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## Electromaze Tower Defense Download] [Patch]



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### About This Game

# ELECTROMAZE DEFENSE

Electromaze Defense is a classic tower defense game where you create your own maze. Using waypoints, it allows the player to build a maze with a whole new level of complexity. With a wide variety of maps, towers and upgrades, Electromaze Defense will keep you hooked for hours on end! Can you build the perfect maze?

### Waypoint Pathfinding

Enemies have to go through several waypoints on the grid before reaching the end of the maze. Use it to your advantage in order

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to build a maze that will trap them in for as long as possible!

## **14 Unique Towers**

Each tower is unique with its strengths and weaknesses. Place them carefully to make sure you are using them to their full potential.

Each tower can also be upgraded with one of 4 Utility Upgrades. Use these upgrades wisely and your maze will be even more deadly!

## **Enemy Abilities**

As the waves become harder, enemies will unlock various abilities such as blinking, healing, or even summoning more enemies! Be prepared, for these abilities are designed to mess with your strategy!

## **Bosses**

What good would a tower defense be without bosses? Not only are these enemies tough, but they will make your life even harder by boosting nearby ships!

## **Random Level Generation**

When you are done with the tutorial and challenges we have prepared for you, you can face the real challenge! An infinite variety of random maps featuring an infinity of levels. How far can you get before the enemies get too strong?

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Title: Electromaze Tower Defense

Genre: Indie, Strategy

Developer:

Baronnerie Games

Publisher:

Baronnerie Games

Release Date: 31 Jan, 2018

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English









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like minecraft BUT you can customize to your imagination i would highlyreccomedn. Easy to play, hard to master

Definately already one of my favourite rythem games so far! I wish there are more like this.

The only let down is the bad voice acting, but it does contrast to how weird the story is anyway, it's comic, it's fun to play, and you'll be replaying the songs over and over just to get the perfect score. Meh.

The game is a poorly documented (how many blobs do you need to get before you can shoot? Wait, you can shoot? What's that black blob?) game that has a 80's arcade game feel to it. Its the type of game you'd look at in the arcade, drop \$0.25 into and then after a few minutes go "well, *that was a waste*" and never go back to.

*On steam, this is a game that is \$0.99 (or as I did, \$0.69 on sale), install, play for a few minutes and then go "well, that was a waste" and uninstall.. It's a buggy mess in its current state.*

*Had an itch for a good collectathon platformer game after seeing some vids on Yooka Laylee, bought this because it fit the bill. Unfortunately, it's in rough shape at the current time. The dev is pretty active about fixing issues that people report, and that's good on him. However, The sheer number of bugs and issues in the game is staggering. I've reported quite a few myself, but every time I open the game I find more and more.*

*Let's talk about the gameplay, as bugs can be fixed. You've got a pretty standard collectathon platformer here. There's lots of different objects to find in the levels, with varying levels of difficulty required to collect them. It's all pretty standard, there's nothing that I've seen that introduces anything new to the genre. Combat feels pretty fluid, you'll be weaving in and out of battle with the various creatures. You'll often times find yourself getting hit without much warning though, which can be frustrating. The platforming is hit or miss. Vertical climbing feels the most challenging, you can clip on the edge of platforms and have to repeat jumps often. Precision jumps to specific points, such as a pole, are difficult at times as well. The level design is alright, there's decent variation in how the levels are arranged. There's a lot of reused assets for every theme (ice, fire, etc) world though.*

*The music for the game is probably my favorite part, he did a very good job with the sound track.*

*Even ignoring the bugs, it's a very generic platformer. You can find better, or wait for Yooka Laylee.*

*. If you like strategy games and every now and then all you want to do is play a simple strategy game, then this game is the best option.*

*The AI is challenging and the game is logic based. So its not about luck, not about different units and balancing, its solely about thinking and planning your next move before your opponent.*

*Really really interesting and unique and definety deserves to be bought by any strat lover out there... Unless you like luck based strategy games... then this game might prove to be too challenging for you.. GET THIS AWESOME GAME. Donald Trump would put a wall around this game to prevent people from playing it. That would probably be the best thing he could do for his presidency. This game is terrible. Waste of money. It wouldn't be worth playing even if it was free.. After putting 16.5 hours into Forager. I have little good to say about it. It's buggy. It's boring. I feel like I was robbed for buying this game. And when I am done with it I won't be coming back to it.*

