
Dead Ground Download For Windows 7



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About This Game

DEAD GROUND

Tower defense reimagined! Dead Ground is a procedurally generated tower defense game with rogue-like elements. Each playthrough will offer randomly generated guns, skills and augments. You'll have to travel, collect scrap, water, manage your inventory and upgrade your base to survive!

Place and upgrade the towers wisely, and use your hero to further defend it in this fast-paced game, a perfect blend of action and strategy. You will face permadeath, lots of brutal enemies, tough boss fights and MUCH, MUCH MORE!

FEATURES

- Procedurally generated levels - each playthrough is unique!
- Tons of randomized loot - guns, skills, augments

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- Manage and upgrade your base
 - Boss fights!
 - Random events
 - Unlock new heroes and artifacts to further customize the game
 - Permadeath!

Title: Dead Ground
Genre: Action, Indie, RPG, Strategy
Developer:
ShotX Studio
Publisher:
ShotX Studio
Release Date: 14 Feb, 2018

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Minimum:

OS: Windows 7 and above

Processor: 2 GHz

Memory: 4 GB RAM

Graphics: Intel HD 4600 or equivalent (1 GB VRAM)

DirectX: Version 9.0c

Storage: 300 MB available space

Sound Card: DirectX Compatible Sound Card

Additional Notes: Mouse, Keyboard

English







Did not have a good time with this one, not gonna lie.... Your hero has to collect all the resources and gets killed in the process, game over. Pathetic.. The game has a cool gameplay , very good to spend some hours on it.. I'm a big fan of TD and roguelike. This is probably the most interesting mix of genres, I haven't played much yet, but from what I've played so far, I'm definitely enjoying it.. "Another TD game?"

"Another shovelware crap?"

"Google barely brings up any information on the game, must be bad!"

Put aside your cynical preconceptions of terrible shovelware games on Steam, Dead Ground is a great, fun, little game. It is best described as an action FTL clone with zombies and lots of different loot and skills. The soundtrack is amazing too.

I'm big fan of tower defense games and this is definitely my favorite TD game so far! Plus music is really great.. No matter how good you think you are, don't press New Wave, like ever, you gonna regret it, don't be cocky dumbass like me.

Both game and soundtrack are dope though.. Bought and returned it. Only played two levels.

So, the description says, "Procedurally generated levels". To me that meant the lanes were going to be randomly generated, First and only two levels I played the lanes were the exact same, maybe with some random environmental hazards and the mob varied.

After my first permadeath, I found a really good sniper gun that made the game much easier, which made me think that the game would randomly make it easier if I just got lucky enough to find a superior weapon early on.

I really wanted to like this game since I can't get enough to tower defenses, but the idea of what the game is supposed to be doesn't seem to be ironed out. It almost feels like the rogue-like elements was tacked on with the hopes of it turning this game into a decent game. As I mentioned about finding that really good sniper rifle, this game feels like your success may be dependent on finding a good random drop rather than earning it by other means.. Game is fun and challenging, hard at the same time.

A good combination of rpg and some top-notch tower defense elements.

Worth every dollar, been playing almost 5 hours all day, real addictive :))

waiting for the next game by Shotx ;)

. It IS NOT tower defence game. It is just bad design shooter. I will consider to buy it when price will drop to 0.20\$. Not worth even one cent more.. Let me say this: Tower-Defense genre isn't something i enjoy like others, but Dead Ground is an exception. Reason behind it lies in a fact that it feels unique, it has a deeper mechanics than your standard Tower-defense game. You can control a hero (there's variety of heroes after you unlock them) directly on battlefield, moving around map, using skills and shooting at enemies, this one honestly was one of the main reasons why i enjoyed playing this game, cause i'm not a fan of just "place tower to shoot enemies" gameplay. Purchasing and selling equipment, collecting resources, improving base are all part of game too, levels feel unique and road events interesting. Also as a big fan of Soundtracks (In movies and in games) i can say that this one matches mood of game and it's atmosphere and they complement each other.

I can't say i have played it a lot for now, but from what i've seen so far i want to give this game recognition it deserves and want to see more games from Dev - ShotX Studio. First steps are correct and future seems bright. So keep it up.. This game misses much of the tower defense aspect of a TD game.

Much like Embers of War (which seems to be missing from the Steam Store), Dead Ground relies too much on your player running around and providing support.

Pros:

Procedurally generated tower defense ("Unlimited maps", Yay!)

Rogue-like

Randomly Generated Items ("Unlimited items", Yay!)

Cons:

Not enough focus on towers

Too much focus on "Hero"

The sound track is good at first, but quickly becomes annoying

Rogue-like

If you're a die hard Tower Defense fan this is worth a look, if you get it on sale.

. This is one of the best TD games I've ever played. A really good mix of rogue like and TD.. I enjoyed playing this game, as a fan of tower defense and RPG's. However there are issues within it that i would like to address. This game can rely on luck, something that is not desired by this player. Resources (including randomized weapons) and especially money is not easily obtainable. Money is used to upgrade towers and purchase weapons and artifacts. This game also demands much from the player, from defending against attackers to mining resources to slowly moving your way around the map. However, i still enjoyed my time playing this game because its success for me lies in its experimentation. Tower defense is one of the genres i

have not seen much experimentation in, and this one is certainly a fair start.

6V10, but i would still recommend.

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