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Electromaze Tower Defense Download] [Ativador]



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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 at your advantage in order to build a maze that will trap them in for as long as possible!

## 14 Unique Towers

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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:

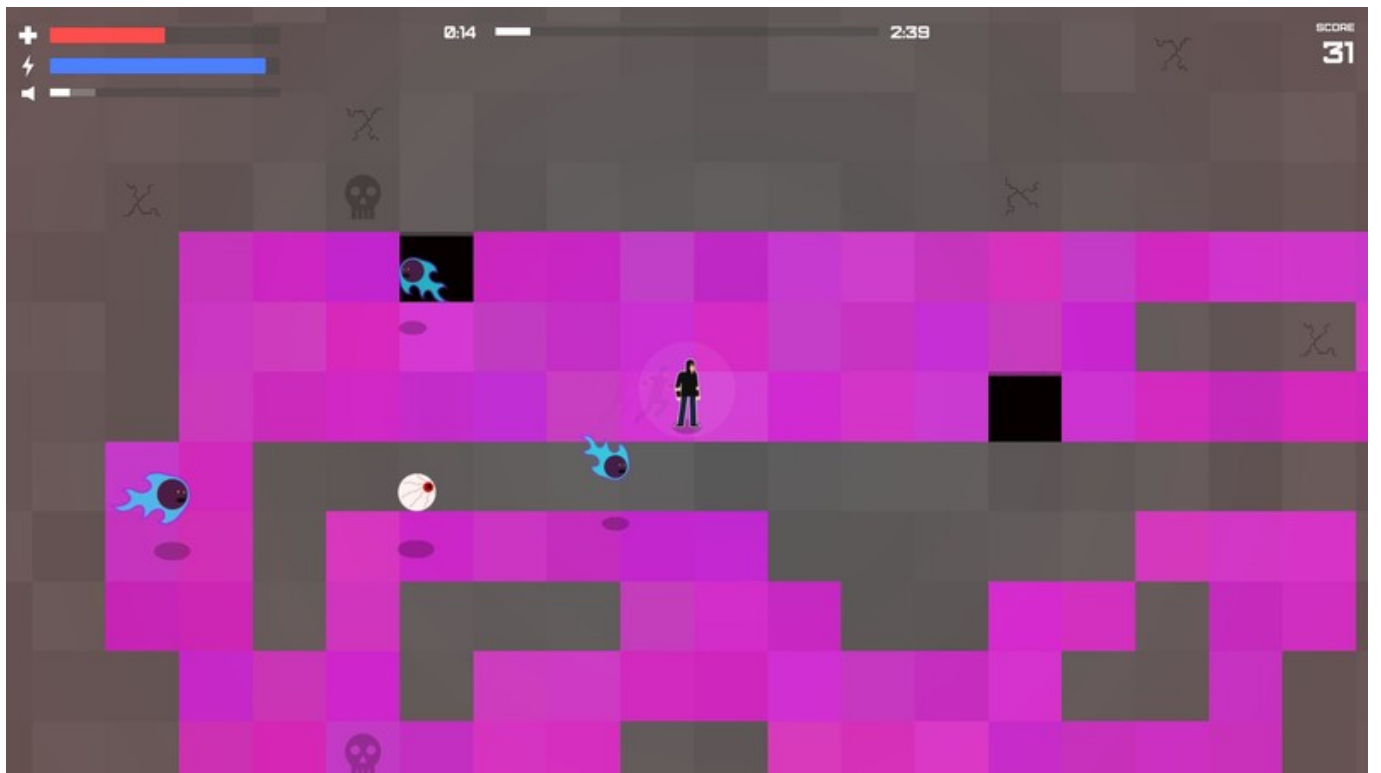
Baronnerie Games

Release Date: 31 Jan, 2018

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English







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Excelent game. Said that it was fun for the in game money but the game is just not fun on pc. I really wanted to love this. I was so excited, talking to the devs prior to the release. The concept seemed interesting, the graphics looked stunning. I loved that this game was about stealth and puzzle solving. I didn't look at any of the demos before it came out because I wanted to play it with fresh eyes.

