Base Raid Pack

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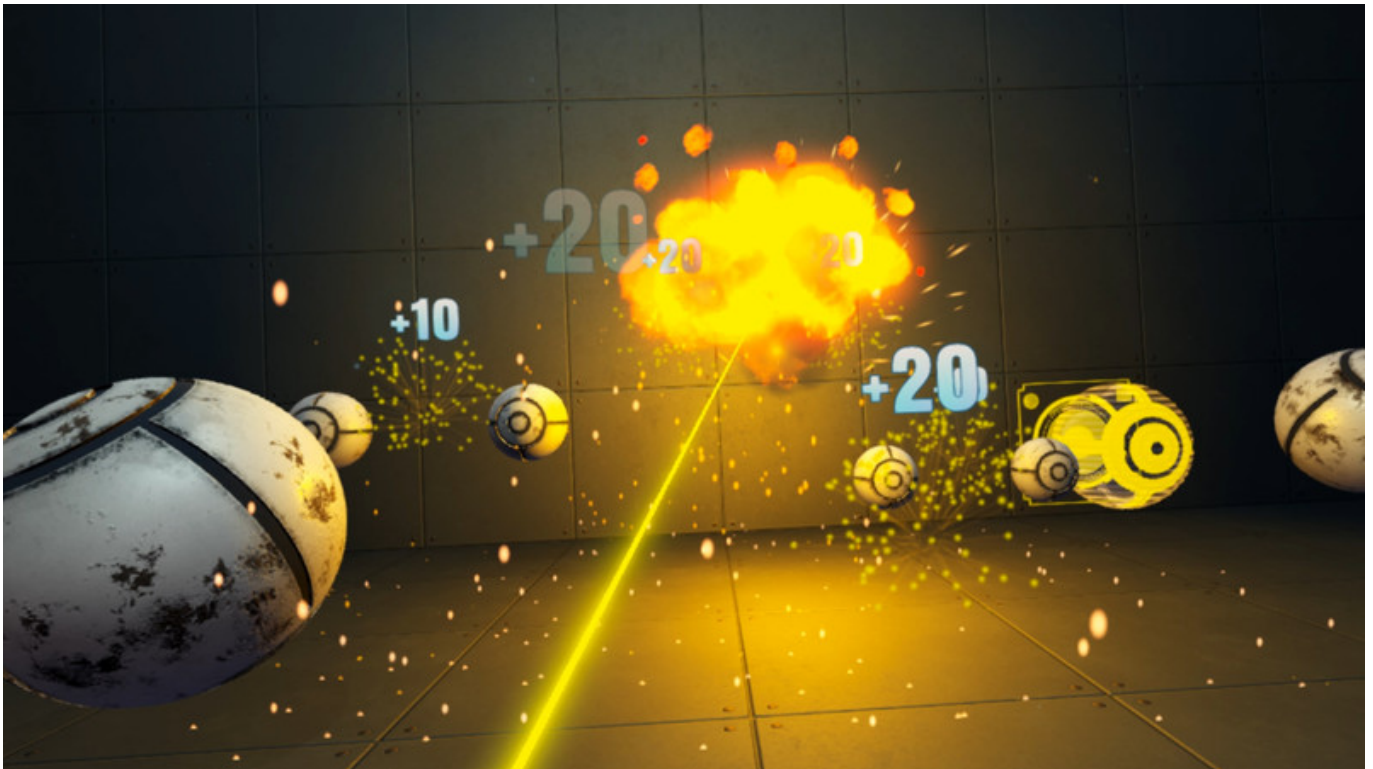
About This Game

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.
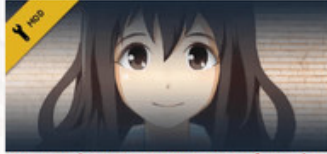
English,Finnish,French

