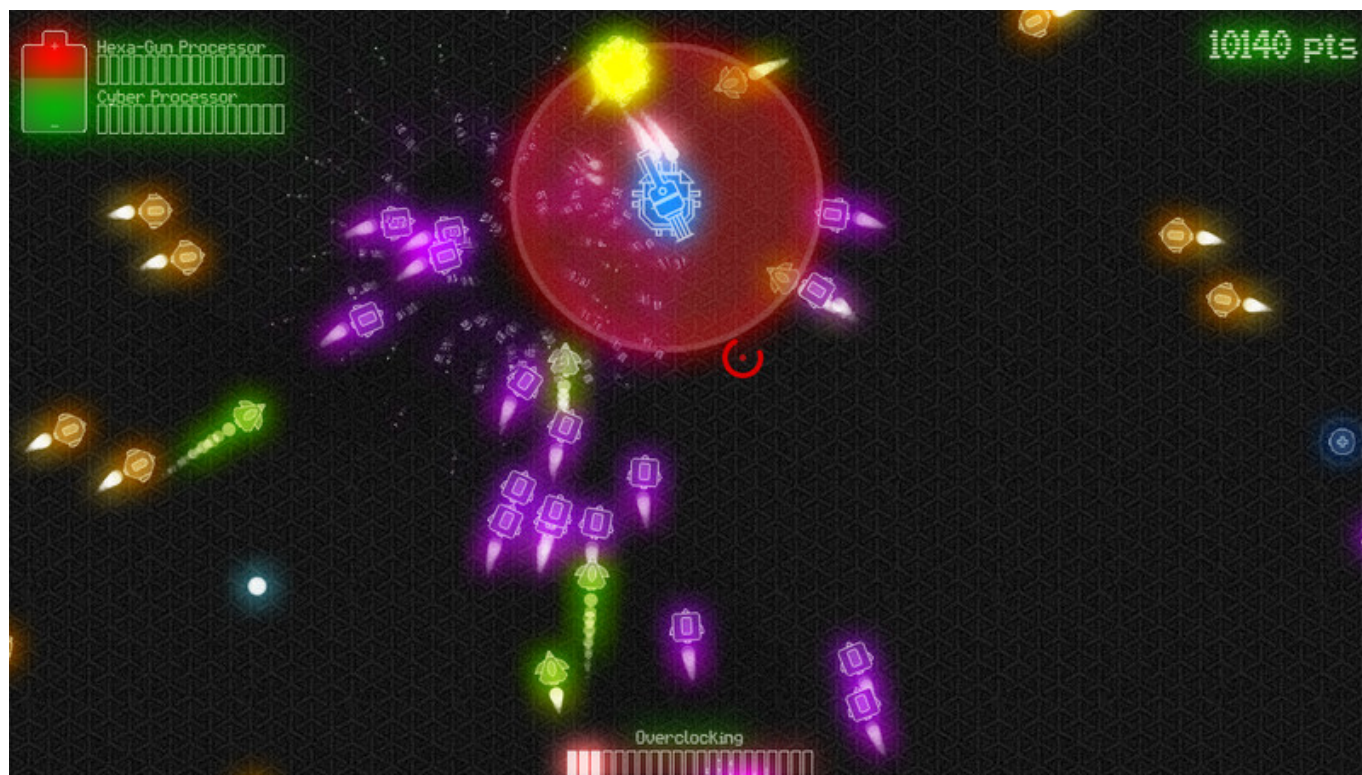

Last Defense Download Xbox 360 Free



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About This Game

Protect your settlement from bloodthirsty barbarians!

At your disposal will be archers and mages. You can also build obstacles.

