
Zombie Wars: Invasion Ativador Download [hacked]



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About This Game

If you like tower defense games , this game is for you ! A game is classic addictive tower defense / defense TD, style game and a lot of features.

You can build towers, you can use abilities(bombs and soldiers) and you can use hero !

20 Over unique zombies in all levels ! Fight on beautifully and detailed designed islands.

Command your army and kill the zombies. You can save the world. You need to stop the invasion !

Zombie Wars: Invasion Features

- Epic zombie wars
- Epic defense battles that will hook you for hours!
- Fully cartoony graphics for children and normal ages
- Modern towers and weaponry
- 20+ Unique Zombies
- Each zombie has a special ability. (Sample: Big Zombie: Much health, Fast Zombie: Fast Speed
- Total 24 fantastic and beautiful levels and maps
- Total 6 Towers (Minigun,Laser,Sniper,Firegun,Icegun,Electro Tower)
- All towers you can upgrade 1 - 5 Level
- Hero system

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- Tower defense game system
 - You can command ground soldier
 - Very interesting,meaning and beautiful main map (Please look detailed)
 - Fantastic Zombie game
 - Trading cards,achievements and badges avalaiable.

If you have a problem, please contact us:

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Title: Zombie Wars: Invasion
Genre: Casual, Indie, Strategy
Developer:
DNZY Games
Publisher:
DNZY Games
Release Date: 14 Jan, 2016

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Minimum:

OS: Windows XP Service Pack 3

Processor: Dual Core CPU

Memory: 1 GB RAM

Graphics: OpenGL 3.0 compliant with 512MB of video RAM.

Storage: 210 MB available space

English







If you like Tower Defense games then you are going to like this too. But don't expect too much.. A tower defence game made by Dnzy Games who are still working on their website at the moment. They have made two games thus far and this seems to be their first to pc.

I'm not much a tower defence gamer as this is the second one I've ever played, the first being '300 dwarves', but there was much more on offer here than that one.

The objective is simple, your job is to stop a number of cartoon zombie waves from making their way to the exit point by strategically placing various defence towers around the grid and upgrade them as necessary. Certain towers are powerful against certain zombies and on the flip side some zombies are quite invincible against certain towers. While some are easy to work out, some levels are quite hard and will take some trial and error to work out a strategy.

For instance Cannon towers are powerful against flying zombies, but useless against everything else. Electric towers are great against poisonous spiders. Freezing towers slows everything coming through and doubling that tower with a flame tower can really chew through the health points of your enemies. Sniper towers are great against mummy waves etc.

There are 20 levels all up, with two difficulty levels normal/hard, both requiring you to get through them. The first 5 levels can be blitzed with a simple 2 tower combo, but from level 6 onwards things start to get much harder requiring a whole assortment of defence. The hard difficulty while it contains exactly the same amount of waves as the normal, it changes by giving you less money to work with and on some levels it tries to ban you from using some towers at all, usually the towers you need the most.

The assortment of enemies start from your normal zombies, flying zombies, poisonous spiders that kill soldiers quickly, mummies with a tank of health, some zombies that regenerate health, some zombies that explode into smaller versions of itself, zombies that can heal other zombies, zombies that seem to have super speed and just rush past everything and one or two more types as well.

A lot of the time your tower defences will not be enough against the onslaught, so the developers have given a few more things at your disposal to help you. You have a transportable soldier with limited health, a small collection of landmines which can be placed as a booby trap and a small bomb which can be dropped from the air and helps take out a small amount of enemies. All these tools replenish on a timer. You also have three more weapons, but these cost money and do not replenish once used. Dynamite, a freeze bomb, and a satellite laser. The most helpful is the dynamite and I would often spam the last level for money so that I could buy heaps of dynamite, this way I could go for a three star rating on each level.

There are a few complaints by other gamers regarding its difficulty especially in regards to levels that have a large amount of mummies in them as they are very difficult to attend to due to their outrageous amount of hp. However there seems to be a few bugs with this game which I was able to use to my advantage and I'll share them with you now.

- 1) Before actually starting a level, since the landmines replenish on a timer, you can actually lay a whole map full of landmines before you even begin.
- 2) As stated before some levels dictate certain towers can't be used. There is a way around this. Spend your money that you're allocated at the start so that your bank is lower than the price of the tower you really want. For instance a Fire tower is 120 gold coins, so you want to make sure your bank is under that. Then click on any vacant spot and click on the fire tower option. As your other towers begin to make money by killing zombies eventually you will have 120 gold coins and because you already have that option ticked with your mouse icon it will now allow you to put that tower on the spot chosen even in a level that dictates you can't have that tower. If you want two of those towers just repeat the above trick.
- 3) Spam the last level on the normal difficulty, you will get 480 gold coins. Buy dynamite!

