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## City Defense Activation Code



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## About This Game

In City Defense you need to protect your city from capture by enemy equipment.

To do this, you can build 3 types of automatic turrets, which have their own unique characteristics and use different ways to destroy the enemy. But do not forget to upgrade your turrets, then they will cause more damage and continue to shoot!

Fierce battles take place in 15 unique locations, ranging from urban areas to spacious suburbs. Many game elements, including enemy routes, are randomly generated and give a unique experience from each game.

Earn money by destroying enemies. They can buy the unwinding time to build new turrets or to upgrade old ones. Careful study of the features of locations and types of enemies will teach on the move to make the right decisions.

Peculiar properties:

- "Rewind" time ago! But it only works on enemies, and you will have time to destroy them!

- Create unique turrets to defend your city!

- Different levels of difficulty

- 22 types of enemy vehicles with their unique characteristics

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Build the perfect defense! Keep them coming! Don't give up until the last!

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Title: City Defense  
Genre: Indie, Strategy  
Developer:  
Studio48, Turykin Nikolay  
Publisher:  
Studio48  
Release Date: 31 Dec, 2018

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**Minimum:**

**OS:** XP, Vista, 7, 8, 10

**Processor:** Intel Quad-Core (q8300), 2500 MHz

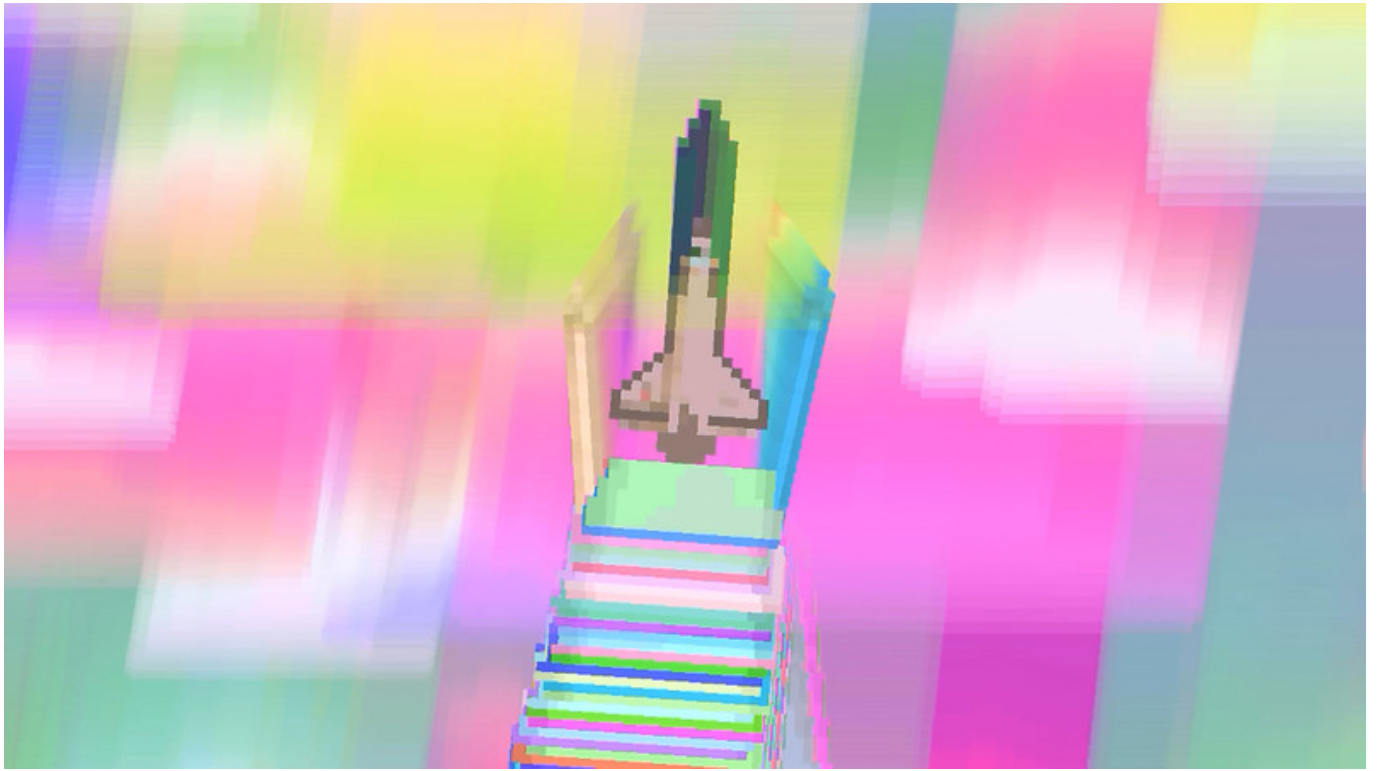
**Memory:** 1 GB O3Y MB RAM

**Graphics:** NVIDIA GeForce 400 series or AMD Radeon HD 6000 series, 1GB Video Card (Minimum Shader Model 2.0)

**Storage:** 530 MB available space

**Sound Card:** DirectX Compatible Sound Card with latest drivers

English







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I want to like this, but I can't bring myself to say that I do. The interface is horribly clunky, taking too many clicks to do simple things. For instance, if you have a production queue, you should be able to rearrange the queue instead of deleting items (and clicking confirmation) and then readding. Also, AI heaps a zillion ships everywhere and no way to make borders safe because fleet size is very limited (reminds me of Endless Space), while AI seems able to put its entire fleet on your border.

