
Base Raid Free Download Install



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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

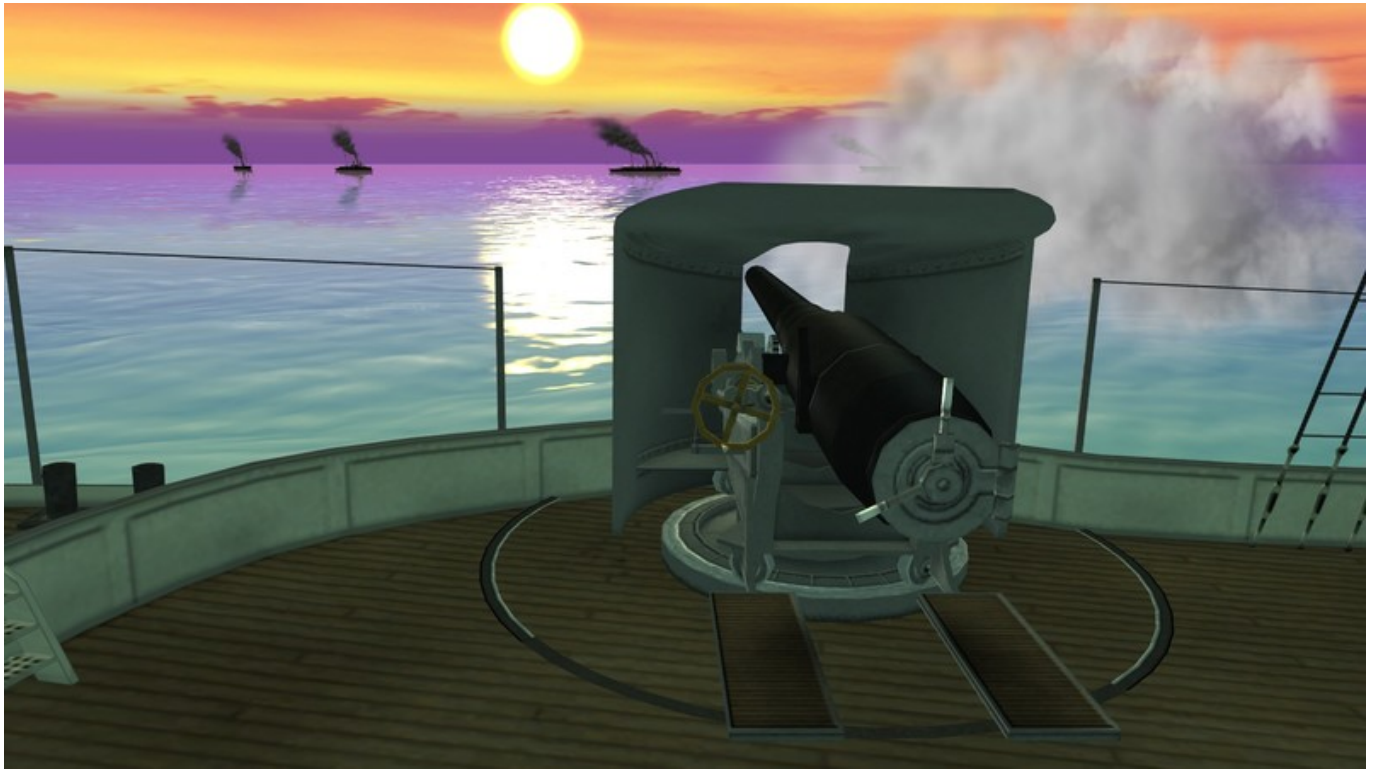
Graphics: GeForce 240 GT or Radeon HD 6570 – 512 MB

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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I have decided to leave a review for this game.. FANCY FIREWALL TOOL but VERY BAD SUPPORT !. How do i claim that stuff from dlc i buy it?? pls help me i don't recive anything in the game!. I am really enjoying this game! The brick breaking game is fun and challenging and has for "worlds" to unlock which equates to 40 levels, four of which are boss fights. I have already gotten 8 hours of gameplay out of it and I still have a lot more content to unlock! The archery is fun and also has 40 levels I think. The shield blocking game as well. It's super polished. I thought it was worth the price!

There is a bug or "feature" where world 2 of the brick breaking game doesn't unlock unless you hit "Next" after beating the first boss. Don't hit "Select level". Then you need to beat the bonus round and 2-1 in order for it to unlock! I don't know if its the same for the other bosses because that's the only one I did. Took me awhile to figure it out. It was frustrating.. When I set about looking for Myst-like games for a video all about Myst-likes, a friend recommended this one to me among others, calling the most Myst-like one he's seen. Well, it's got the look going for it, but that's about it. My time in Rhem was spent going in circles thanks to maze-like world design and maps that don't help at all. Most of the puzzles weren't much better, the majority of them involving valves and pipes that are just as twisty as Rhem itself. I can't recommend this one.

