
Base Raid Ativador Download [portable]



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About This Game

Base Raid is a 2D base build and defence strategy game.

The game will be improved with what the community is looking for.

In the game your goal is to build the best base to crush the enemy before it crushes you.

Everyone loves having the chance to build what they want to, but people also enjoy destroying other peoples' creations. In Base Raid you can build anything you want to with the only limit being the available materials and resources.

When you're done building you can then get to the real fun part:

Destroying buildings.

Buy airstrikes and tanks and blow up the enemy base or capture the towers, keeping the enemy away at the same time. By destroying the enemy base you get more resources to build even better bases.

If you are the kind of person that wants to just see how bad your friends are at the game, you can build a base with limitless resources in the stage editor and challenge your friends.

The game currently has singleplayer levels with two game modes.

Title: Base Raid
Genre: Action, Indie, Strategy
Developer:
Sageose
Publisher:
Sageose
Release Date: 17 Nov, 2016

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Minimum:

OS: Windows XP SP2+

Processor: Intel Core 2 Duo E4500 @ 2.2GHz or AMD Athlon 64 X2 5600+ @ 2.8 GHz

Memory: 2 GB RAM

Graphics: GeForce 240 GT or Radeon HD 6570 – 512 MB

DirectX: Version 9.0c

Storage: 1 GB available space

Additional Notes: The system requirements have not been tested. If you find any issues with your hardware, please contact us.

English,Finnish,French







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Gets gimmicky fast.. Not needed, it's quite heavy on the CPU compare to the free version online/original website.. Picked it up on sale for cheap. Feels like I overpaid. Controls are clunky, voiceovers seem not well done, ending cuts off abruptly leading into a sequel. Only redeeming factor was some of the comedy in it but didn't make up enough for the rest in my opinion.. Really, really short, but tons of potential here... one of the best escape the room VR experiences I've played.

Not sure if it was intentional, but I especially appreciated the homage to the Giant's Drink from "Ender's Game".

Looking forward to the full release.. Calling this product a game would be an overstatement.

There are no choices to speak of, so it's not even a Visual Novel.

Right from the get-go, Dead End Junction presents itself a digital dime novel.

And its easy to see why; It was build from the ground up to be a short, pulpy cowboy flick. But that doesn't mean it's bad, as i learned.

8 hours may seem on the short side for VN's, but because of it, DEJ has got really excellent pacing. There is always something going on and no plotpoint is lingered on to long.

The characters are very well written, and although some are a bit trope-y, they play off each other superbly.

And finally, the world of DEJ is great. At the start it seems like your typical Wild-West World but it doesn't take long until this notion is abandoned for a much more interesting setting.

The only valid criticism i have is that the action is downplayed quite a lot. All fights are just one still frame and some sounds. There isn't even a description of the fight, its just *kling* *klung* [Fate to Black] and thats it.

All in all a very solid ga- digital dime novel thats best experienced over the course of a week in small chunks.

7/10. REALLY FUN GAME. A lot of people around me don't appreciate it *cough* Sam *cough*, but overall a great experience so far. 5/7

After a brief intro where you have to choose whether to kiss a woman, you wake up in a jail cell with only one way out. You must navigate your way through a labyrinth of hallways which you can barely see, while a monster is chasing you. If you pause for even a split second, the monster will catch and kill you. If you don't take exactly the right path (which you have to memorize by trial and error), the monster will get you. There are rumors that the game is pretty good once you get past this first phase, but after 12-15 attempts, I still can't vouch for that.. If only for the sake of pure, dumb destruction. I like this game, however I think that the guy making this needs to add on some new levels, machines, and maybe mission types in the future if he wants this to keep our collective interest. This certainly has potential and if you can find it on sale, give it a shot. The destruction and physics are actually pretty realistic.. Before I Played:

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After I Played:

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\u3000\u3000\u3000 \u4e36 \uffe3 _\u4eba\u5f61). Please dont do this to yourself.. QUE OTA?!?!?!?. I actually got chills playing this game, due to it's creepy atmosphere. I felt like I never knew what was going on, just wandering around, taking pictures and hoping that whatever actions I took were progressing the game. Not a recommendation, by any means.. This WW2 FPS authentic MMO is perfect for the Pre-Alpha testers, due to its update by the developers. It is for the ultimate ww2 gamer, who can accept bugs and glitches, from a developing game. I highly recommend this game to all gamers, as it is a basic introduction to Alpha gameplay, and its FREE!

The minimum specs, by me, is an i3, 4gb RAM, gt 1030, Windows 7 x64. This is souly based of current optimisation. There should be better op, later to come by the developers!

Disclaimer: This is an Alpha build, so please expect lots of bugs and glitches, for the devs to swat! Also, it can be quite confusing when you first start, so learn the many basics at the beginning. Also, the specs depend on the age of your PC too, and whether it is having an update in the background.

For more information, send me a message, or a friend request!. Ten dollars for hours and hours of fun. Great game.

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