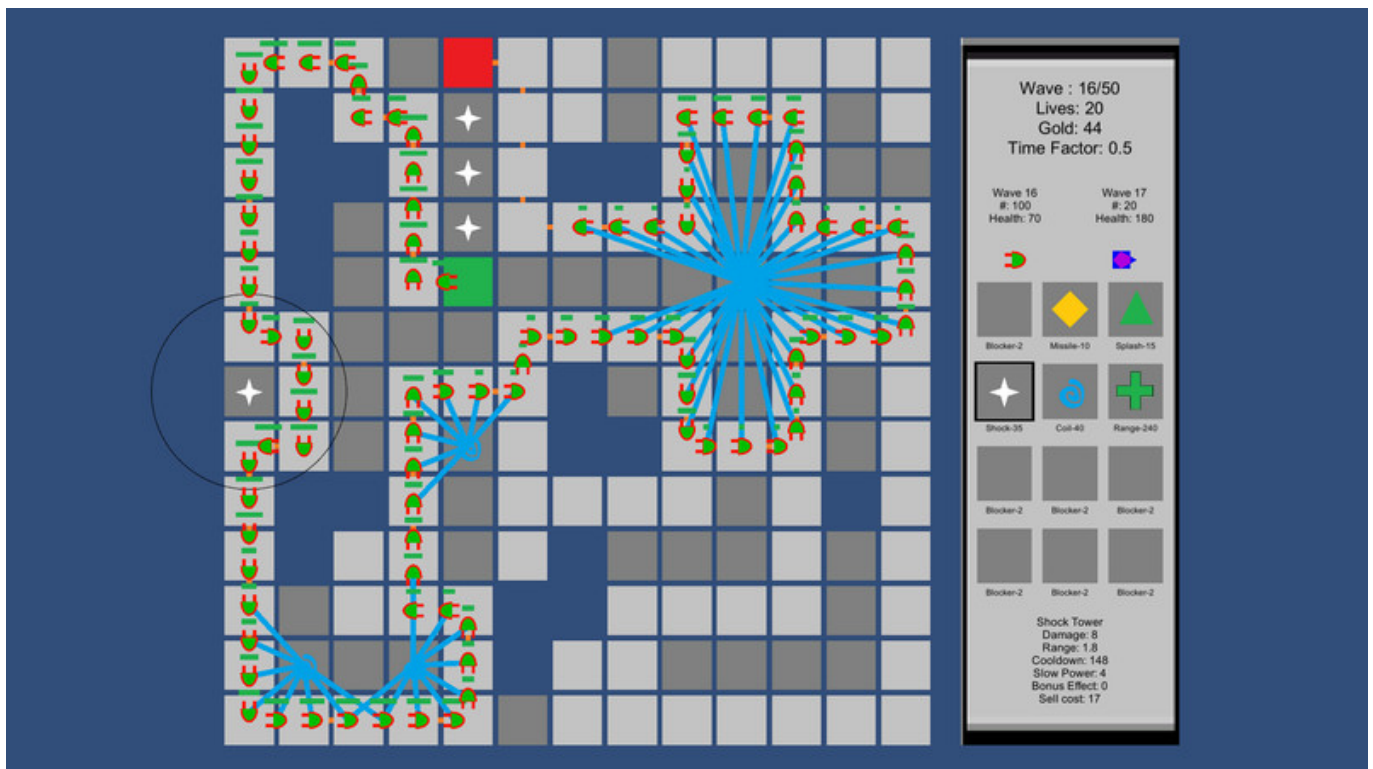Prototype TD Download With Crack

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About This Game

Prototype TD is a tower defense game which includes rogue-like elements to make each game different. The challenge of the game is in adapting to the situation you are given and figuring out what combinations of towers and map layouts will be most effective in each individual game.

In many tower defense games you figure out several towers which work well and use them to win the same way each time. You also learn what spots on the map are useful and then don't have much reason to innovate further. In Prototype TD you build your map by placing blockers which the enemies have to go around, and the starting map is randomly generated so every game requires you to think carefully about how you place your walls and towers.

