
Duke Of Defense Key Serial



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About This Game



Discover a world brimming with humor, interesting characters, and adventure. Interact with overly observant villagers and egotistical wizards. You'll find yourself in a role more significant than a knight could ever dream of!



Any true hero can call upon trusty companions in their time of need. New strategies can be explored and singular pronouns laughed at when you bring along a friend! Play through the entire game alone or with a friend, the choice is yours.



Play online with friends anywhere in the world using Parsec!

Gameplay



Get ready for a tower defense game that takes an uncommon approach to player interaction. Slash goblins with your sword, roll through waves of enemies, and build towers as fast as you can. Collect coins from fallen foes, but be careful not to get hurt when maneuvering through the action!

Use nine powerful towers to build a strong defense, each tower more unique than the last. Upgrade your character as you advance through the story with a plethora of game-enhancing abilities. Anything unlocked in your skill tree will also apply in co-op mode, so everybody benefits! Unique towers, exciting abilities, and planned future game modes ensures you'll be back for more.

The Soundtrack



The whole experience is wrapped up in an unbelievable composition that contains everything from sweat inducing chiptunes to comedic ambience.

Regular Updates



We're aiming to push new updates when possible which will include new content, balance changes, and even player requested features.

Care will be taken to keep save files intact!

Most importantly, we will be deeply involved in the community and constantly listening to your feedback. Interact with us here on the Steam community hub!

Title: Duke of Defense
Genre: Casual, Strategy
Developer:
Christopher Anselmo, Sebastian Nigro
Publisher:
Hitcents
Release Date: 4 Apr, 2019

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English



GLOBAL LEADERBOARD



1	Kildon	14150
2	Atoramos	12200
3	cptlaurion	11400
4	slimyraccoon0	10300
5	Jebuzz	9100
6	TheDivineZombie	8900
7	Masa IV	7850



A solid 8/10.

The platforming has an effective combination of freedom and challenge. It follows the golden game design rule of allowing you to take more risks to go faster. It has problems, but when it works, it feels like being inside Celeste or Super Meat Boy. The core gameplay is enjoyable, but there are some flaws.. Ever seen or played the old arcade action hit game called "Centipede"? ..If you enjoyed the old school Centipede game.. or if you just typically enjoy fun little arcade action games that are easy to learn but difficult to master, then this game is probably for you!

Watch my "First Impressions on Launch day" and my Review based on my own personal unique scoring system video right here:

https://www.youtube.com/watch?v=cIhN_AsSonU

The game works perfect with a mouse. Move your ship with the mouse. turn on/off your auto-fire with the LMB and drop bombs with the RMB. Nice Fluid movement. and no reason to worry about connecting a controller because the mouse control is amazing.. but it IS nice that this little game also includes full controller support.

I scored this game at an 83% towards the end of my first impressions video above and I give this game a HIGH RECOMMEND and this also scores through the roof VALUE scores at it's launch price of 99 cents USD.. I think that this is a good update. was initially hesitant as I was holding out for campaign expansion not just a ship pack, but the ships are truely different and interesting and the DLC isn't greedily priced. In practice I think I like the Cylon ships better than the colonial ones in this pack, while true both sides seem to have a new ship that's an odd build off of an existing one and one truely original I just find the Cerastes more useful than any of the others. I do like the Phobos as well, its basically a Nemesis that has fighters. The Berzerk is essentially the Ademant without missiles and less Armor but way more firepower. I don't see it as strong enough to really be a ship of the line like the Ademant so I guess its best used as a support vessle under the protection of a battlestar's flack screen. I have not used the Janus that much but it really seems like the colonial counterpart to a Cylon Arachnie. I have the sneaking suspicion that it could be used to good effect but I havn't played around with it enough to develop a strategy with it.

I think this is fine. I really like the Cylon ships and frankely it's not priced bad I just don't want the steady release of increasingly lackluster ships at \$4.99 pricepoints to become the norm. The dev team have already impressed me a lot with how this game has been refined since launch day but there's still alot to do. I'm willing to put down money for worthwhile DLCs like this but what I really want is a Cylon Campaign or an expansion into the 2nd Cylon war.. Just meh, nothing more to say really.. Still funny after all these years. A classic.. Bought this game for the Co-op so have no idea how the singleplayer is.

The game is what it looks like. If you like cooking games or games like Diner Dash you will like this game. What puts this game apart is (obviously) the VR and the co-op where one of you is the cook(VR) and the other is the waiter(computer). Other then the skills needed in normal time management games you will need to have good communication skills to succeed in this game.

Now the negatives. No bars/pie chart/countdown counters to let you know when the customer is getting impatient(blue>yellow>red>leave). Slicing is a little finicky especially when holding the ingredient.

Now yes there could have been more features like in other time management games (some of which Dannyo mentions). But this game is good enough without them as the best part is the the co-op with the other player. Would I play a campaign mode with them? As long as it was co-op yeah that would be great! But I don't feel a gaping hole where they should have been.

So if you have another person that will play with you, great game. Otherwise... well go find a review about the singleplayer gameplay... yeah most of them talk about the co-op soooooo :P. i give up at the prologue to be honest. i still try to play some of it while skipping the boring events but i get tired after five minute !(*^▽^*)"
for me it's not interesting or entertaining .. if it was an anime i'll stop watching after the first episode.. Amazing game. Really fun. Really cool.

