
Island Defense Activation Code [key Serial Number]



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About This Game

Get ready for modern battles! Defend your islands against evil invaders in jungles!

Your team will consist of modern snipers, gunners, rockets, ice towers and other great things.

A deep conflict has been brewing between you and the evil invaders. Fight to protect your freedom and liberty.

Fight on tropical islands, in mountains, and in deserts.

Command your modern iron troops and find the best defense strategy to become number one in this awesome TD game with epic battles in jungles.

★★★ Island Defense ★★★

Awesome tower defense with great units and characters

- ★ Epic island-defense battles
- ★ Lots of soldiers, tanks, and guns.
- ★ 3 islands with unique levels that allow you to fully defend and have the full battle experience
 - ★ 6 unique guns
 - ★ Unique and fired-up enemies
- ★ 12 island-defense levels in tropics and jungles
 - ★ Enemies from infantry to aviation
 - ★ Upgrade your units in the laboratory

Tower defense has never been so extreme and beautiful.

Title: Island Defense
Genre: Action, Casual, Indie, Strategy
Developer:
Stereos7 Games
Publisher:
Stereos7 Games
Release Date: 23 Jul, 2015

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Minimum:

OS: Windows XP Service Pack 3

Processor: Dual Core CPU

Memory: 1 GB RAM

Graphics: OpenGL 3.0 compliant with 512MB of video RAM.

Storage: 200 MB available space

English







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True to the rest of the series, but sad this one wasn't translated like the others. I really miss hearing the suave Dutch voice, instead of this more wacky English one. Finished it in about two hours, which is shorter than I remember from the other two games in the series, but still got my moneysworth.. This is the sequel to a reasonably enjoyable, and technically proficient hack and slasher, and all I can say is "Wow!"

I'd love to be saying "Wow" because the game is a stunning sequel to something that had potential, and because this game realizes that potential.....But, if the negative review doesn't give it away already....*drum roll*... it fails miserably.

First and foremost - I quite liked the first Garshasp game. It wasn't stunning, but it showed a decent level of craft. This game however is fairly sloppy, and really, really, really (REALLY!!!) short. I finished it on hard in an hour and forty minutes, which is disgraceful value for money.

The story and voice acting is utterly terrible. The camera, which was previously fixed, is now mildly dynamic - but often jittery, and frames the action awkwardly. Truthfully I think this is an unfinished game - despite it having a beginning and an end, its the bare minimum for qualifying as a "story" (a really bad story) and being a "game".

The worst thing is that up until the abrupt ending I would have said it was a more confident game than the first one, and despite the wonky camera it is fairly enjoyable. But then it went and threw all that away, with an annoying final boss, a ridiculously short play time and a seriously naff ending.

This is a pity, as up until that point it was a much better paced game than the previous one. In the end though it's one of the most shockingly poor games I've ever played....(and I played the playstation 1 version of Shadowman all the way to the end lol). Cheap, enjoyable little connect game. Not really much to say about it. While pictures are nothing to be write home about, they'll do the job I suppose. I played this between other games and got what I wanted, relaxing little puzzle game.. This is a very nice game. I can see myself playing this for a long time to come. It's sort of like Capitalism II, if you ever played that. You can buy land, make manufacturing chains, research, sell products, buy/sell stock, get loans, compete with other computer players, etc.

The reserach tree is pretty nice as well. Not only can you research new products, but you can improve your existing ones along with the maximum production, maximum workers, research lowering costs, etc. There are many upgrades, and products to research/manufacture; I love this part of the game.

I do recommend spending about 10 mins watching 1 tutorial when you first start; it saves you a lot of time, and you get the hang of everything fairly easy after that. One tip: on each production and warehouse building you have to tell it to get certain ingredients, or send certain final products to the warehouse. Also from the warehouse you can click on each product, click global market (or whatever it's called), and then sell a certain amount and click 'repeat' to sell a certain amount each day (1st option to sell). The 2nd option to sell (better option) is to click on the construction areas in a city, build a building that lets you sell your products in your own store, and add those products one by one to sell (2nd option; this option automatically sells your products.)

The AI (computer players) is the one main area where I'd give a negative right now, but I also know they are working on fixing

this as it's in their 'known issues' thread in the forums. As it stands the computer players go bankrupt after a while; they keep it entertaining for a bit, but then they one by one go down. It's still fun to play, but will be much better once they start playing better. Also it'd be cool to see cities develop, but I believe the only thing that changes with them is the population figure, and when corporations build their store in a pre-set area. Outside of the cities though is where all the manufacturing chains are built, and it's a pretty good sized map for you and the computer players to build in.

There are random events that happen such as: the bank decides not to lend for a while to anyone, fungus growing on crops causing production to halt, worker strikes, etc. It's a nice touch. Also I just found out in my 2nd game of play that there are random rewards\challenges for example for researching something specific, or producing certain goods.

You can also setup winning conditions, 3 map size options, etc. which are nice. This game is extremely fun for me. If you like Business type games with research trees, building upgrades, etc. this is a definite buy imo. You do have to look at the production trees, etc. to see what is required though for each product, so I wouldn't recommend this for children obviously though (unless you have one of those kids really into these types of games. :). I rode Jumbo 2 to victory and appeased the monkey gods 10V10. This now Contains the NJT multilevels, so deffinaty worth picking up just for them.. Bought this after watching VideogameDunkey's video. Hilarious concept and works well. Looking forward to future content from the developers. I feel like a mix of Tiger Woods and a GTA Online character.. da played this for one game and there was no tutorial nothing, font looks wack, shadows are wack too

It is an interesting idea but the controls are horrible and it gets boring really fast.. If the devs actually did something with this, I will say that they've got a good foundation of a game, but it's a buggy mess as it is, with frequent crashing and one of my saves getting locked after the fourth major gang fight failing to proceed the story. However, given the utter lack of any change notes or patch logs I've seen, I think it's safe to say this thing's abandoned and the \$20 I paid was to snag a sucker for some quick cash.

Pros:

Decent enough foundation for an early access.
Customization is a good personalization feature.

Cons:

Buggy as hell.
Very user unfriendly
Lack of dev response or communication indicates dead game.
Combat is confusing and contradictory at times.
Bad time invested for experience curve meaning growth is slow at best.
Skills are all over the place.
Way too much money for what's here.

If the devs are listening, finish your game. It could actually be worth something someday, but it's worth exactly \$0 in this state, and I'd return it if I didn't burn through over 2 hours on customization and attempted to polish the turd for the rest of my time spent.

1V10. this game rules, just wish there were more people playing , hard to find a co-op. A non-biased quick look @ the game:

<https://www.youtube.com/watch?v=DSU6y3cjmmc>

[A beautiful space shooter with a nice twist of classical shooter and tower defence. Do not let the enemy destroy your space station - they are many and they are very angry... Make your own epic space battle and winning strategy! - Recommended!. It is a good game.. Unique search and find, but be warned lots of tile sliding puzzles.. its overall good but autopilot is annoying the FMS is confusing and it only has one sound if you go into outside view it sound like you are in the cockpit only one livery and the master caution comes on way to much the trim doesnt work and it takes some power to get off the ground wait till this product comes on sale if you really want it](#)

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