Also, turns take too long. I don't want to sit and watch every ship movement be resolved.

Some innovative ideas with this one, but it fell WELL short of my hopes. Sadly, this one is yet another 4x game should be passed over.. I have waited so long for these skins (Slovakia) and finally they are here. Sure the price may seem steep for only four skins, however if you are a true Slav now you can represent. Thank you so much SCS.. You're a square in abstract geometry minimal land, completing objectives, moving to awesome techno music, and going pew-pew. 10/10 would recommend.

Seriously though, Disastr\_Blastr is a great time and I've spent countless hours just working through the variety of levels that introduce new enemies and obstacles. Oh, it gets hella-hard at points, but I loved every second of it.

I think for the sheer amount of levels, powerups you obtain, and ability to play the levels how you want, this is more than worth the base price of \$4.99.

You can hear me gush more about the game over at <http://indiegamepodcast.com/episode-2-thanksgiving-disastr/>. [This game is like one of these early 90ties Jump and Run Plattformers. It is really easy to beat. And you will earn the achievements in a heartbeat. I don't know why but this game was not counted in my statistics after i finished it 100%.](#)

[To be honest, this game is not a big deal, the story is bad \(One of your strawberry friends turned into an evil strawberry, so you have to kill it\) some passages are unfair like the last level. But if you like Trash, you will enjoy it. It is a complete timewaster, but I like the graphics and the feeling of "what the hell am I doing here" If you are a skilled gamer you can manage a walkthrough in 20 min. The last level before the Finalboss was a pain in the\u2665\u2665\u2665\u2665\u2665and took me around 1 hour to manage.](#)

[If you don't expect much this game is a nice timewaster.](#)

[If you don't like to spend your money on trashy Rambo-Strawberries, go outside into the real world and buy the ones that are made out of fruit.](#)

[.RANDOM CRASH!!](#)

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Character tested! Prinny approved! If you like the high risk yet rewarding style of gameplay, go for it!. This game is a stunning example of the bonds we share between each other in this world. I absolutely love the clever metaphors for human existence in the form of spiders and chickens dying the moment they touch.