This game garenteed WILL make you rage.

At first you have to get used to the z keys and stuff, and what i think i know is that you (currently) cannot change the keybindings.

Difficult would be an understatement if you would be talking about this game

I DO RECCOMEND. If you used one of the invite codes from the Steam hub, for example mine:

<https://playtogether.worldofwarships.com/invite/vkDAvvK0>

then after playing a random match with this ship you will be awarded the Texas from World of Warships - Texas Pack DLC and a free port slot for it.

WARNING: If you make an account and register your email before, or outside of Steam, then you are going to have a headache fixing things. For some stupid reason Steam users have a completely different account that looks no different from a normal one, aside from the extra option to login via Steam.

Play the game then make the account and make sure its the same account. Failure to do this means a few hours talking to support. In the mean time you cant access Steam DLC or collect rewards from the invite code.

You wont get the Stars and Stripes Permanent Camouflage but you can buy it for 1000 doubloons which you will have after getting this DLC. That said, the Texas you get does come with its own camo with the exact same stats, and looks better for non-americans.

On sale this makes for a pretty decent way to get 2 mid tier ships without a long grind. Although I would actually recommend the Admiral Graf Spee as it is a much better ship to play with than this thing. Everytime this gets hit something explodes. Thats only fun after the 1st few times.. First off my native language is not English so there will probably be typos!

So far I have spent almost 10 hours in the game since getting it on early access release and I can say without a doubt I am having a blast. The game is pretty "simple" you start the game go into an arena, each arena will start with a task or a "debuffish" effect that will make your run harder.

So far I have enountered:

RPG Mode: Level up your character, ofc also eleminate enemies to progress to the next arena

Elemination: Shouldn't require any explanation :P

Bounty Hunt: Find a specific monster and kill it

Darkness: You only have a visibilty which decrease when you use your characters secondary ability/attack.

There are few more, but I am guessing you get the idea. During your game, people can join and watch you play. They then have the choice of going into your game, and helping you aka co-op or they can keep watching and grant you a heal, because you do NOT get any health drops during your run, the HP you start out with is what you got. You can also join other peoples games and help them out or keep watching and grant them a heal, but here is the funny part when you die and believe me you will die, you can return to that game (Pay a small fee to enter the same lvl again) and start of from where you died. Other plays can also join the game you created, and see how far they can get, you will also encounter echos from other fallen players you can review these echos, to help you during your run.

When killing monsters they will drop XP and prestige points (what prestige points are used for I will explain later) and sometimes drop tokens, when you have enough tokens from one specific monster you can click abilities where you can unlock an ability that grants you a buff, some buffs are specific for melee and others for ranged characters, each monster ability starts at level 1 and you then have to pick x amount of tokens to get it to lvl 2 max level for each ability is 4.

When you start your own venture you can choose how long the venture should be, the difficulty (as you level up your account harder difficulties will unlock) and then you choose the region you want to fight in, so far there are 3, tundra, forest and lava, if you want special/rare monsters to appear in your game you can add in prestige points, it costs around 50 points pr special/rare enemy. These ennies are stronger version of regular monsters you encounter, and their abilities are also "different" These

monsters can also drop tokens, but these are special monster tokens that will unlock advanced versions of their abilities.

When you die, you will get the XP collected during your run which will level your account and you will also get the prestige points you collected.

There are also artifacts that drop once you have defeated a rare monster, mini boss or boss. These artifacts grant you small buffs when used. Another thing are ancients, ancients grant you a special buff like a reflective shield or invunrability for a few seconds, ancients have echo requirments meaning you need x amount of echos with you to use the ability the ancient offers you and when you use this ability it will consume the required number of echos (remember where I explained you could revive other players echos druing you run) You will also earn prestige points, these points are used to unlock hero skins. When you unlock the hero skin you will gain another ability for your hero. Sometimes you will also get grand tokens these are used for champions trial (What exacly this is I currently do not know, but once I try it out I will update my review)

Graphics are absolutly amazing they done one hell of a job if you ask me I really like the artstyle and the look of the game.

The music is also amazing, the music keeps you hyped and going, sound effects are also good, and the little voice acting that you hear in game is also very good.

I know this was pretty long, but the game is "simple" but with a complex system. I do hope you found this review helpful and thank you for takeing your time to read it.

Only one questiton left, is the game worth it and should you buy it?

Short answer: HELL YEAH :)

Hope too see you in game and enjoy!

/Xinister out

Intense speedy action platforming with a unique mechanic, this game oozes gorgeous cyberpunk aesthetic goodness. The art and music, voicework and sfx are all top notch. Varied and fun boss fights with supercool badass bad guys. An intriguing and equally intense story arch. I'm three bosses in and loving every minute of it. I recommend this game!

ps. Works really well with my Xbox PC controller. Pretentious Game is a clever 2D puzzle platformer that tells a story about love and loss with a pretty minimalist visual. It's good as a time filler: you can finish the entire story in less than an hour. A short but captivating experience.. Are you a gamesfoda enough dude to help os brother indies?. I really enjoy ANNO 2070, and this is an older game but it is another refreshing game in this series. It is basically a simpler version of 2070 set in an older era. It is a lot of fun but makes me want to just go play 2070 with more depth.. This is terror, head-on!

Oh wait...

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