The game includes a set of towers and other bonuses which can be useful to the player, but they are not all available every game. After every 5th round, the player is given a choice of bonuses which are randomly selected, so the player must decide what is most useful to the current game and figure out what combinations of towers are strong. Across several games it becomes necessary to learn and use each tower type when the right situation arises, or to pass up on a strong tower which doesn't fit the current map.

The towers themselves explore various different ways of dealing damage or interfering with enemies. The upgrade system allows for the possibility of winning with one tower that is heavily boosted or winning with a lot of towers with less upgrades on each one. Which route you choose depends on what towers and boosts you gain access to in a particular game.

This game includes the best of my ideas for the tower defense game I want to play, and I enjoy playing it. If you play it and have ideas about interesting new tower types or game modes that you think would be fun, please tell me about them and I will be

open to building on the game further with updates.

Title: Prototype TD
Genre: Indie, Strategy
Developer:
Elijah Goering
Publisher:
Elijah Goering
Release Date: 18 Sep, 2018

a09c17d780

Minimum:

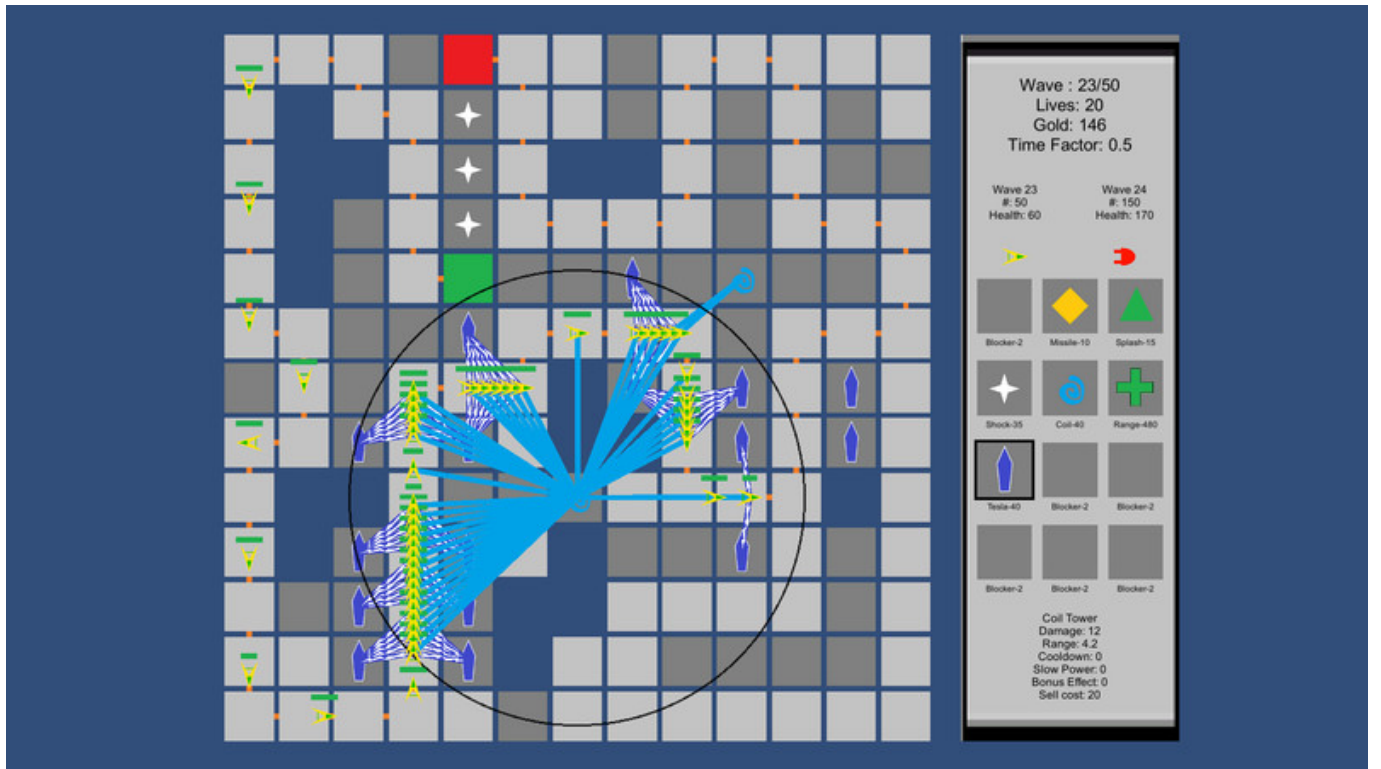Requires a 64-bit processor and operating system