This game has honestly changed my life, and it will change yours too.. I bought DROD on GOG a long time ago, I have played Journey to Rooted Hold for about 4 or 5 hours, not much really, but this is one of the finest puzzle games I have ever played, it's as good as Portal, except honestly this game makes Portal kind of look like a Chump. It's a lot smarter than Portal, the interactions are more complex, and fiendishly difficult. Portal 2 lasts about 8 hours, 8 hours of pure fun, but Journey To Rooted Hold is more like 100 hours. If you find this game in a sale you can easily walk away with the base game Gunthro, for \$2.75, and then pick up King Dungan's Dungeon, Journey to Rooted Hold, and The City Beneath, for bloody.... \$2.75. DO YOU HAVE ANY IDEA HOW MUCH WIN THAT IS?!?! I'll do the calculations for you.  $300\% \times 2.75 = 109.090909090909$  hours of gameplay, for every dollar you spend. Forgo your bagel, buy the best puzzle game series in existence. Sell your Physical Copy of The Witness on PS4, to buy all of the Smitemaster's Selections. Buy The Second Sky and get crushed so hard into the ground you become a fine powder, and respect that one day this game hopes you are capable of playing it.. Having a lot of fun with this one so far.

Highly recommended to fans of bullet hells and roguelikes/roguelites. If you enjoyed Binding of Isaac, Enter the Gungeon, Realm of the Mad God (I see you u henez), etc, and want to support a small independant dev on his journey, you should give this a shot.

About the game:

It's a roguelite bullet hell game. Not dissimilar to Enter the Gungeon, but with RPG elements.

The game has you working your way up the many floors of a tower, navigating your way up the semi-randomly generated dungeon. Enemies spawn at an increasing rate as you make your way through the tower, and making contact with one of the enemies will trigger a battle.

These battles will have you fighting against waves of enemies who fire at you wildly, with different shot patters and ground hazards. You'll find they feel a lot like entering a new room in Gungeon. You aim with the mouse, fire with left click, move with WASD and do a dash with right click. Unlike in Gungeon, the roll does not give you any invulnerability - neithern does taking damage. This can be very punishing, if you get hit by the ground hazards which knock you back slightly you can find yourself taking massive damage almost instantly. Each few floors features a strong enemy encounter at the end, using the enemies from the last couple floors.

As for other RPG elements, you collect EXP and money as you complete these battles. Leveling up improves your stats and you can collect items to power you up throughout your run which you find in chests, or buy them with money at a shop.

You also progressively improve your chances at your later runs as you collect "relic items" as rare chest drops. They give you some passive effect or stat boost for all of your future runs. Each life earns you EXP for your overall character level, and leveling this up gives you a different persistent stat boost at each level. Every dozen or so floors you will encounter a major boss. Defeating these bosses will act as checkpoints, allowing you the option to begin your run from the floor after them. You will need the persistent stat boosts and passives you unlock along the way if you want to take advantage of these checkpoints (you will), as you will be behind in items and levels compared starting at an earlier floor.

(Henez this last part is especially for you)

All that said, it isn't perfect. I am mostly a fan of the graphics and sprite design here, but there are some issues. The levels and bullets and player sprites are good, but the rest is inconsistent. Now I understand that the focus here is the gameplay and not visual design. I understand that isn't the dev's profession or strong point. Still, some of the enemies are really lazily designed. Like downright ugly. Like you just drew a random shape and added the color scheme of the other enemies. It's especially noticeable because some of the enemies look so polished and then you will just get this blob with a fang and no shading and it looks really out of place.

My only MAJOR complaint is again on the visual side - its about your character. The player sprite is just too hard to see. Even with the flashing backgrounds in battle the player is way too low contrast. In harder stages I am forced to totally focus on the



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player to dodge bullets, meaning I can't look at where I am aiming. I have to stare right at the character as I try to aim these often spraying weapons, which causes me to lose track of my cursor, and makes it impossible to aim.

This would be fixed by two things, firstly make the player sprite higher contrast against the background or otherwise easier to see, especially without focusing on it. Second, give us a custom cursor. Something like the old ROTMG cursor. You know what I mean.. Very juicy for a cheap pizza. But grade is 4,5/5, as I cannot taste the salami.. Very intense! I like the 70's music feel. It keeps it very alive! And fun graphics.

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