*So what do I not like about it? Well could I say everything? From how the key press don't work to how the screen shakes every time a mining rod collects a resource. Which you can't turn off. And when the screen shakes you may end up clicking on a tile you didn't intend to! There isn't a pop up to tell you what each scroll or potion does. Early in the game when you get scrolls and potions for quests you end up saving them until later in the game when they are useless! Unless you like trial and error on rare items. When building multiple buildings or resources it costs more as you make more. Which can become a very steep and costly resource hog. I am looking at you fishing pots!*

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Well those are some of the things I do not like about Forager. As of right now I cannot recommend this game to anyone. It feels incomplete. It has problems which should have been ironed out. If you are reading this review please **DO NOT BUY THIS GAME!!!!**. This game was on my recommended list. I wouldn't have paid the money for it, but it came in a package with like 6 other games or something. I thought maybe I would like at least one of them. I was disappointed after three of the games, Verdant Hue, octo-something and Rise. Each of these games, I think, is trying to make a 'message' about the environment which that's fine. I think whatever 'message' they were trying to make about the state of humanity\world issues\environment is horribly lost by the terrible gameplay and frustrating controls\bad UI. The games that I played had little game interface. There was no menu to save, to change the window size, to change the music volume. The game package said that some of the proceeds go to help {insert something} and so I at least can pretend to feel like I have made a small impact instead of wasting money. But if I'm being honest still doesn't appease my frustration with this purchase.

I'll focus on this game now Verdant Hue. There is no menu area. There is no exit button. The save mechanics are terrible. If you have 'unlocked' a tool the next time you play that tool may or may not be unlocked. The only way that I can see to 'grow' food is to stay in the game for over 6+ in game nights which is an eternity in real life. Your character does not run. He meanders about his deceased parents farm, possibly from his injuries or from his crippling depression. I don't care. Also if you click on a square accidentally across the field you might as well get up and use the bathroom because he's going to go there 8 hours later (okay, that's excessive) because there is no way to cancel the queue. He will go to that selected square no matter how many times you click or yell otherwise. So you can only get a few things done as the day races on. There are some 'objectives' you can get in game they are requests you get from letters being stuck in your mailbox. I don't think there is a mail service running, I think you're neighbors are just sticking notes in your mailbox asking for items that will take real life years to make. There is a story in this game, this poor child had his family destroyed by rebels\enemies\whatever and now has to make life happen on his own. Is that story sad, yeah, do I feel anything for this character, sure... anger. Move faster, remember the items you had in your inventory and freaking don't take the longest route possible to that stupid square. Again, if there is a 'message' in this game it's lost. I have no compassion for this PSone sprite that moves like a slug. His story is sad, but so under developed and rushed. I would rather sit in a cubicle with the lights off than play this game that has no game play. At least in the cubicle I could use my imagination.

I have never felt so duped by a recommended game. I've never written a review before, but I feel so compelled to. The only thing that isn't making me feel so horribly bad is again, that idea that maybe .04 of my money that I spent goes to charity of some kind. Really though if you want to help a cause give money straight to them and skip this game. At least you'll feel like your money went to something.. I've been playing this game for a few days and so far its extremely fun and I still manage to get jump scared.

If I could make a few suggestions what would be really cool is if they add a turret upgrading system And it would be helpful if the enemies give 1 or 2 more resources after they have been killed.



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Do NOT lower the resolution heavily on this game. I did and I literally am unable to play it because the back button isn't visible. Unless you have a good PC don't buy.. This could quite possibly be the worst game I've ever played in my life. I bought it because my favorite youtuber created the music for the game. Too bad great music can't make a crap game good. Avoid at ALL costs even if its cheap. I'd like to give this a neutral recommendation, but Steam doesn't allow for that. I have all 16 Winged Cloud/Sakura titles (everything except "Clicker"). I'd rate this as my least enjoyed of the 16.

The art is standard Winged Cloud/Sakura fare, nothing new or special there. The story has three endings, so there are a few paths to take. However, I didn't like key pieces of the story.

I don't enjoy domination/submission stories and I really did not like the MC wearing a dog collar & leash, and made to chew on a dog bone...and then dragging her best friend into the situation in the "harem" ending.

So, recommended if you like dom/sub and humiliation.

Not recommended if you don't.

. Good since it's the only K4 available, but developers really need to make a new, updated more detailed version of this classic loco. This one has a big issue with reflectivity (very little) even for a dull surface which makes all detail disappear. I wish there was a version with slightly brighter tones so it wasn't a big loco shaped blob most of the time.. This game is great! If you are a fan of Diablo than I am more than sure you will enjoy this game! And the price? Worth every cent. 69/10.. Reminds me of KKND!

Very enjoyable. I wish there were more new 2D RTS games out there.. Interesting tool. On it's own it is fun, but I would love to see a video tutorial of someone making something with this, then importing and setting it up in Unity.

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