MechDefender FULL

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## About This Game

Top-down shooter and tower defense hybrid with Mechs and space zombies.



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Title: MechDefender
Genre: Action, Casual, Indie, Strategy, Early Access
Developer:
Badim
Publisher:
Badim
Release Date: 21 Mar, 2017

English,Russian,Portuguese

mech defender hacked

Fun tower defence with top-down graphics Your task is to protect 4 energy cores from zombies that try to steal them You can improve the turret and upgrade the robot by installing more powerful cannons and improvements.. https://youtu.be/eVOTpeMjOFs The Developer scammed users in order to boost the game through Steam's Greenlight system and then refused to honor the keys sold to accomplish this. As for the game itself, it is an exceptionally bland and generic mobile port Tower Defense game. Never by any stretch of the imagination will this game ever be considered worth it's $5 asking price. Avoid this game and the Developer at all costs. If you must obtain this game, the same Dev has the game up as a free flash game here: http://www.newgrounds.com/portal/view/621244 To offer up a free game for $5 on Steam is an absolutely abhorrent Business practice.. Fun tower defense with robots and zombies. There're different upgrades and skills, you can walk with your mech and shoot enemies together with your towers. Nice game with soviet style art and atmosphere.. The game looks nice, funny and promising, except it's ABSOLUTELY IMPOSSIBLE TO UNDERSTAND who's going where, what he do, what your upgrades do, how to buy or install it, where will waves come from, etc. Why some creatures pick the orb, but their followers don't pick it after their death? Instead, it running to other side of field? Why nobody can see invisible units and then - boom! - everybody sees them? There must be logic. I know it. But it's toooo much unknown and unexplained details and behaivors to understand. I'd say, when I win it, I'll still have questions. I don't even believe that tutorial (non existing) can explain it. Ever.. Oh look, another scammy Greenlight developer. What does he have to say about people being angry over his refusal to honor bundle purchases? https://i.gyazo.com/5d446527e47b64915f4afc901cd3ff46.png Well, scummy tactics aside this game isn't worth $5 dollars. The graphics are low quality, no suprise for it being a port of mobile port of a NG flash game, but at the same time I've played other flash games that are of much better graphical quality. Even for a lash port, I'd still expect graphics improvements other than basic upscaling given that I'm expected to buy this game. (Or maybe not considering the dev is all for people torrenting this game?) If you're in the market for similarly priced TD games, $7 will get you the IBomber Defense bundle. Personally, I'd save up a bit more and get Defense Grid: The Awakening for $10. Or you could save that $5 for the summer sale and get em both. Or get a pretty good discount on Iron Brigade. Lot of options besides giving your money to a scummy dev like this. Edit - Welp, that forum ban was pretty quick. https://i.gyazo.com/7c6c84ef7c9f77ecdb94bfd20e6b1fe1.png Oh yeah, and the forums have been purged.. it has all the makings of a fun tower defence game you would find on a free game site except it cost 4 dollars. if you are really starving for a td game go for it, but other than that there are free ones online that are just as good. https://www.youtube.com/watch?v=AGIlnonCLk. I love Tower Defence! Good game). Fun tower defense with robots and zombies. There're different upgrades and skills, you can walk with your mech and shoot enemies together with your towers. Nice game with soviet style art and atmosphere.

August 2018 - Royal Blacksmith : Hey guys, I finally back from vacation. Currently Im developing 3 projects. And most 'oldest' one is a Royal Blacksmith. At same time - it is less ready one - since my design plan for it is quate epic. There are more info about it on greenlight page: I also uploaded tech-demo on "itch.io": (windows build) - you can download it as a zip/exe. Im going to post about next project - right after updating it.. Patch - 1.070 : changelog: + rush is disabled during pause + steam achievements are updated + mission names are now translateable + 2#24 mission hero starting point fixed + 1#4 bottom exit removed. Merry Xmas and Happy New Year! : Hey guys, thx for playing my games. This year was quite fun: a couple of my games made to EA - "Royal Booty Quest" and "Royal Merchant". Other projects are close to it. My nearest plans: Royal Heroes DLC - probably something with Goblins or Amazons. I have art and game design. I just need to find time to build&test it. The biggest problem used to be SDK - it had no proper way to handle Steam DLCs. But that has been resolved today. So I do not have any more excuses to withhold a DLC. Another new feature for RH is an item quality - rare, common, epic, etc. I already tested it in Royal Merchant - it looks and works great. 'Royal Merchant' will have more features and content. RBQ - New Heroes, New Enemies, New Timelines - along with fixes and QoL stuff. Also controller support in testing now. 'Royal Offense' - I can add a few more heroes and battles and maybe a building. If you d like that - just let me know. 'ConflictCraft' - is going to have a sequel. Everything is prepared - looking for a new level designer. 'Millennium Conflict' - will be released in 2019. It represents next chapter in ControlCraft series. Another change will be the pricing. I'm going to increase prices for most of my games on Steam. Including Royal Booty Quest. It's important for RBQ. As I've learned it recently =) Since Steam can not profit from free games - it treats them differently. I guess it is ok. Or not. And I have no idea what will happen after the price change. That will happen in 2/2019 . And it is not set in stone. A new feature was added to SDK that I'm using - Linux Builds. In a few weeks expect Linux builds for my games. If you a Linux user and want to test my games - let me know. The easiest way to contact me: discord: Badim#0905 vk: We also have the group: email: efgames.net [a] gmail.com I do code&develop more if I have guidance or feedback. I'd love to add a special huge thx to all our discord knights & members.. September 2018 - Royal Booty Quest : Hey guys, Time to "reveal" my next project, that I'm currently working on as well. Of course, it is another "Royal" kind of game: Royal Booty Quest. Inspired by "Slay the Spire" - it is pretty much the same - but with own heroes. And more heroes are in production. It has open data - so it is easy to make your own stuff without needed to know how to code. Currently you can play it as a web version or mobile or download it. All links are here: If you wanted to play StS PvP - that can

be arranged as well. Art style - is all pixels, but there is a twist - all playable characters are female heroes. Royal Booty Quest - is the youngest project. But, since it is a small one - it one that is closest to release. If you d like to help to translate it - that would be great. I can send keys to my other games in return.. Patch - 1.060 : A lot of bugs were reported! Changelog: + map 2#22 fixed + fixed random crush at start of battle + planet selection now do remember last pick + shop fix - money is not deducted if weapon is not insertedable + shop fix - devices + reworked shop for guns - to prevent bugs with wrong items + game - tower update menu - fixed tower name localization + game - range increased for normal ac turrent + game - hero is not affected by enemy movement + fixed fullscreen hints + rest time calc added to pause menu And more fixes in next update.. PvE is comming! : Hey guys, one of the reasons why I decided to develop a turn-based game - is to create a multiplayer experience. Now working on boss-raids: Should be available soon. PS Another thing - looking for someone, who can help me with 'Goblin Slayer'.. Crazy Surgeon now live! : Hey guys, I just released my other game - "Super Sports Surgery". It is crazy fun game featuring cartoon gore and cruel humor =) Currently with on 30% sale. If you like to translate it - to any language - even with your own dialogs - I can sent you keys in reward.

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