DLC&MOD

DLC **MOD**

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⊙ Start

- DLC
- MOD
- Window
- Fullscreen
- Refresh

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Its not a bad but not a good game neither
i cant even play the game since i bought it thanks to a bug
it lets me click the play button in my libriary but it wont go into the game
ive restarted my computer ive reinstated my game files

nothing is working to get the game to play. I'm writing this review after only 12 minutes of play so this is just my first impression.
As an aviation enthousiast I'm also an aviation game enthousiast, so this looked like a game I'd enjoy. In the first few minutes just trying to learn the game I'm a bit disppointed because verticles are missing.
I realize verticles would make dogfights more complicated, but it would also makes it possible to exploit dive or climb characteristics of your plane adding a layer of strategy. If there were verticles in the game it would be possible to execute yoyo turns to stay behind a foe and get a good angle to launch, or execute a corkscrew loop to go after that incoming bogey. The game is a bit flat in my opinion.
I have a combat drone that can do more moves than my plane in Sky Knights.
Chaffs and Flares were missing and I could not execute a barrel roll when that missile was about to hit... I don't recall any lock on alarms

I'm only recommending because of it's low price and it's potential to become a great aerial combat game. But I'd like to see a little bit more depth in it's final stage. A coop mode where players fly historical campaigns would also be great f.e. Some players would have to fly the bombers in a bombing run, while air priority fighters protect the bombers, and some other planes go after AA.

If this was the version that was released I would not recommend, it might be fun on the ipdad but I'd rather finish sudden strike 4 on my PC.... Heart and Seoul is an otome visual novel about a girl that goes to Seoul (the capital of South Korea) on vacation and has a great time there and even has a chance to fall in love. Sounds pretty standard right? Well, it is in many ways and there is no doubt that the plot is very strictly \u201cslice of life\u201d but within it there is something utterly charming and magical about the writing. The dialogue is often funny, sweet and heartwarming and the characters feel very real and well rounded.

I\u2019m not sure if the developers were aiming for this, but the game really feels a lot like a Korean Drama (and if it was what they were aiming for then they achieved this perfectly). The game embodies the sweetness and fun behind Korean dramas really well and as someone who has been to Seoul and Korea I must say that they got the feel down really well.

Now the game certainly isn\u2019t without faults; it is often cheezy, corny and hammy\u2026 but so are Korean dramas so can we really blame them? Besides cheese, corn and ham are some of my favorite foods! My other big criticism is that the expressions of the characters never change, that does take away from things quite a bit.

All in all a pleasant VN and in my opinion, the game on steam that best represents Korea and probably the best Korean game out there!. So, I played this game a couple years back when it was still in a really early stage. I enjoyed it much much more back then for reasons I will explain later. Tl:dr, game is fun, has a bunch of stuff in it if you put in the time, but the developer ruined it's own economy by adding in needless limits. Gave me a textbook response too, one just to get me off of his back.

So, this game is a little hybrid farming\/Tower defense game. Most of the time spent playing this game was when I bought it a couple of years ago, when it was a LOT more fun and a lot less limiting in it's design. I genuinely feel the game is ruined now with the way it tkaes freedom away fro myou to build as well as make money. When I first bought it, you had no limitations to build things as well as plant plants. It was great. I could make a farm that was the size of an ACTUAL farm, and have turrets out

the wazoo because I was making so much money. That's a good thing, as the levels tend to drag on a tad. That's not to say it's not boring, as every coouple of nights a new enemy type is introduced as well as new weapons and turret types. Same with crops. You start with some low tier crops that barely give you any money, and slowly work up to very profitable ones. I would have massive farms filled with a lot of different types of crops, not only because I wanted to make a nice looking farm that helped me explore my creative side, but because it was extremely satisfying to make a crap ton of money every day. The tractor is used to mass harvest your crops all at one time, and watching everything come in and be collected was something I lived for, like 500 crops just being harvested at once, having the resources float towards you, it was awesome. I did the same thing with turrets, where I would spend at least 40,000 bucks a day, getting new turrets and generators to power them, making little bundles of guns that defended my mobile home. Then I'd sit back and watch them tear the zombies apart.

