

---

## Ancient Planet Tower Defense Download 100mb



Download ->>> <http://bit.ly/2NH0EVb>

### About This Game

The stronghold of an ancient civilization has been invaded by hordes of alien raiders. Use powerful technologies of the Ancient and repel the attack of the enemy's armies!

#### Features:

- Classic Tower Defense (TD) for those who are fond of good old games;
  - Building towers in any free area on the field;
  - 40 unique levels;
- Plenty of diverse enemies with their own features;
- The game offers upgrading towers, as well as everything else. New improvements allow selecting exceptional strategies for each level. Even the base can be upgraded!
- Improvements can be reset and distributed at will, it is free and you get all your emeralds back;
  - The storyline is based on recollections of the veterans of intergalactic wars;
  - Our artist visited the ancient planet himself in order to recreate its image in the game;
    - Character voices sound identical to real ones;
  - The game was developed upon the order of the High Council of the Intelligent Civilizations of the Galaxy;
- There should have been one more feature here, but it failed censorship, so we replaced it with an advert: "Galactic energy drink "Improviser" with a rocket fuel extract will reduce fatigue and shorten your life by a couple of years. "Improviser" – for a vibrant and fast life!"

We love strategies, we did our best to create the game, and it turned out quite decent.

If you like it, do not forget to rate and leave a review; if you do not, you can blame us in comments, we accept any criticism.

---

If things are bad and some help is needed, you can contact the technical support.

---

Title: Ancient Planet Tower Defense

Genre: Casual, Indie, Strategy

Developer:

Moonlight Mouse

Publisher:

Moonlight Mouse

Release Date: 3 Feb, 2015

b4d347fde0

English,Russian,Simplified Chinese,French,German,Turkish,Korean,Japanese,Traditional Chinese,Ukrainian,Polish,Italian



PRESS START BUTTON

Now, first goes the shrimp, scallops and vegetables...  
You can't have any of this without this bright red crustacea — — 📄

**NECO-ARC**  
Crescent-Moon Style

- True Progenitor Beam  
↓ + (A, B, C)
- Electromagnetic Secret Nekoeste  
Z + (A, B, C)
- Cat Returns from Hell R  
↓ + (A, B, C)
- Neko Packet : 2008  
Σ + (A, B, C)
- Down of the Cat  
↶ + C

**WHITE LEN**  
Crescent-Moon Style

- Fleur Freezer Couleur  
↓ + (A, B, C)
- Swan Lake  
Z + (A, B, C)
- Snow Ballet  
↶ + (A, B, C)
- Neige Plan  
Σ + (A, B, C)
- Transience  
↶ + C

**WHITE LEN**



[ WHAT EMOTION DOES THE IMAGE  
MOST MAKE YOU FEEL? ]



HOPE

SORROW

---

ancient planet tower defense hacked. ancient planet tower defense android. ancient planet tower defense game. ancient planet tower defense. ancient planet tower defense mod. ancient planet tower defence 1.0.23. ancient planet tower defense wiki. ancient planet tower defense mod apk. ancient planet tower defense steam. ancient planet tower defense apk. ancient planet tower defense download. ancient planet tower defense online

Can't recommend it right now. I'm on level...8 or 9 out of 35, and it gotten so difficult that I can't finish the level after many attempts, and I refuse to go back and replay old levels to get more gems for upgrades. I'm not exactly sure what the difficult scales with but after upgrading a lot of towers in the upgrade section, I'm having a hard time even beating old early levels to gain more gems. I'm not down for a grind. Sorry game, you lost me. Very sad too because there were a couple of inovative mechanics. Maybe I'll pick you back up down the line, hopefully the devs will have tweaked the difficulty stuff.. Ancient Planet is a good tower defence game. The artwork is nice and the Hamalian enemies you face are funny. Although the levels look quite simple and lack variety, they are reasonably well balanced. In order to progress, you must often reset your upgrades and try spending them a different way. It is a game where you must win all the levels with maximum points to earn the upgrades you will need later. It is challenging, but not quite as much as some other tower defence games.. Basic Tower Defense game...mostly. Very challenging at times and super grindy just to advance. But its not a bad game. I actually had determination to finish the game and really tried to upgrade everything and get all achievements. and for me, that must mean something, because i do not ever do that for any game. But, i gave up right when i seen the finish line. Got all but 1 achievement and only need a few more towers to upgrade, but i just couldn't bear grinding anymore levels that i have completely mastered.