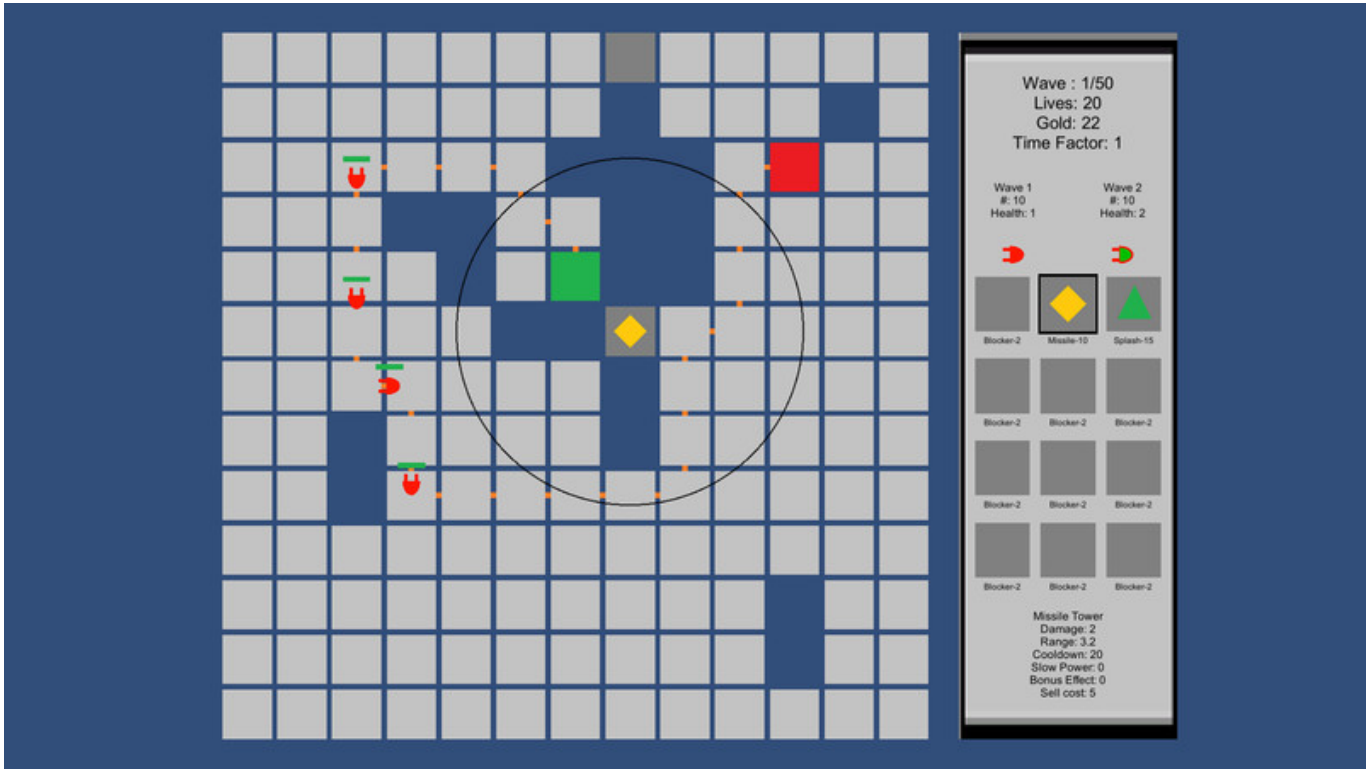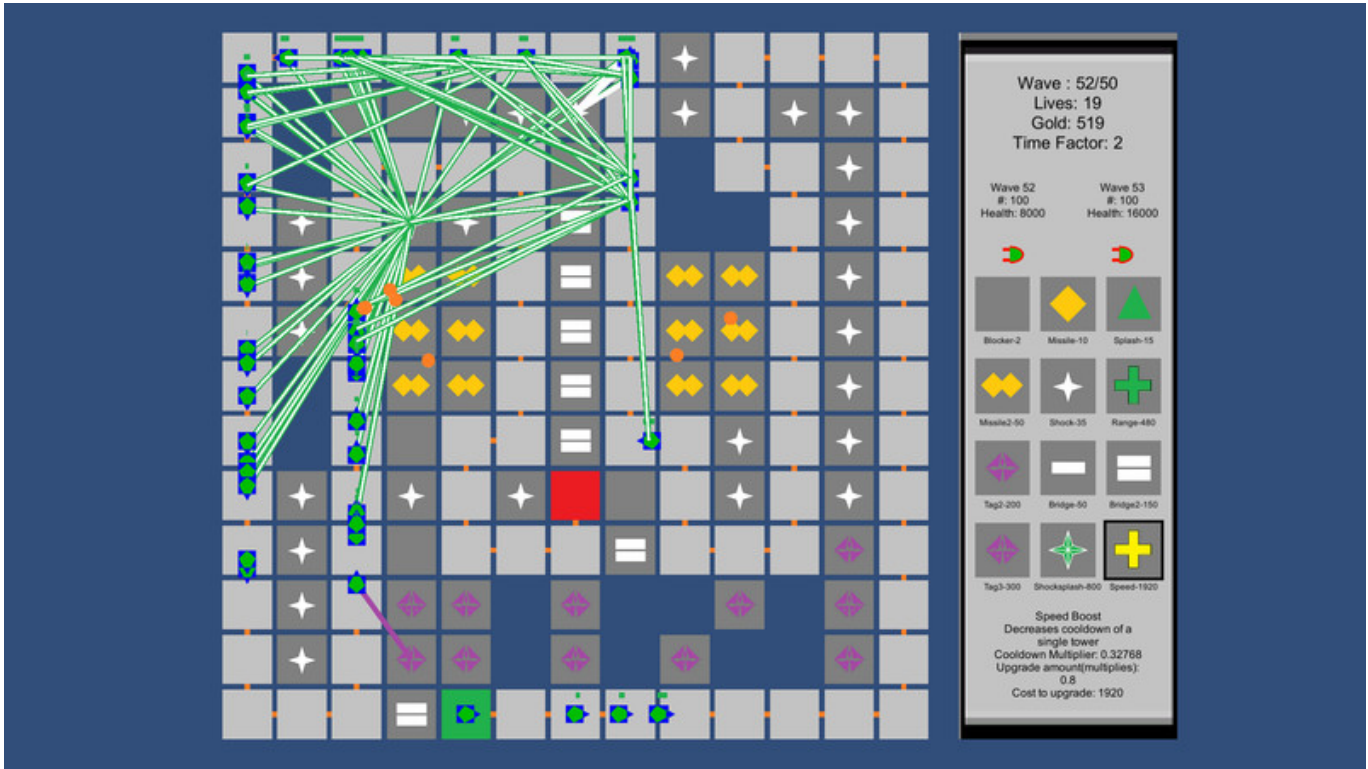**OS:** Windows 7

