GLAD VALAKAS TOWER DEFENCE 2 Download Xp

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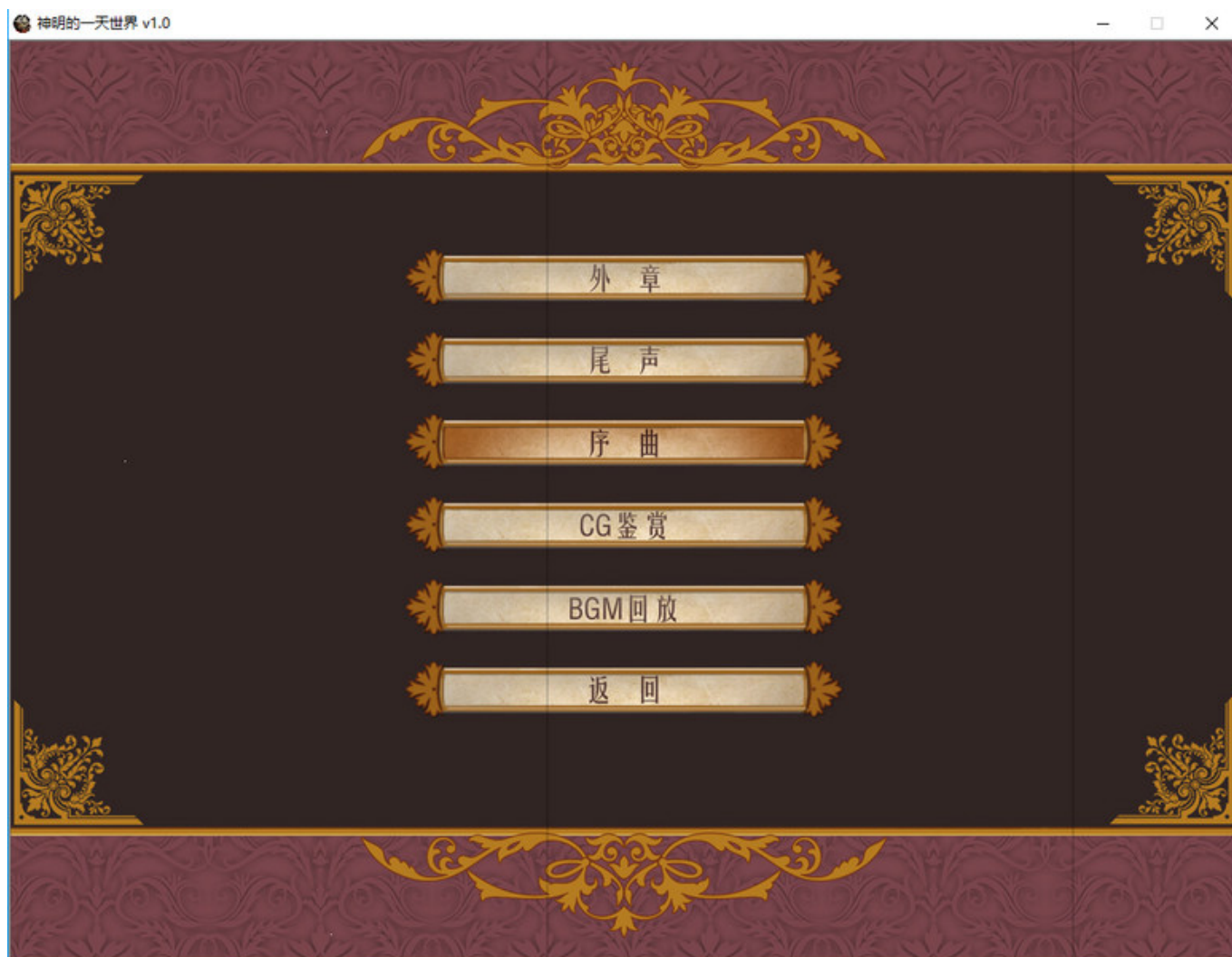
About This Game

2028. Due to the global economic crisis, Valera's grandfather's garage is attacked by many enemies who are trying to capture the hero's golden bucket. Help Valera to repel the attacks of enemies and defend the most valuable thing for him.
You have to protect the base of the hero from the attacks of enemies. Shoot them with a variety of weapons, slow down with the help of special skills or chop them with a chainsaw. Your goal is to go through 4 chapters and defeat the final boss. Good luck!
Key features:

- 4 chapters with new unique enemies

- Comic Book Style Graphic

- Great soundtrack

- Steam Achievements

Coming Soon: Steam Trading Cards
Credits: This game was created using Clickteam Fusion 2.5! Music by Bleak Fufel.

Title: GLAD VALAKAS TOWER DEFENCE 2
Genre: Action, Casual, Indie, Strategy
Developer:
Snkl Studio
Publisher:
Snkl Studio
Release Date: 7 Mar, 2019

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Minimum:

OS: Windows 7

Processor: 2.0 GHz CPU Dual Core

Memory: 1024 MB RAM

Graphics: 512 MB

DirectX: Version 9.0

Storage: 150 MB available space

English,Russian

glad valakas tower defence 2

Demands controller, turns beak up at Ps3 controller.