I can't do that now. The developer added a limit to both your crops AND your buildings, so now I can't even build mass amounts of turrets like I used to, nor can I make a reasonable profit, NOR can I make creative looking farms. Now, you can only build 100 of each. It's so \u2665\u2665\u2665\u2665ing tedious now to get around that limit. Instead of having these massive farms that gave you lots and lots of money, that had a bunch of different crops, making it look diverse, I cant do that now. It's stupid to do that as I don't make enough money if I do. Now it's just all peppers. It's ALL PEPPERS. Just a big square of peppers that looks boring and I cant do anything else because I actually want to survive the nights coming ahead. Same thing with buildings. The most stupid decision I have ever seen in a game devloment, was shoving the turrets and buildings into the same limit. Now if I want to build a wall around my RV and farm? I have to make a \u2665\u2665\u2665\u2665\u2665 little 5x10 square, because otherwise I wont have enough turrets to last me through the level. It makes it INCREDIBLY boring, as you have no way to express yourself in your farms like you used to. Same thing with the buildings, you cant make a farm now, something stupid or pretty or cool, you have to conform and make it the most ugly and profitable thing you can, because if you don't, you wont survive the level.

The gameplay is fun, and I remember playing the crap out of it for the two levels the game offers. It offered a solid 10-15 hours in those two levels, and most of it had content, it was filled with making these farms, getting new guns, making these little turret piles and then helping those turrets kill the increasing amount of zombies through the nights. The zombies were varied too, with a whole BUNCH of types of them. There were the normal zombies, midget zombies, zombified animales, skeletons, there were the spitters, the giants, the boss colossus, and all on the first level. The second level that takes place in the city actually has a HUGE amount of zombies that are different from the forest level, now theres gang members in cars, and flying zombies, and SWAT Zombies with shields. It was a genuinely cool game before the developer needlessely limited it with the excuse of "Making it more playable for lower end machines." The game isn't demanding either way, I mean LOOK AT IT. Why the hell did you need to make the limit so low, if that's truly the case, and if you really wanted to be like a true game devloper, why not make it an option, a customization to help anyone with lower end PC's, like, give us options instead of forcing all of us to deal with an update that basically ruins your game.

Also he hasn't updated it in quite some time, I think the last update was the one that basically ruined it. He promised a new level, and it never came. I even talked about it in the forums, and thats when he gave me the bargain basement excuse of "It was for lower tier PC players." I genuinely don't think the update was needed for that. I feel it was one of the most stupid 'additions' to a game I've every seen. It ruins a game that I thought was genuinely good, and I would've reccommended to hell and back, but now, it's not worth it. The dev isn't working on it, and when he actually did, he managed to \u2665\u2665\u2665\u2665 it so hard he ruined it. Don't buy this. At least until the dev decides to come back and fix the things he's done, which I honestly don't think will ever happen.. This game is by no means terrible. I didn't encounter any bugs and the game worked as intended all the way through.

The reason I don't recommend this game is because I didn't find anything in it that I found in any way exceptional. None of the mechanics are well fleshed out or taken advantage of - the game just felt bland and basic, lacking depth or replayability.
Its most interesting aspect by far are the puzzles. A difficulty curve is present and some of the later puzzles are even somewhat interesting and challenging. But even then, I would much rather have played just the puzzles themselves without the action \/ platforming parts.

Personally I felt that the story and atmosphere was weak. The game seems to be inspired by Portal, but it falls woefully short of its charm, intrigue, or wit. This might be a cynical view though, and I can see someone enjoying the plot just fine.
This is, however, the first game released by Wolfray Entertainment, and I do see potential there. I look forward to more games by these developers.