Processor: 1 GHz

Memory: 100 MB RAM

Graphics: DirectX 9

Storage: 100 MB available space

English

Wave : 23/50
Lives: 20
Gold: 146
Time Factor: 0.5

Wave 23
#: 50
Health: 60

Wave 24
#: 150
Health: 170

Blocker-2

Missile-10

Splash-15

Shock-35

Coil-40

Range-480

Tesla-40

Blocker-2

Blocker-2

Blocker-2

Blocker-2

Blocker-2

Coil Tower
Damage: 12
Range: 4.2
Cooldown: 0
Slow Power: 0
Bonus Effect: 0
Sell cost: 20

Wave : 1/50
Lives: 20
Gold: 22
Time Factor: 1

Wave 1
#: 10
Health: 1

Wave 2
#: 10
Health: 2

Blocker-2   Missile-10   Splash-15

Blocker-2   Blocker-2   Blocker-2

Blocker-2   Blocker-2   Blocker-2

Blocker-2   Blocker-2   Blocker-2

Missile Tower
Damage: 2
Range: 3.2
Cooldown: 20
Slow Power: 0
Bonus Effect: 0
Sell cost: 5

Normal, standard TD. Quite easy, and pair of tower making all work. (it least it allowed me to finish)
Huge plus, no stupid skills, that you must use by cooldown.

