

Radar Defense Torrent Download [portable]



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About This Game



Play Radar Defense - An innovative Artillery Game and Tower Defense with a unique Radar mechanic!

Handle your weapons and Stand against waves of countless enemies!

With the help of your radar, identify and localize the enemy units, and destroy them before they reach your bases.

Features

Observe, Predict, and Destroy!

Use the radar to detect your enemies' positions. Predict their movement. Destroy them.

Upgrade your weapons

Collect cards and upgrade your weapons.

6 weapons, 8 stats each

Fight with 6 specialized weapons.

72 maps

Fight in different battlefields, with a great variety of topographies, roads and spawn points

6 difficulty levels

You will start the first campaign as a Private soldier, but if you survive, you will end up as the Commander of the defense forces.

20+ different enemy units

20 different units either air type or ground type. Choose the most appropriate weapon before to shoot.

5 different support consumables

Even the best among us sometimes need help... Activate your Support consumables to help you survive through the waves of enemies.

Loots and Buffs

Convoys and Cargos also appear during the matches! Don't miss them since they might drop loots and resources.

2 game modes

Campaign: Upgrade your weapons to progress through the campaigns.

Last Stand: How many waves will you be able to stand against?

About Adage Games:

One developer indie studio, dedicated to create fun games with unique gameplays allowing players to use and develop abilities such as reflexes, mental calculation, strategy, memory, rapidity...

Title: Radar Defense
Genre: Indie, Strategy
Developer:
Adage Games
Publisher:
Adage Games
Release Date: 28 Dec, 2017

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Minimum:

OS: Windows 7 SP1+, 8, 10

Processor: Intel Core i3 or equivalent

Memory: 4 GB RAM

Graphics: GeForce GTX560 Ti 1GB VRAM or better

DirectX: Version 9.0

Storage: 200 MB available space

English,French



52627

401

Achievements

Achievements progression 13%

★ Highway Defender

★ Road 14 Defender

★ Dark Path Defender

★ Complete Sector White Horse
Click to get reward!

★ Junction Defender

★ Complete Sector Dead End
Click to get reward!

Complete Sector River Side
0/1

Complete Sector High Ridge
0/1

Complete Sector Detour
0/1

★ Complete Sector Red Bay
Click to get reward!

★ Complete Sector Central
Click to get reward!

★ Complete Sector District 21
Click to get reward!

★ Complete Sector Canyon
Click to get reward!

★ Complete Sector Triangulation
Click to get reward!

Complete Sector Araneae
0/1

Complete Sector Testudo
0/1



First happy new gaming year!!!

Then after i read the review of jamiethorse who dislike the game, my expectations weren't high but the game wasn't too expensive so why not try it. And i was right to give it a chance, it's really fun.

I understand the fear of jamiethorse because you have a shop inside the game but it is not for real money, There are no microtransactions in the PC version (i asked Adage Games about it, and i tried to spend money to see if it was true but can't) It's a one time buy game.

The shop is for the game currency, credits and gold that you earn by succeed the missions, open the accomplishments, or open the 3 free packs every 44 mins. The credits are for buying upgrades for your weapons and the gold for buying supports, or changing into credits (if you need it for the upgrades).

The game has 2 game mode, the campaign and the survival.

the campaign has 12 missions in 6 levels of difficulties (but the first two are really easy) and the survival 3.

The gameplay is simple you choose a weapon (later in the game you can choose 3 of the 6) and you have to defend the city and the factories again waves of enemies but you can only see them 3-4 seconds between two radar scan. To help you succeed you can use some support on the left of the screen (and sometimes you will need it) ammo, repair, slow, missile,...

In conclusion, after 4 hours playing this game i can tell you it's a good game!!! and i recommended jamiethorse to try it a little longer, maybe you will like it.... Radar Defense looked like a fun, tower defense-styled little game that I could pick up and put down when I didnt necessarily have the time to jump into anything substantial. The problem is that this is clearly a mobile phone game ported over onto computer, and a mobile phone game that was heavily reliant on microtransactions. I've not spent long on this game, granted, but that's because the game ahs been designed to be dun... but not too fun. Almost trying to force you into upgrading your artillery as fast as possible (using a microtransaction?). I doubt some of the later levels are actually even possible to complete first-time round without using a couple of 'extra-curricular' upgrades. I bought this on sale and regret it. I'm going back on now to try and persevere through and maybe my opinion will change, Stay tuned.. This game was quite a bit of fun! Yes, it is a mobile port, but it's a port done correctly. You get free credits and gold from the ingame shop every 45 minutes, and a pack of support cards once a day. The rest of the upgrading you do in the game is completed with credits and gold that you earn during missions. There are NO microtransactions in this game! I just completed the last survival level, and I consider the game completed at this point even though there are a few more achievements that I didn't get. All in all, if the game catches your eye, give it a try!

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