
Dungeon Warfare Ativador Download [hack]



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About This Game

Dungeon Warfare is a challenging tower defense game where you become a dungeon lord to defend your dungeon against greedy adventurers.

As you successfully purify your dungeons throughout the world from the pesky invaders, you will gain access to more powerful traps and devious utilities.

Gain experience from killing the invaders to permanently upgrade your traps.

Game Features

- 26 unique traps with 3 upgradeable tiers each
- Passive upgrades for the traps
- 40+ handcrafted levels
- 22 types of enemies
- Mix your own difficulty by combining 12 difficulty mode runes for more challenge
- Endless mode (unlocked after obtaining the Infinity rune)
- Launch a huge rolling boulder to crush everything on its path.

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- Reroute enemy path towards a busy minecart track to smash the invaders away.
 - Place traps that mercilessly throw mighty warriors into the pitch black abyss
 - Gather a force of your own by using summoning portals to instigate a chaotic brawl.
 - 30+ achievements
 - Juicy pixel art
 - Juicy sound effects
 - Juicy adventurers!

Title: Dungeon Warfare
Genre: Indie, Strategy
Developer:
Valsar
Publisher:
Valsar
Release Date: 4 Nov, 2015

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Minimum:

OS: Windows 7

Processor: Core 2 Duo

Memory: 2 GB RAM

Graphics: Graphic Card with at least 256MB of VRAM

DirectX: Version 9.0

Storage: 100 MB available space

English,French,German,Japanese,Russian,Simplified Chinese,Korean







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I purchased this game for \$31.74 and for people who love TD games its a steal. Currently i have nearly 30h in the game and have not finished it i have been loving it all the time. honestly If you are looking for a good simple yet well designed TD game this is worth the full \$36.99 RRP. Also it has a map editor to make and share your own which is always a great addition. I only just found out there is a 2nd game and having nearly finished this i'm 100% going to get the 2nd because if its only just as good as this game it will be worth my time and money!

TLDR: Damn good TD game, worth the full price and im sure as hell going to get the 2nd game.. As a few negative reviews state, the game starts out good and then turns into a puzzle with the illusion of choice.

Play around until you find exactly the single one strat to beat a level and hope that RNG who is utterly does not screw you over, as in random environment effects pushing enemies behind most of your traps, or that your traps with 3+ sec CD don't fire when no enemy is presented.

Balance is horrible, half the levels you can beat with 1 tower and a hand down your pants, others will take an hour off you and you can't do anything but see the last 2 mobs reaching your portal.

This game seems like it had next to no testing, the added "challenge" in terms of runes is fun at first, but makes the game unbeatable halfway through. The game does not really reward experimentation as it simply demands there is only one legit strat for each level if you want the extra XP later on.

Overall, promising, but turned garbage pretty quickly because of no thought wasted on balance. If you don't use runes, you can waltz essentially through the game with your eyes closed and have to be utterly handicapped to mess up a level, if you turn on runes, well, see above. Fun? At first, later it's a chore and suffers from its own, ill-begotten, badly balanced mechanics.

Balance is never a good way to challenge a person, at it is certainly not a substitute for it.. Takes a lot of the tropes of a "standard" tower defence game and makes them better. Lots of these traps feel very tactile, because of the way they push, pull, or drag the creeps - rather than just making a number of abstract HP tick down. If you don't like tower defence games, there's no reason you're likely to like this one, either. But if you like the genre, this and the Creeper World series are IMO the peak of the genre.. This is one of those "it's a good game, but I don't personally like it games", it's more of a puzzle game than a TD game, each level seems to have only one or two solutions where each tower must be built in the right order and place or else you loose, you can't really "grind" levels to get better as you only get the XP from your highest attempt. Lastly it has enemies (dwarves) that utterly ruin the pacing of the game for me as they destroy barricades and change the path of enemies.. This is a game that definitely has potential, but needs more work.

It starts off fine enough, and is very fun and engaging. There's many different tools and tactics at your disposal. The upgrade system makes sense, and can be adjusted for each level, not locking you into using certain traps just because theyre better.

That is, until you get past the first few levels. Then the difficulty spikes with no explanation, and you're left floundering, trying time and time again to get past that one level, just to be met with an equally - no, an even MORE difficult level after that. I've found myself stuck on Haphazard simply due to the fact that it's just straight up unbalanced. They make it far too difficult.

The graphics are good, the music is good, the idea is good... but the balance is lacking. I'm not going to play that level again and again, trying to find the ONE set of traps, upgrades, and placements that lets me win.

Again, it has potential, but its far overrated. It needs more work.

TankVR TankVR is going Free 2 Play:

We are sad that we are not able to continue the development, because we didn't reach our funding goal on kickstarter.

Because of that, we would like to give you this great game and experience to all of you for free!

If we continue the development, then all paid users will get a special tank skin for their crew.

We hope you guys like it and don't forget to leave feedback, so that we could improve the even more, if start developing again..

Game temporarily paused:

We are sorry to announce that the development of this game is temporarily paused due to the lack of money for an unknown amount of time.

Thank you for everybody who support us by buying the game on Steam and backed on our kickstarter campaign.. **We need your feedback!:**

Hello players,

to improve our further game to your liking, we have to know what you like and dislike about our game.

Feel free to comment your thoughts to the game and describe detailed what we should improve.. **Kickstarter campaign started!:**

Hello players,

I'm happy to announce, that our Kickstarter campaign is live!

Take a look at our [campaign](#).

I would be happy if you support my project on [Kickstarter](#).. **Update 1.6.1:**

A new update is available!

You are now able to gain bonus points at the end of every level.

For every setting you turn off and for the AI difficulty, you'll get a higher points multiplier.

We have redesigned the menu table. We replaced the static flat images with 3D objects such as a gear for settings or a map for maps. You are now able to interact with these objects, for example you can grab them and throw them away.

In addition to that, we added new settings, start position on the map previews and a new achievement.

And many more changes!

- Added setting for AI difficulty
- Added setting for AI position markers
- Added setting for aiming assistance
- Added bonus points for player at the end of a level
- Added achievement for the bonus points multiplier
- Added new objects in menu for maps, tanks and settings, even the left and right arrow is now an object
- Added interaction with the tank in the tank tab
- Added AI start positions on all map preview images
- Fixed AI is getting stuck in front off trees
- Fixed level not ending
- Fixed distortion on visor inside the tank. **Update 1.5.1:**

Update 1.5.1 Changelog

- Added zoom on visor
- Adjusted AI health and damage output
- Adjusted score system
- Bug fixes
- More improvements. **Update 1.5.0:**

Finally, the new update has arrived! Much has changed since the last update. If you come across bugs or other glitches, please tell us as much detailed information as you can get and how the bug occurred.

Changelog for update 1.5.0

- Added AI Tanks
- New tank models
- New physics
- Improved graphics
- Bug fixes

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