Not cool.. Well that was uh certainly a game. That made no sense. Why did the Prince turn evil? Why did things go from semi histoical to fairy tale mash up?. Played this on my old dual core pc back in the day, since it wasn't on steam in 2008

The "voice" feature is kind of gimmicky but if it works for you, it's pretty neat.

===[❤ Audience:]===
☐ Kids
☐ Everyone
☑ Casual players
☑ Pro players

===[✿ Graphics:]===
☐ Potato
☐ Bad
☑ Not that great (dated)
☐ OK
☐ Good
☐ Beautiful
☐ Masterpiece

===[$ Price/quality:]===
☐ Full price
☑ Wait for sale
☐ Average
☐ Refund it if you can
☐ Don't do it
☐ Free

===[☢ Requirments:]===
☐ 90' PC
☑ Minimum
☐ Medium
☐ Fast
☐ High end
☐ Crysis

===[✿ Difficulty:]===
☐ You just need 2 arms
☐ Ez
☑ Easy to learn / Hard to master
☐ Hard
☐ Dark Souls

===[◎ Game time/length]===
☐ Really short (0 - 6 hours)
☐ Short (6 - 12 hours)
☑ Long (12 - 24 hours)
☐ Very Long (24+ hours)
☐ Endless

===[◎ Story] ===

☐ It doesn't have
☐ Still better than Twilight
☐ Not very memorable
☑ Average
☐ Good
☐ Fantastic

===[§ Bugs]===
☐ Game itself is one big BUG
☐ Bugs destroying the game
☐ Lot of bugs
☑ Few Bugs
☐ You can use them for a speedrun
☐ Didn't encounter any

===[♫ Sound/Music] ===
☐ Great atmosphere
☐ Story Narration
☑ For every action
☐ Too much music
☐ Obnoxious

===[✦ Others:]===
Singleplayer: Yes
Multiplayer: Yes

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http://store.steampowered.com/curator/32113674/
http://steamcommunity.com/groups/braindps
. They managed to make a worse game than the first one wow.

For starters it is buggy as hell.

The graphics are not bad, not great but serviceable.

The sounds are very limited to say the least.

The pathfinding is horendious.

The missions are..... well i gave up after a few, same old ones kept popping up, over and over again.

The controls are terrible too, really clunky and awkward.

The first games saviour was customising and buying stuff for your station, they have completely dumped this feature for this one, big mistake now it has little appeal as it stands.

You should also be aware these devs and pub never support there games after the initial month of release, and then it is minimal support.. Ideas
- original combination of grid-based RPG and top-down Gauntlet-like combat
- not enough points to invest in all skills, every walkthrough can be radically different

Tech
- graphic is really ugly (both artistically and technologically)

- despite above fact game suffers massive slowdowns, especially at the beginning of combat
- crashes due to Adobe projector technology
- bugged skills (some of them aren't levelled up despite point investment, for instance mana regeneration)

Gameplay
- playing with weapons and armor means constant micromanagement of resources, especially when not using exploits like taking the same document over and over again from the same NPC and converting it into gem
- not being able to save anywhere is especially nice when killed due to slowdown or crash
- you get totally random stuff when buying or forging
- game almost constantly closes path to previous levels (for instance to be able to return to the village you have to play several hours, mostly without being able to buy anything)
- game is not balanced playing wizard. Random scrolls in pots (you get powerful spell on Level 4, after loading useless text scroll you have found several times already), not being able to buy spells at all, not being able to predict the behaviour of spells when levelling them (for instance trajectory), some spells auto aim nearest enemy which is a pain when trying to kill some other more powerful etc.