If you don't have any issues with the points I listed and are looking for a short little challenge, then please: Go ahead, play this game, and support the developers. It's fine. But being a platformer, puzzle game, and puzzle platformer veteran, I felt underwhelmed by the experience.. 9999999999999999999999999999999999999999999999999999999999999999999
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Love this new Legendary Lord. Unique upgrades that can alter as you play, allow for a shifting gamestyle in your campaign.
Also, that glorious beard..... + the graphics are actually quite nice
+ very good looking letter achievements
- sounds are annoying, inconsistent volume in menu and game
- barely any UI, there's not even health or ammo indicators
- no help or tutorial, still have no idea how to change the camera angle like in the video or about weapon stats

Clearly not worth its money. Only go for it if you want those letter achievements for your profile (there are 90% coupons for this).

Alright.

This is yet another point and click adventure I played. And as ever, the inner perfectionist got the better of me and demanded of me to achieve all there is to achieve. So there we are.

Aside from a small glitch that I lost one of my achievements just before I would have completed all, thus having to play the entire game plus extra game a third time, it was plenty of fun. The storyline is not too overloaded, but it also is a very clear line. And you even have a moral choice here. It is nothing as deep and imersive as Mass Effect or similar Triple-A titles, but it does get across a point. At least for me.

The graphics, the music and the atmosphere of the game all harmonize perfectly. To me, "Dracula: Love Kills" is one of the most enjoyable point and click adventures with Hidden Object and Puzzle elements out there. And now, after playing it straight for several hours today, I will fall into bed and pass out to have some well-earned sleep.. Painfully average. Decent graphics and new ideas are squandered with terrible gunplay and design. Decent enough if on a steep sale, otherwise don't bother.. This game brings memories of Raptor: Call of the Shadows...Heh. Blink Rogues it's nice and it has super engaging battles however some parts of the game can be improved upon release.

Disclaimer: I only played single player and here are some things that I think they need some improvments
1) Art
The backgrounds(lands) are way too realistic in compare with the ships and the enemies. In my opinion they are from a different movie.

2) Mechanics and Gameplay

I like the split screen thing and the fact that you can telport to the other player screen. But I think the main mechanic is underused. I didn't had many moments throughout the game where I need to use it as my screen was pack with enemies and you don't have time to teleport to the other screen as you are too focus on your part. Think on more ways how to use this mechanic in the game
(eg. Go and fight more bosses where you need teleport\/ some enemies that are harder to kill can also teleport\/ more respiro moments on your side)

Visually differentiate more the bullets which gives you much more damage. If for example you are stuck between two bullets you cannot take a decision from which bullet you want to take a hit in order to take less damage.

The same enemy changes it's movement behaviour too soon in the game. And the problem is that you cannot indentify a pattern for it. Since it's a fast paced game the human brain it's able to quickly take some decision and plan the next moves based on some patterns. The problem is that the game becomse too chaotic so you need to find a right balance between chaotic and becoming too boring.

In single player mode I don't feel a sense of progress at all. I should be rewarded somehow when I start the next mission . Eg better ship \/ better weapons etc.

That powerup (double damage) it's a bit confusing how it's currently design. You don't understand very well when it's no longer on or off. Maybe emphasis it more with visual effects.

PS: I would like to play this with a mouse :). I first saw this game as a demo at an indie showcase. It instantly grabbed my attention, and now that I've had a chance to play it more, I continue to be impressed. The dev team did a great job bringing their vision to life.. I enjoy this game. It lived up to the potential of the first game, Princess Remedy in a World of Hurt, and it was worth the wait. I highly recommend this game. You get to date characters in the game and they help you with power-ups, special attacks, etc.. Unfortunately, no matter how much i love this game i have to say i do not recommend it to anyone that is looking to start a new mmorpg.
It is F2P, but heavily P2W. you need at least 40-50$ per month to compete
Endless grinding with horrible exp rates. Imagine you have to kill 3000-5000 the same mob to gain 1 level

Publisher so far is ignoring all suggestions from players in the forums, following the same strategy as previous publishers. Which is to milk as much money as they can, and fast enough before closing down servers.

Many players spent huge money multiple times.. having their hard work thrown in the bin, as servers sooner or later are closing down. Mission accomplished for publishers though...

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