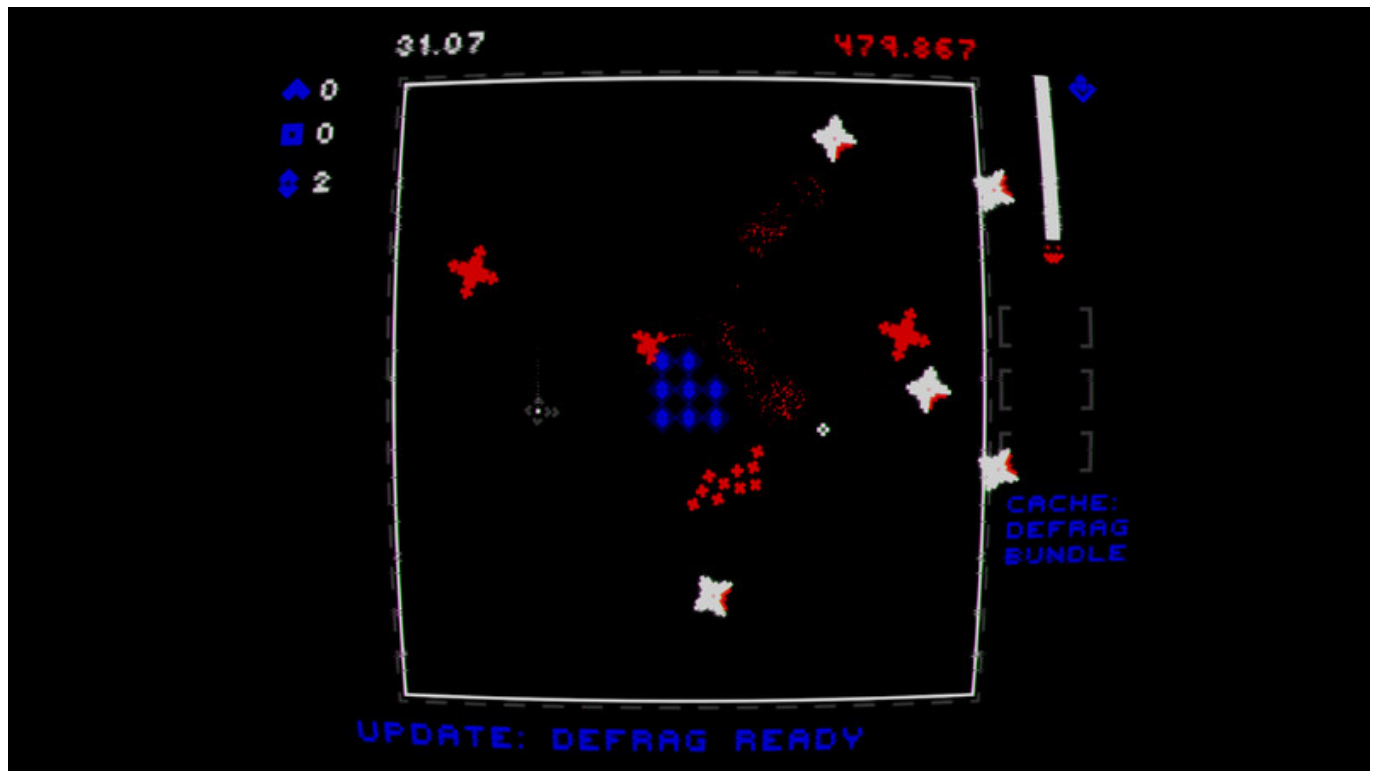
The main feature of the game is the complete control of all towers. You can turn them in the right directions, give them protection and weapons. You can also improve the radius of damage.

Title: Last Defense
Genre: Adventure, Indie, Strategy
Developer:
AYE Technology
Publisher:
AYE Technology
Release Date: 9 Jan, 2018

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English







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I bought Yosumin because I was looking for a new puzzle game in the same vein as all those Match-3 games. (That is, you've got a screen full of gems or ice-cream or whatever and you have to line up three in a row of the same colour to get them to disappear). The reason I settled on this one was because it's made by Square-Enix, famous for Final Fantasy and other great RPGs and I was wondering what their take on a puzzle game would be.

Turns out, not really any different than anyone else's puzzle games. In Yosumin, instead of trying to match 3 of the same, you have to match 4, but not in a row, they just have to form the corners of a rectangle. Yes, it's a game about forming rectangles. Sounds boring as hell, but it works alright, mostly. Each level you're given different goals like make 4 small rectangles, or 2 of each colour, or whatever, so there's a bit of variety.

