
Defense Zone Download For Pc Highly Compressed



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About This Game

Stunning detail of levels, in-depth gameplay, finely tuned balance of all levels and turrets.

During the game you will hold your defense with your turrets against the massive hordes of enemies. With every level you will have the use of new weapons at your command. It is up to you, commander, how to spend the resources: restore and upgrade your veteran units or to purchase some new ones.

Different types of weaponry and landscape provide you with a variety of choices of defense tactics. Choosing the right weapons and the correct placement is key to any successful defense. The weapons have different firepower, rate of fire, firing range, blast radius and price.

Title: Defense Zone
Genre: Indie, Strategy
Developer:
Artem Kotov
Publisher:
Artem Kotov
Release Date: 14 Jul, 2014

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Minimum:

OS: Microsoft Windows XP or later

Processor: 1.5GhZ

Memory: 512 MB RAM

Graphics: OpenGL compatible. ATI, NVIDIA or Intel HD. Older Intel graphics cards may have slowdown issues.

DirectX: Version 8.0

Storage: 512 MB available space

Sound Card: Windows or Mac compatible

English







Best tower defense I have played to date (84 hours and still going).

Forces you to continually adapt strategies, even within the individual levels.

Has that "one more try" influence that keeps you coming back.. I picked this up on sale, and now that I have played it, I would have paid full price for it. I have found it to be a simple and addictive tower defense game that surpassed my expectations. My game play experience is based on playing under Ubuntu 14.04 64-bit with nvidia graphics (mainly) and on Windows 7 Pro 64-bit also with nvidia graphics.

It runs very well in both Linux and Windows, with no noticeable lag or other issues of any kind. I am sure this will play even on older hardware as it has multiple resolution options from 640 x 480 \u2013 1920 x 1080, and 6 graphic options as well ranging from Fastest \u2013 Fantastic.

The game has a progressive path, starting out simple and getting a little harder with each level you play. Each level has 3 difficulty settings, Easy-Medium-Hard, which would appear to correlate to how many Hit Points each of the enemy units have. There are 6 different types of Defensive structures that can be built, which can be seen in the games screen shots, and each one can be upgraded 4 times after being placed for money which you earn by killing the enemy units. The building upgrades are progressive in cost, each one doubling in price.

You can pause, speed up, and save the game play as needed. I personally found that saving the game on the Hard difficulty allowed for an easier less and time consuming way to get the Steam achievements.

Some people have had problems getting past levels on the last wave or two. A tip I can suggest that works for me is to sell my structures the enemy unit\units have passed and rebuild further down the path as needed.

I have read some negative reviews about the defensive towers AI not being the best and not targeting units correctly. While I agree they don't always target they way I want them to or think they should, you can predict how they will behave and build accordingly to overcome their shortcomings. I observed this during the first 5 or so maps and then built accordingly for other maps and no longer was bothered by this issue.

If your looking for a simple, fun tower defense challenge then this game is great and definitely worth the purchase!. First impressions:

It's a cheap tower defense game. I played almost until like the last round of the first stage (assuming there are more stages lol).

(optional let\u2019s play footage)

http://youtu.be/VTfc35bl_Iz0

[Honestly I didn't really want to keep playing. It looks like something you could find on places like kongragate.com and play for free in your browser or a mobile device game ported to PC. It has pretty basic gameplay and graphics: really basic. You only have access to two types of turrets from the start which are pretty boring. Presumably you have to make it to later levels to access more turrets. So basically the game restricts your options from the start.](#)

[The only reason I would recommend this game is if you want a cheap tower defense game. But be warned that is exactly what you will be getting. I just played Radiant Defense the other day which is another recent tower defense game on steam and that's a much better colourful game. Radiant defense is actually the same price. The only reason Defense Zone is cheaper right now is because it is on special. Which is the better choice? You do the math lol](#)

[Seriously click here for gameplay footage of Radiant Defence and my first impressions review to see for yourself](#)

[Click here for more let\u2019s play videos =\). There are far better and more imaginative tower defense games out there. This one is a little too simplistic for my taste.. Very generic tower defense game with very limited tower options, and no real upgrade depth at all.](#)

[Only both with this if you have already cleared out the long list of much better games including both Defense Grids. Sol](#)

[Survivor and Kingdom rush.](#)

[Even most lazy mobile ports have more depth than this.](#)

Simple, but not easy on the higher levels, good fun. Fun but difficulty increases to stupidity. Past a certain point, even easy is impossible.. Very Good Game. Defiantly helps burn some hours without realizing you are doing it. Very Addicting. Had to turn off the music though, it was driving me insane. Two Thumbs up.. This game seriously sucks; save your money and do not purchase. Too often towers will shoot at everything except the enemies who are right next to them and/or moving out of the zone. You've got three targeting options: attack nearest, attack strongest, attack weakest. As far as I can tell, these do absolutely nothing other than make your tower spaz out and waste time acquiring targets and not attacking at all. Once again, this game sucks.. This is one of the hardest tower defence games I have played.

Its tough IMHO and thats why I like it, its not over complicated, but does require you to think tactically as you only have a few weapon types (7) and they need to be placed well.

If you like TD then add this to your collection. Very unimaginative. Feels like a port of a mobile game that weren't that great to begin with.

Not exactly bad, not as in "oh my god, this is actually painful to play", but not at all exciting either.

If you get it for 90% off or something, and you have exhausted your other gaming options, you might want to consider this one. But even then, know that there are MUCH better TD games out there.

2 bored pandas out of 5.. Great strategy game. Variety of towers and enemies. It is addictive!. For \$4.99 this is a good game. A person can burn 1 or 2 hours playing this game with out even knowing it which is great. Different types of weaponry and landscape provide you with a variety of choices of defence tactics. (WARNING!!! WEAPON CHOICE IS LIMITED-There are only 7 different types of weapons for the whole game.) but, choosing the right weapons and the correct placement is key. The weapons have different firepower, rate of fire, firing range, blast radius and price. Again DO NOT expect much from this game, it's fun to quickly wast a hour or two, but beyond that it's limited on what you can do.. Pretty standard tower defense game, well worth the price I bought it for (on sale around \$2.75). The kind of game I expect to get about 3-5 hours of enjoyment out of, and then I'll move on.. The Good.

The maps are just as challenging as DF2 and 3 and thats what matters.

It is well worth buying if you want a challenge.

The Map designs are very GOOD for a TD.

The Bad

NO MUSIC other then title, and menu! You will need a media player and your own songs. The author really needs to go back and add the themes from DF2 and 3 along with volume controls as the machine gun sound is very overbearing in this one just like DF2.

No Keyboard control for the map, no pausing with space, no hellfire with F and no keyboard scrolling. I actually had to map the mouse to a joypad so I could have fast scrolling with the left hand on the maps. Everything has to be done with the mouse in DF1. This is another thing the dev could easily fix for this game since he has Defense force 3 engine finalized he just needs to go back to this and 2 and touch it up. HE is still selling these on steam so theres no real excuse.

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