For more, check out my mini-review here: https://youtu.be/V9eHc4z_RHl4

[For more reviews, as well as Let's Plays and livestreams, find Gemini Does Games on YouTube, Twitch and Patreon!. ok so its not like contra and megaman its like Gradius and Contra and its badass as F***. literally addictive game. so fun it brings me back to college when my friends and i found a nes at the swap meet and started playing all kinds of old platformers. its perfect if its what you expect and its not it you expect too much.. Its fun, and the aesthetic is really pleasing. And the sense humor is really great. But it's way too short, and doesn't have a whole lot of content. I'd get it on sale, because there is fun to be had. But I was kind of disappointed when it just abruptly ended. Could be because I haven't played the other Far Cry games, but I was left wanting way more.. I just got dark souls and this game is harder. Why waste \\$59.99 on dark souls 3 when you can get this game on sale for \\$0.49. Honestly that is a great deal, the game should actually be worth at least \\$59.99.. I agree with another reviewer that this game is very short and easy. However, unlike that reviewer, I do recommend this game. I thought it was a beautiful aural and visual presentation, and I thoroughly enjoyed it. Sometimes you're in the mood for a fast-paced FPS, sometimes you're in the mood for a challenging puzzler, and sometimes you're in the mood for a nice, relaxing, stress-free experience. That's what this game is -- beautiful, relaxing, and stress-free. While it IS short \(I do wish there were more levels to increase the playing time\), games like this definitely have their place, and I'd say it's well worth it.. A very fun and addictive little game, but certainly not worth the price. I would wait until the developers fix up a lot of the broken game mechanics before purchasing.](#)

{TL:DR - It's an Active Tower Defense shooter with gameplay that is really frustrating and un-fun from stupidly randomized mechanics. I'd keep away from it.}

I love these kinds of games, where you're able to set up towers to defend a point WHILE also being able to run around and defend it on your own as well. I call these kind of games 'Active Tower Defense' games. This is one of those games.

Unfortunately, the only thing it shares with its kin is the genre. Other games such as Sanctum and Iron Grip: Warlord are prime examples of games in this genre, games where you play in a first person perspective, running and gunning while setting up towers and guns to help you shoot things. What makes those games so fun and good? The satisfying and structured gameplay. In those games, you know what's coming. You know what to prepare for, how to setup, and you know exactly how the tools you have work and function. Here? That's not the case.

In Last War 2044, the enemies that spawn are completely randomized. You can have giant scorpions one run, or big zombie monsters in another. Now, this wouldn't be so bad if you actually had control over how you fought. There are two things that massively bring this game down, massive flaws that ruined the entire experience. The turrets, and the rate at which you get ammunition for your own weapons. Both of these are completely random. The turrets are just completely goddamned haywire. Imagine the range of a shotgun turret, you know, those guns that only shoot things when they're 3 inches away from it? Those are all of the turrets in this game. Every one of them has the range of a meter. That's it. The first level (which is the only one I could bear to play, I got so frustrated at that point I refunded it.), is literally a tunnel. Just a long tunnel. I thought at first that this would be the PERFECT tutorial level or 'getting the hang of it' level. I thought maybe all of these badass machineguns and miniguns and grenade launchers would fire down the tunnel in a magnificent display? Nope! They wait until the creature is basically kissing them to fire. Sometimes they don't even shoot. I was in a mass of my turrets, probably 10-15 of them around me, and I watched as a monster came up to me and killed me. None of them shot at it. (that's the point I refunded the game). They also get destroyed at the drop of a penny. Maybe 3 hits from zombies that barely have hit animations, and they blow up. It takes maybe 2 seconds for it to go boom, so you won't even have the chance to repair the damn thing.

Then your ammo. You're given a multitude of guns at the beginning, and you're told to come back to the spawn point when you need more ammo. This is entirely random. The only weapon that's worth using in this level is your rifle, an AK-47 or AK-74. It gives you 120 bullets and tells you to screw off. I do so, use my ammo, come back, and there was nothing waiting for me. Okay, maybe I need to wait a couple of waves? I come back, there is a single pack of pistol ammo waiting for me. I wait another wave, it finally gives me ammo (this is after around 5 waves, so at this point, I'm relying on my turrets to protect me because I've run completely dry), but it's literally only one clip. 30 measly bullets. After that, when I returned every wave, it only gave me either pistol bullets or nothing. Only once did I get it to give me more than 30 bullets, but it was literally only once. How do you expect me to survive when you give me no ammunition, and make the turrets literally useless? I'm the only thing that stands between the thing I need to defend, and it gives me nothing to defend it with. Thanks!

I have no idea if this is the devs' first game, but it definitely needs work. I will admit, the concept is cool, kind of like a mix of Metro and S.T.A.L.K.E.R. As I said earlier, I love the idea of active tower defense games, I love defending a point and holding off waves and waves of enemies, it's a neat concept, but the execution here is incredibly poor. I don't even care if the graphics aren't top tier and that the animations are just alright. If the gameplay is frustrating and makes me want to break my keyboard, that's not cool. Maybe if it gets updated, I'll check it out and change my review from there, but if it doesn't? I'd definitely stay away from it. Cool interface, a strategic hacking game that depends on hacking skills to progress through the story line. Music is kind of repetitive. Really fun to play alone or with friends and the workshop just spices things up. Awesome game. <https://www.youtube.com/watch?v=WW3fZHG5HCO>. you can't start a game in it. don't buy this game yet. As a fan of point & click adventure and of noir films, I found this game very disappointing. The gameplay is annoying (not allowed to continue without the right clue even when you know the next step as opposed to having to solve a puzzle without any clue whatsoever), and includes irritating mini-challenges. And finally, the script is cheesy, even for a noir story, with rather poor voice acting. Definitely not going to play the sequel.

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