The worse part of the game is that there is no endgame, no hidden levels, no special something something for the winner, ect. So after grinding every single level and trying to stock up on gems just to get some mediocer upgrade boosts, you just want to give up. I say this is good for the first 15 hours at most then it loses everything it had.

But not all is lost, i still recommend this game to anyone who has interest ind Tower Defense Games. I think if the Devs take one more shot at a good Patch or update to fix some of the unbalance issues with monsters vs. upgrades, ect and adds some type of endgame, this would be a really good game. Maybe a sequel is in the works and they will pay a little attention to detail and fix these issues (small issues, but annoying after some time)

Buy if on sale if you are unsure. Challenging and well made. Nice uncomplicated tower defense. ^\_^ The game is missing some obvious features like keybinds and graphical options. It's very plainly a flash game running in a window. And with something like 6 or so towers to choose from, a lot of similar, grindy gameplay.

Last, this game turns off your fast forward speed at the beginning of every wave. I found that to be quite annoying.. Title:

Ancient Planet

Genre: Casual, Indie, Strategy

Developer: Moonlight Mouse

Publisher: MGA MEGAAPPS LIMITED

Release Date: 3rd February, 2015

TL;DR, Verdict

Fun tower defense game. Nice price, recommended if you don't mind grinding.

At one point it will become really difficult that is the reason you will need to grind for upgrades.

Pros

Simple and well executed

Satisfying to play and complete the missions/get achievements

Enough variation to keep you engaged

Cons

Don't play with sound on if you're playing for a while

Have to do a lot of grinding to progress to end game content/get everything

Gameplay

---

A simplistic tower defense game where you focus on shooting stupid aliens as they follow a path with the various defenses you can build around it. You have to choose whether to gain resources or defenses, like Plants Versus Zombies, and without knowing anything about the game and where it originated from, it feels like the kind of game you would play on your iPad. The invading alien army (armies) have the kind of derpy humour you would hope to see in creatures that will totally bypass your defense despite the horrific casualties and insist on going down a single path to your base.

It's entertaining and a nice little game for the casual gamer, with bite sized humour in-between the defense missions. If you like games such as Plants Versus Zombies, you'll like this.

Once you have your defenses built up, you have the option to speed up the game as well, which is a nice feature for those who feel they've maxed out ... or want more of a challenge. You can upgrade weapons with the gems you collect after each mission.

Once you've built your resource generators on specified areas of the map, the types of defenses you have are:

Block walls which will be attacked. Green gem things that are slow but strong, and quite long ranged/have a good field of coverage. Turrets that go pew pew. Stronger turrets that go pew pew pew. Blue floaty ice balls that slow the enemies. Zappy pew pew things. Mines that go boom when they walk over them. After a bit you'll start picking and choosing the defenses you build with the resources you have and the type of enemies you face, and needing to destroy structures that inhibit building your own.

It's really well done and ingenious for the simple mechanics it has, and as someone who enjoys this style of game, I like it. The sounds however can get a little annoying so you will likely find yourself muting the game and enjoying the visual impact better. I'm also not so sure about the grinding, I don't mind doing this, but I don't think I would want to play this game long enough to do some serious levelling. So for me, this game is not worth the amount of time put into it, but for those who like the dedication and result that comes from grinding, this is a nice pick for them.. A competent but undistinguished tower defense game. If you really like tower defense and want to try one, here you go. It does not do anything particularly new or interesting, but it is a standard tower defense game that you can probably get cheaply.. Very fun Tower Defense title with some unique design elements, which is cool in a sea of games that are all trying to be Kingdom Rush :p Fairly standard fare here, but you have some branching upgrade style tower diversity, plenty of things to upgrade with the gems you get from winning levels, and the gameplay contains a good mix of challenge and macro time. There's a slight base building and path blocking element, which I do think will expand further (right now I'm getting resources with buildings in certain places, and able to place barriers and mines on the path). I'll update more when I've played more but this is a solid recommendation from me if you're a fan of the Tower Defense genre.