2\/10

First impression, I give it a 5\/10 which is a decent score for an Alpha. I bought it for $15 which bumps it up to a 6\/10. While I probably won't play it again until I get a better video card, it's certainly just as good if not better than other active RTS games found on Steam, which isn't saying much because there really aren't very many active RTS games on Steam. I only had to wait a few seconds before it matched me against someone in multiplayer so that's good. It seems that the resources are self-generated by your main building, so I don't believe there are any resources to harvest on the map so that's a bit disappointing and limits the strategic scope of the map. My 1GB video card barely meets minimum requirements and so the screen freezes every 7 to 10 seconds for a split second which can get kind of annoying but I'm not entirely sure if it's because of my video card. I have 16GB of RAM. The graphics reminds me a bit of 2004\/2005 and doesn't seem very 2017ish. The concept is A+ as I love the RTS concept with the ability to take control of a hero on the ground. The game in its current state has some build options greyed out and says it'll be unlocked at a future date.. Bought the game, played for three hours and despite an i7 processor and SSD this game ran at a 'steady' 5 FPS making it an unforgettably horrific experience. A pity... because this is a great game with a lot to offer strategy fans. Hopefully will be fixed in the future in which case I'll gladly buy it again, but in this state it's unplayable.. This game had a few issues;
The collision with other enemies is atrocious. You'll often take damage without even touching the incoming ship. The bullets are ok though;
This collision issue gets worse when you notice the area you can move in around is much smaller than it looks;
It crashed a few times which is really annoying;
Not all menus can be controlled by keyboard, for example I couldn't close the medal earned windows, it's rather annoying to have to click it with the mouse when I'm mostly playing this with the keyboard;
Speaking of the menus, their click area also seems to be a bit off. Sometimes the option doesn't get lit up even though the mouse is hovering over it. Should respond to a rectange that expands well beyond the text to avoid such annoyance;
Some weapons seemed clearly more powerful and useful than the others, so that got me into not even bothering with the other ones;
The default options have to be changed. I only noticed there was a woman talking on the second time I played the game - the default Music Volume value severely overpowers both the voice (which is quite useful) and the game sounds;
There is a large number of resolutions available... but not mine? (1600x900) Really? C'mon...
Also, the W resolutions (which I suppose stands for Widescreen) for some reason make the game display wrong. It'll not show up fully to the top, so you'll not see most enemies that appear near the top. I don't know if I crapped the configs up to get that effect or what, but it happened, so I switched to windowed mode at 1024x768 I settled with that;
The time limit for the bosses is annoying. I killed a boss at the last few seconds of the time limit, and it ran out and killed me while the boss was exploding. It offered me to continue, which I accepted, it completed the mission and for some reason the next one no enemies could shoot and they would die a few instants after entering the screen. Not sure if related, but, that's a glitch right there....

That aside, it was pretty fun, though nothing memorable.
I personally found the soundtrack a bit weird, I felt like I was playing God of War or some\u2665\u2665\u2665\u2665\u2665\u2665lol. Controls.

Don't just don't.

If one has no controller one has no play. \u2764 Audience \u2764
\u2611 Beginner
\u2610 Casual Gamer
\u2610 Normal Gamer
\u2610 Expert

\u263c Graphics \u263c
\u2610 Bad
\u2610 Alright
\u2611 Good
\u2610 Beautiful
\u2610 Fantastic

\u266c Music \u266c
\u2610 Bad

\u2610 Alright
\u2611 Good
\u2610 Beautiful
\u2610 Fantastic

\u2620 Difficulty \u2620
\u2611 Easy
\u2610 Average
\u2610 Easy to learn \/ Hard to master
\u2610 Hard
\u2610 Unfair

\u00a7 Bugs \u00a7
\u2610 Bugs destroy the game
\u2610 Lots of bugs
\u2610 Few Bugs
\u2610 You can use them for speedrun
\u2611 Nothing encountered

\u262f Story \u262f
\u2611 There is none
\u2610 Bad
\u2610 Alright
\u2610 Good
\u2610 Fantastic

\u2694 Gameplay \u2694
\u2610 Frustrating
\u2610 Sleepy
\u2610 Boring
\u2611 Fun
\u2610 Challenging

\u06de Game time \/ Length \u06de
\u2611 Really short (0 - 3 hours)
\u2610 Short (4 - 8 hours)
\u2610 Few hours (10 - 20 hours) [if you focus on the main story]
\u2610 Long (40-60 hours) [if you complete everything]
\u2610 Very Long (61-100 hours)
\u2610 Extremely Long (101+ hours)

$ Price \/ Quality $
\u2611 Full price
\u2611 Wait for Sale
\u2610 Don't buy
\u2610 Refund it if you can
\u2610 Free. HI, the game is really good the main idea and customization stuff decals and everything, but the game needs a lot more optimisation, it needs a lot more developpement. Warning.
currently this product seems to crash at the moment when launching.
 im on AMD and managed to get it to work by rolling back my driver to 14.4. i did try 14.9 and 14.91 but it wouldnt load at all so just a warning to anyone who buys that theres a good chance it wont work without reverting your driver.

however if you do get it working then it is amazing and i would recommend it to everyone.. You need to press a specific button to change the direction you are facing. It doesn't sound sensible, and no, it does not work.. Pivvot Soundtrack. Need I say more? While it's good, its even better when I get to download it!. Monday Night Combat is possibly the best example of western

consumerism you'll ever see. After all, who else would knock down the Great Pyramids because they'd "gone out of style"?

Monday Night Combat pits two teams (The Hotshots and the Icemen, who are Orange and Blue respectively) against each other in a battle to look cool as ♥♥♥♥. 6 different Pros are selectable, ranging from the executively cool Assault, who advises you to step aside due to his large step-taking, to the mentally deranged Sniper, who will more than likely want an official review on every kill that isn't his. Also in the playing leagues are bots, ranging from the Slim, a small, easy to destroy robot, to the Bouncer, a heavy, gorrila like bot that will easily turn Pros into Mash. Also on the playing field after being banned for 10 seasons is the JACKBOT XL, a heavy robot that only wants a cuddle but ends up killing those he attempts to cuddle.

Please note: Not restricted to Monday.