There are a couple of gameplay mechanics that I think just don't work in this game's favour. One is that as you progress through the game you unlock more coloured blocks, so there are less and less possibly rectangles to form. I get that games have to get harder as you go along, but you'll feel less like you're solving puzzles then being at the mercy of whatever random blocks fall your way. Many times there'll be just the one rectangle possible and you'll be scrambling to find it until the game gives up and gives you a hint. The reason you'll be scrambling is the second problem, each level is timed, and if you don't make it in time, it's game over. Not only that, but as your timer runs low, they give you that panic-inducing sped up music to really help stress you out.

So I found that the further into the game I got, the less fun I was having. Maybe I'm just biased against puzzle games with a timer. I don't like having to think fast. I kept playing anyway for quite a while just because as you play you unlock pieces of a stained glass window and I really wanted to complete it. But in the end it wasn't enough to combat the stress it was causing me.

So I don't recommend this game. It's not the worst puzzle game, but it's not particularly clever or unique either, and those flaws I mentioned are enough of a turn off. 2/5 stars. Buy it only if you're a super fan of rectangles.. What a wonderful step forward for BFS. I have played games for \$50+ that can't match the addictiveness of this game. I have purchased the previous versions of this and always wanted a 3D version. This fits the bill and knowing BFS they will continue to tweak it from feedback. Something the bigger software companies could learn a thing or two from.

The graphics are smooth and the detail is enough to give you the right sense of perspective of the aircraft. The radar is enough for now, but I would love a switch between the 3D view and a TRACON screen. I am just getting greedy now. LOL.

If you like puzzles or are an ATC fan this game will give you a huge amount of fun for your money.

Last Words:

BUY IT!

DMAC 'Tin Pusher'

. A lot better than I expected! 4/5

Pros:

- Very challenging puzzles and platforming.
- Good variety of challenges.
- About 3 leaderboards per stage. Clear time, fragments collected, and pauses used.
- 3 worlds with many stages. The game is hard enough to make you spend a lot of time trying to beat it, but it doesn't feel very unfair. (I spent an hour on a late stage once...)
- Lots of replayability for every stage due to built-in challenges for low clear time, fragments collected, minimal pauses used and leaderboards.
- Physics are well done. Momentum needs to be manipulated as well. Many possibilities.
- Multiple ways to complete stages.
- In-game art\graphics are decent, animations are smooth.
- Quick restarts, instant respawns.
- Controller support (though I prefer KB\M on this game)
- Sound effects and music are decent 3/5. I never felt like I had to turn off the music.
- Steam Card drops.
- Has achievements (better than none, and they give you something to go for)
- No RNG. This is good news for speedrunners. (This would be an entertaining game to see speedruns of, though it'd be insanely difficult)
- No significant bugs from what I've seen so far. (Aside from a tiny one with the restart dialogue popping up continuously if you spam the confirm button on keyboard or controller)
- Some stages have cheese hidden in hard to reach places if you want to go for some optional additional challenges.

Cons:

- Story is lacking, but is not absent.
- The opening cutscene to a new game is not very good.
- The game can't be minimized in windowed mode.
- Configuration settings are limited to resolution, VSync, fullscreen\windowed, and FXAA on\off. But you would likely not benefit from many more options than these on this game anyway.

Give it a shot. *Overall reviews are rated lower than it deserves, honestly. I mostly see a lot of casuals complaining about the game being difficult, which should not warrant a negative review, especially when the difficulty does not feel very unfair.. First off I can really appreciate the length of this game. Definitely feel like I got a lot out of the money I spent. This game has quite a lot of enemy encounters which is something RPG horror games can be skimpy on but here there's one around practically every corner which is exactly how I like it.