Need:
- Different difficult
- Show hotkeys on screen, not in instruction
- Same for enemies

If game will receiving updates, it can become good TD game.
At this moment it quite small.. I love the elegant simplicity of this game's mechanics - which is not to say that this Tower Defense game is in any way simple\/easy, particularly on the higher wave levels. Death can come very quickly, so don't sit back and relax.

You can easily change mazes (never had soo much fun mazing) and towers between waves, as waves do not start until you call them in. The map layout changes every time you play, so there are endless possibe permutations.

Getting through to the 50th level may be dependent on the map layout and upgrage options (also random) you are given, but I am enjoying this roguelike element in the challenge.

Keeps me coming back for one more try.

Extremely good value for money!. General:

Rating: ? Probably E
Price: $1.99
Genre: Tower Defense, Roguelike
Time played: 2.2 Hours

An interesting take on Tower Defense. They\u2019ve mixed in some rogue like elements added a great soundtrack and made one hell of a game.

Gameplay - 8

Tower defense games are usually pretty much the same. Here\u2019s a path the baddies will take, build your variety of towers (single shot weak tower that\u2019s usually OP when powered up, a slowing tower a splash tower etc etc) along said path. Upgrade, repeat as necessary.

This one is slightly different. The map is random each time and includes several different colors on the map that do different things. Light grey spaces, blue ones, red block, a green block and a yellow broken trail showing you where the enemies will go from the green block to the red block. This path is always the shortest it can be and changes based on where you places your dark grey blocks, which are needed to place your towers. So at first you\u2019ll have a few dark grey blocks to block off key areas and force the baddies to go a different way. Really that\u2019s the key, you create the path by placing blocks and towers to make the longest path possible with the most towers along the way.

Every 10 levels they give you two options, usually 2 different kind of towers, but sometimes it will offer to turn the blue spots(water? I dunno) into light grey blocks so you can build more towers or redo your layout. The towers offered are random (roguelike stuff) and sometimes you\u2019re offered a \u201cboost\u201d which will upgrade 1 tower for a length of time.

Personally, not a fan of the boosts, whenever i had the option between one of them and a new (potentially stronger) tower, tower wins hands down each time. After about an hour of playing around and trying the new towers in various ways, I manage to beat level 50, never used a boost.

Story - N/A

Graphics - 10

I think they fit the game perfectly. It's just a tower defense game, you can see the towers shooting the enemies and all the towers firing didn't slow down the game so well done. Some effects are better than others of course but still solid all around.

Controls - 10 (mouse/keyboard)

Most things can be done with just the mouse, there's a few things you can do with the keyboard but not critical. The controls were smooth and no problems were found.

Repeatability -10

Each level is randomly generated with the start and end points in random places, plus you never know which towers you'll get so you can play over and over again with no problems.

Music - 9

I don't usually pay much attention to music in games. This one I did because well it is super loud and starts as soon as the game loads up. It's pretty good music and I enjoyed it really made the game. The only problem is there's no option to lower volume just on or off.

Multiplayer - N/A

Initial Thoughts:

Wow that's loud. Okay no option to turn down the music. But it's okay and catchy. Let's start the game. Okay so a green block and a red block. What's going on here? So I put a dark grey block and can build… oh i see. Well this is interesting.

Soma Says:

It's a solid game for only 2 bucks. I've only played 2 hours or so but it's fun and I keep coming back to do a quick TD game. Usually can finish a game, by losing, in about 5 to 10 minutes. If you like tower defense games you should give this a try. Some of the tower affects are pretty neat and require more planning than you would expect. Of course you have to reach a high enough level to get the towers and they are random so who knows.

If you enjoyed the review check out my curator page : https://store.steampowered.com/curator/28849369/