conclusion : read a guides first then give it a try ! \*Man, I have been waiting for this one for a while now. I've only known you since 2012, so I never got to experience the "old" Missleman games besides Spy Strike 2. I always wanted to see him back into action. Did you notice him in Alexander High 2 in the fourth level? If not, that's okay. Anyway, I really wanted to play this game and see how much you've improved from previous endeavors.\*\*\*](#)

[Also, this review addresses Ryan. So, if that's who the you's are referring to.](#)

[MECHANICS: \(4.5/5\)](#)

[It's obvious you used Zach's old platforming engine, the same for Dynamite Alex. That's not a bad thing, really, as it was a decent engine. You seemed to use it the way it was designed. I did notice some bugs, but there weren't many. The only real](#)



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issue I can find in this field is shooting while on a wall. While it seems like you can't, you actually can. The bullet is destroyed by the wall. What I'd do is have him shoot the opposite direction from the wall, like Mega Man X.

#### USER INTERFACE: (4/5)

I immediately noticed that this game ran at 60 fps (or at least felt that way), and that is a feat that I have not been too successful at, so pat yourself on the back for beating me to that. The controls felt great and were complimented by the smooth framerate. I did notice a drop in frame rate from time to time though, but it mostly stayed persistent. What I didn't like, however, was that there wasn't an indicator for stuff to happen (ex: the end of a screen). It was designed assuming a player knew a bottomless pit at the end of a level or a space at the end of the room was actually a good thing, rather than instant death. But the thing is, sometimes those DO lead to instant death. For example, if you jump into the boundaries of a room, sometimes there is an invisible wall there, other times there isn't and you die. Try to keep boundaries consistent throughout the whole game.

#### STORY: (4/5)

I was unsatisfied with Dynamite Alex and Blitz Action Assassin's stories. They were too cookie-cutter and non-interesting. This game, however, is an improvement. I was interested in this game's story and always wondered what would await the blue (and yellow) bomber. I do wish that what happens at the end of the game is hinted at more throughout the game, as it just kinda happens unexpectedly. It would have more an impact on the player if perhaps there was more foreshadowing. While the narrative is pretty good, it does sometimes intrude on the pacing of the game, and it is especially apparent with the transitional dialog with Missleman's thoughts. Giving the player a big wall of text to read tends to turn them off unless they really are interested, but you must first earn their interest through telling the story through gameplay. My earlier games had that issue and I am still trying to perfect the art of storytelling and pacing.

#### WORLD: (4.5/5)

Somebody's been taking notes from Alexander High and Westloulia! (although that game wasn't perfect at that.) The characters in MO were creative, unique, and always made me want to talk to them. My favorite was the "I WILL DESTROY THE HUMAN RACE" guy. Totally relatable. I also like how they consider Missleman a "bootleg" of Mega Man. He's a parody, but not a bootleg, but I'm sure you know that. I do wish you incorporated more worldbuilding into the actual levels rather than just the hub area. It would make your levels much more interesting.

#### GRAPHICS: (3.5/5)

The graphics were pretty good. If I remember right, and please correct me if I'm wrong, you're an art major. So, I should expect for the game to look good. The graphical style fits the tone of the game. There are some areas (especially the color palace) where there's too much contrasting colors and it's kinda distracting. Colors are effective for showing a level's mood, something I think you should've done this more. I did not like your random use of Sonic level maps. They just don't work well as backgrounds. The backgrounds you made for other levels were great! Again, be consistent throughout the whole game.

#### AUDIO: (3/5)

None of the sounds were unpleasant and overly sharp, which is good. I do notice you took some assets from other games, which is fine when you keep it to a minimum. If you want to create more original retro-styled sounds, I'd highly recommend BFXR. The music on the other hand, is meh. A lot of it is generic and doesn't harmonize with the fast-paced gameplay. The big component of good game music is all in the melody. I'd recommend you study music theory, as that'll shed some light into producing (or effectively using) game music. I also noticed that the victory theme was too quiet, which was a shame because it had a good melody.

#### LEVEL DESIGN: (2/5)

While improved from Dynamite Alex and certainly Blitz Action Assassin, it is still the weak point of this game. The levels still seem to be designed with your skill set in mind rather than the player's. I designed my old games' levels around the same mentality, and people did not like them. A theme I've noticed is that the player is forced to rely on instinct and patterns from previous games, but is later punished for it, ESPECIALLY in the color palace level. If you approach the color button in the way that the level design clearly leads you into, you will be shocked to discover it leads you to your death. When you design your levels, please please please think of the player and their mindset.

#### ENEMY\BOSS DESIGN: (4/5)

The enemies in MO are a lot better than they were in previous games. They have a lot more variety in not only appearance but

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*movement. Were those beer bottles some of them were shooting out? If so, was that a reference to those thug enemies from my old games who threw beer bottles? Maybe not. My only big gripe is the boss battles. There's much more focus on them this time around, but they become monotonous very quickly because of how much health they're given. I think they only should've been given enough health to be defeated after a couple patterns. This especially hindered the Guffbot battle(s), as his pattern was so simple that most of the time was spent just mindlessly pelting him.*

#### OVERALL (3.75\5)

*It is very obvious you have improved, and I love seeing that! Your beloved mascot has really come a long way. However, there is still much to be improved. It seems hinted that you want to make this into a series. Go for it! Just be sure to consider my critiques\suggestions. I will also be willing to assist in any way possible.*

#### TO POTENTIAL PLAYERS:

*To anyone who enjoys fast-paced 2D platformers, I'd recommend this one. Don't let my nitpicks prevent you from experiencing this game. It's only \$2, but that two bucks'll be worth it. I bought a whole new graphics card just to beat the final boss. Beware if you feel like selling your left kidney to finish this game.. A really great mix between MetroidVania\Twin stick shooters, short but really sweet experience.*

*+ Great Art style*

*+ Nice soundtrack*

*+ Solid and fun platforming*

*+ perfect difficulty, not cheap or easy*

*+ nice boss fights*

*+ Great and satisfying weapons & upgrades*

*overall highly recommended, the game is kinda short (8 stages) but all of them were fun.*

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