The little stuff I didn't like would be how a lot of the environments are very similar and cluttered. I also feel the puzzles are a little too frequent for my tastes. It stops the game a lot when the puzzles are lined up so close to each other. But overall for such a small title it is definitely a good pick up.. Wow. Just wow. Shortly, this is one of the most brilliant and tactically challenging tower defence out there. Every tower can be evolved into many different directions and there are way more tactics to try out than your average TD. Visuals and audio are also just fantastic. A real gem. 5/5. A better and more complex game than Sparkle 2, more variety in terms of what you have to do, a better experience. I wouldn't say it's that fun a game, but definitely an improvement on Sparkle 2.. Glad I got it on special not my taste. Dialogue for characters when you click on them to see them is the same every time. I normally don't judge until I've given the game a fair chance but I can't this time.. This is a good horror game with a great atmosphere and a clear objective- escape the office and don't get killed by the monster.

I really enjoyed it and the only problem I would say I had was that I couldn't find the key-card in the toilets... but knowing me I probably got it all wrong. XD

I made a video of the game in case you aren't sure about whether to get this or not. (You should. :))

<https://youtu.be/Uio0RAN8IE0>. great game from my childhood. This game is just a laugh-fest. making wrong choices has never been so fun.

Monkey Island lovers, move over. There's a new dog in town! (Okay, I'll stop)

Originally, I played it just for the Summer Camp achievement. This game is fantastic! I'm not very good at Point & Click Adventure games. My brain can't seem to move beyond that process of combining a "Gorilla" and a "Woman" to create a "Monkey Wrench."

Jolly Rover isn't like that. There's layers of hints for your skill level. The puzzles make sense, the story never lags behind, and it's a pretty funny game. It's actually the first adventure game I beat without looking up spoilers!. It's ok, but not for full price! Way too short (2h) and easy, no new puzzles. Videoscenes lag.. The looks of this game are really cool. It's super pretty and the music is fitting while you are roaming.

However, the game just kind of falls on its face.

The combat is absolute garbage. You press X to swing...well there you go. No heavy attacks or light attacks or sheilding or parrying. Just kind of swinging and jumping. I'm not even going to call it dodging because it is literally just jumping. I guess there's your off hand weapon, which is usually a ranged thing but it doesnt really do much in the line of health since your energy doesnt recharge without pickups.

The fall damage in a 2D platformer is an interesting choice the developer added...and it was stupid. I don't want to spend an extra 3 minutes going back through the platforms I just crossed so I can get back to the bottom without taking damage. It just adds extra time for no real reason it seems. That being said, I did say ♥♥♥♥ it and just jump to the bottom.

Lastly, they seemed to have jammed a base defense into this game as well but I got agitated already with the other things so I never messed with that. The crafting system is trash as well. My first crafting blueprint was for the very last weapon on one of the trees. Guess what is useless until I find more of the blueprints up to that one? Not to mention there's just so many freaking blueprints. I don't like items being locked behind RNG.

There could be something redeeming about this game somewhere, which there has to be based off a few of the positive reviews, but all in all this game just doesn't seem polished. It's close, but not quite there.. Really fun game in which you can either save the town or choose to destroy it, depending on your character choice. Hence the name, 'Super Man Or Monster' which is fitting to say the least, given the old school look and feel of the game. Not sure if I would have paid \$12 for it, happily atleast. To be fair that is mostly due to the fact that I got it for half off when it was on sale.. I got this as a free copy from the Developer, but that will not influence this review in any way. I always have loved challenging games, and if it is a retro game, then I'm all for it. With that in mind,

Pros:

- * Pleasant sound effects, although they will get really repetitive.
- * Pretty good looking 2.5D graphics and animations.
- * Nice default controls, for both keyboard and gamepad.
- * Great level design on most stages.
- * Physics of the character that you control is nice.
- * I haven't personally tried it, but the fact that there is a level editor is admirable.
- * Didn't find any bugs or glitches.

Cons:

- * Short game.
- * Some levels can be extremely frustrating, but not in a good way where it tests your abilities, but just plain-dumb way.
- * This is not necessarily a con, but the dialog annoyed me.
- * The zombies are not a fun aspect of this game, and just bring it down a little.
- * Overpriced for what it's worth.

If you're looking for a game to play for about half an hour to an hour at most, and receive some kind of entertainment, then you might enjoy this game. The game has a lot of potential, and if utilized to its maximum, it could become a lot more satisfying to

play.

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