Update 1: I'm really enjoying the challenge of this game. Though I do wish that you'd start every level with 1 gold to remove the unfortunately luck-based first opportunity to begin having steady harvester income. Because of that, you can have either a strong or a really weak start, and (with no doubt non-optimal tower arrangement, I admit) you might be screwed by the RNG - or at least feel that way. However I think this is a good TD title with a lot to love about it, don't be turned off by that unless you have a very low threshold for frustration - you usually get a coin pretty soon and can get up and running just fine. You may notice it when you do not is all.. The game looks decent and is fun to play. While it starts very easy the difficulty rises up to the point that you get completely stuck and cannot continue. The difficulty of the later levels can only be overcome by grinding skill points and the only way to do that is repeating earlier levels again and again and again.

The successful completion of a level earns you gems (skill points). If you fail to win you get nothing and winning a level you already played before gives you far less gems than the first time.

The game has many positive aspects that all become irrelevant because of the endless grinding it forces you to.



---

Good tower defense game. It can be challenging at times, like it should be. Bought during the steam summer sale. 8/10. One of the best and most challenge balanced TD game out there. This game requires a lot of strategy and each level is very well thought out.

This is up there with Kindom Rush and iBomber defense. Robot medics are broken, If stacked they are essentially invincible. Certain levels do not provide a valid way of progression without grinding for more gems.

All in all not a bad TD, could use some polishing.. The game is a nice tower defense using only 4 types of towers. The graphics are well done. The game however suffers from two major design flaws:

1- The gold coins needed to build the factories are given randomly. And you need the money given by the factories to build the towers. So, if you don't receive any by killing the first few monsters, the level becomes very hard to solve.

2- Upgrading the towers is done by paying gems... which you get only by successfully completing levels. So, if you can't finish a level because your towers are too weak, you have to go back and redo a previous level, which is annoying.

This could be a very nice tower defense if these design flaws are fixed. More careful playtesting and balancing of the difficulty level would be required, so one does not have to systematically redo previous levels.. A solid, traditional tower defense game. This is a complete game (no horrible micro-transactions), and it is well made. Fans of the genre will enjoy the game.. I really enjoy tower defense games. This one is quite nice. Good graphics, decent upgrade platform BUT the difficulty past the 3rd map is absurd. I was enjoying this game until this point. been spending way too many hours grinding points to upgrade for them to make no difference. This would have been an recommended but the difficulty is way unbalanced. That and watching gameplay online shows the browser version was WAY easier. Upgrades were cheaper, could put down three mines and gems were more generous at the end of the mission. Had they not changed this aspect, this game would have been a 10/10. Pretty nice TD game with good atmospheric graphics and music, decent amount of maps (35) and enemies, and more or less balanced one. By "balanced" i mean, for example, it's one of the few games where enemy armor, means anything. There is tower/base/spells improvement system, which isn't bad either, throughout whole game you'll never have all improvements (unless you'll play tens of hours more than needed), so you'll have to put some thought into improving stuff. Now about bad part - game doesn't have any top scores, so there is not much point in trying your hardest on every map, but if you not planning on recompleting every map, it shouldn't matter. Next thing - amount of towers. There are only 8 of those, and 4 are possible improvements of 2 starting ones (altho each of 8 towers has an improvement tree). But let's be fair here, in many TD games even when you have 30 towers you can use same 2-3 to win everything anyway.

So, in short - don't expect anything specifically great from this game, but it's nice TD to keep you in for 10-20h.. This is a little gem hidden amongst the general chaff of inexpensive games on Steam these days.

The presentation is beautiful. I really like the art style and funny little comic strips between levels.

There are 40 levels in total, which given the price is very good. I've just completed the first set of levels, so the choice of towers is fairly basic so far. The game is pretty linear in its approach to tower defence, but I feel like it's well polished.

I'll definitely be playing more but really felt the need to leave a review before I forget, as I hope this gets more traffic!. i would recommend to anyone that likes tower defence games as you can speed up or slow down the game play and when you go up levels it gets harder to play and that is what i like in a game ( NOT TO EASY )

---

[Sol Survivor key serial number](#)  
[1bitHeart Original Soundtrack cracked](#)  
[16 Planes:Return Download\] \[Crack Serial Key](#)  
[Babycar Driver Free Download \[portable\]](#)  
[Night in the Woods - Soundtrack Vol. II Ativador download](#)  
[Rocksmith - The Temptations - My Girl download by utorrent](#)  
[Children of a Dead Earth download for PS4](#)  
[Aporia: Beyond The Valley activation crack](#)  
[Ergastulum \[addons\]](#)  
[Ninja Activation Code \[Ativador\]](#)