To its credit, the game starts off strong. There's a lot of intrigue, the graphics are captivating. You expect a bit of tutorial in the beginning. But after an hour and a half of playing this game live on stream I had to agree with some of the negative reviews:

- The voice acting is flat, wrecking any kind of drama and suspense
- The game spends waaaaayyyy too long on the tutorial and the levels, leaving huge gaps of time between plot advancement
- The stealth mechanic is a bit wonky. I'm not taking too much off for this one since you do have the ability to fight\shoot but clearly that's not what the intention of the game is.

What really turned me off of this game was the response from the developers on Twitter. They're proud of their development, which they should be -- a nice effort from a small dev team. But they have been blasting negative reviewers, saying that they're not interested in bad reviews. Even going so far as to retweet a negative review and calling to the community to "review the reviewer". Once this started to get some views, they deleted the post. They have made it very clear that all they want to hear is the good feedback and yet still asking for people to give them feedback.

There's nothing wrong with being proud of your work, and yes there are people in the play community who will rant about any flaw. All that said, there are some significant gaps in this game. Even if the developer didn't agree, blasting less-than-positive reviews in a public forum is such bad form.. Game does not hold up to expected danmaku standards, not worth 10 dollars, and not worth my time.

First off the hit box is bigger than any bullet hell I have ever played, what is this a platform game or a bullet hell?  
Second your 2 movement speeds are super slow and race-car fast, making complex maneuvers very awkward..  
Also why is the default 1 bullet shot the final power.. why no power ups.. the game is just not fun, I beat it a single time on hard and now I will never play it again.. simply a bad game.

Lets be clear I'm always happy when people try to make new bullet hell games cause i love to play them, but there is a standard and this is SO far below it.. also why \$10? seriously... this should be \$2 max, and I know you have a demo if people don't like it but come on.

Anyway I hope you continue to make more bullet hells in the future, but please raise your standard and make some that are good... this is so far underpar I feel that I absolutely wasted my time.. Got chills at the end in the elevator ride.

Controls are great and quality is superb. Attention to detail.

Very awesome experience, but needs to be longer! Would happily pay.. historical and realistic characters, distinguished from all other countries. enjoy using mongolian armies in Crusader Kings cuz it's pretty easy to conquer all territories :))

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For me doesn't shows their animations. Disappointed... The game is purely amazing.. It's a VERY basic for TD game. Towers are very typical and tower effects and placement options are very limited, why are they spaced so far apart? There's very little room for strategy, doesn't seem to be any focus on tower synergy. Just watch some youtube videos and basically everyone ends up doing the same thing because it really is that limited. I didn't play the offense part however.

There's also no way to adjust the camera and you're so far from the battlefield, I don't see the point playing this in VR, unlike Brass Tactics and Castle Must Be Mine which let you zoom in anywhere and get INTO the battlefield which is amazing to see. I might revisit this game when it's complete but for now it feels very underwhelming. I think you'd only enjoy this if you're totally new to TD games. I've had far more fun in android TD games like Fieldrunners 2 and Prime Defenders.. Old School Games are the best kind of games. It's just weapon attachments that you can earn by playing the game like a normal person.

Even from a perspective of how much this helps you in-game it's like, 6/10. I can get over the horrible typos so long as the game works, but it doesn't. To make things worse, it is obvious that not much game testing has been done yet in the game either. What put me over the edge was being stuck in an endless loop due to the developers forgetting to add a self switch, or any switch at all. I have made a video game with RPG Maker before, and while I appreciate the change from the usual rpg graphics, you need to set the passability of your tiles. Being able to clip through almost everything on the world map makes even the smallest walks cumbersome. The premise here is good, and it might be decent in a couple of months, but currently, I cannot recommend this game and have requested a refund.. nope

I want and try to like this game . To make up for stupid AI play ( i guess?) the RNG system is the worst of any game i have ever played. It is a game of constant save scumming after the AI rolls 10 straight perfect rolls ( again i am guessing to make up for the fact that the AI uses very little logic in its approach it is replaced with perfect dice rolls )

Please let some other developer try to make the next version of this game as it as so much potential.. There's no option to stop the "suggestion" moves. It gets annoying.



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