There is little to no story with this game other than you simply have to stop the waves from getting through and there is no proper ending to this game either. There are quite a few achievements but they all seem pretty lack lustre and I would much preferred if the achievements got a gamer to try various things. For example...

'Win a level with only 1 tower'

'Win the first 5 levels with only 2 towers'

'Use sniper towers only on a level'

'Have 1,000 gold coins at the end of a level'

But alas the only achievements are get level 5 on this tower, get three stars on all levels, complete all levels etc. which let\u2019s face it most people are going to do all those things anyway. Still if you\u2019re after something different and you like tower defence games, I can actually highly recommend this one, it should at least keep you entertained for quite a few hours.

. Tap to continue. NOTE: The following information has nothing to do with my review of this game but was discovered after I reviewed (and refunded) this game. Evidently, this game is a complete clone of his game launched on Steam in July of 2015 called "Island Defense" just different mobs, same maps, tower options, special abilities and all! What a pathetic way to try and scam a few extra dollars off the same exact game, SMH. Here's the link to Island Defense:

<http://store.steampowered.com/app/375850/>

[Huge resource hog of your computers CPU and RAM for such a simple game.. Ugh.](#)

<https://www.youtube.com/watch?v=z7imPI3inNA>

[Nothing special about this game. This game seems to try and set the absolute minimum expectations for even the most basic of tower defense games, and seems to try and suck any success it might get from the "Plants Vs Zombies" cutey-pie looking zombie graphics.](#)

[I know that the price point is low, but as I state in my video review, why buy "Hamburger Flavored chips" or "Hamburger-Flavored Ramen noodles" when what you really want is a real and nice, hot juicy hamburger?](#)

[This game is the "Ramen Noodles" of all the much better, much better looking, and much deeper tower defense games. My opinion is to save your money and put it towards any of the million and three much better tower defense games already out there.](#)

[My Score is a 46% \(Value: 15 out of 40; Fun: 8 out of 30; Controls & Bugs: 18 our of 20; Graphics and Sound: 5 out of 10\). nice game :3. The mummies have no weaknesses so despite trying over, and over, and over again there is a level I cannot get past and it is irritating. Not to mention my obsession with beating that level put me over my 2 hours so now I cannot get a refund. I read this game is an exact copy of another with no new concepts \(unless you classify the mummy as a new concept, an awful one\). I would not recommend this to anyone, especially not until they fix the mummy.... PLEASE FIX THE MUMMY!. Fix the \u2665\u2665\u2665\u2665ing mummies!!!!!!!!!!!!!! They have no weaknesses - -](#)

[0 \u2264 10 \(for the moment\). Decent TD for the price, it can be surprisingly difficult with all the resistances zombies have to certain towers.](#)

[I enjoy the idea of having a hero to help with the waves, they did a fine job of making him not overpowered and doing his job of delaying enemies so towers can shoot them.](#)

[He can be annoying to select often however, I wish this was something that was fixed. Sometimes it doesn't matter if your clicking all over him, the trick is to click slightly below his boots \(unless a mine is there\).](#)

Honestly I tried to give this game a go and usually I don't try to hate on games but this one somehow managed to take the cake for me.

I enjoyed the first few levels but once they started mass swarming the mummy zombies which literally there is no strategy for I just simply gave up as it got to infuriating no matter what I tried.

Wouldn't recommend you'll just spend hours raging at the screen attempting a level over again and again and even after beating it still won't feel satisfied.. When I received this game as an extra in a bundle, I had low hopes for it. After several months, I was just going through my Steam account just to play a game that I have never tried and at best, a 'meh experience, when I saw this game. I really wasn't expecting much but just a short timewaster.

While it is true that this game was quickly thrown out and hasn't had so much as a new idea, it isn't bad though. I think the game could have used a playtester or two and a few little things will get on you like how you are defending an iceberg and how you are fighting to get to the army base and not to exit one but the game isn't half bad.

I did beat the game to a 100% achievement base and even knowing how all the levels get pretty monotonous, I would suggest playing this game when you get it in a bundle that you bought for something else though. I did enjoy the game for an hour or two so I guess I could recommend it.

...it just could have been soooooo much better with a little more love and work put into making it with little things being added or tried like more than just one flyer or a bigger selection of zombies to attack with a more diverse set of towers to use.

But as I am asked at the bottom...do I recommend this game and with that, I say "Yes, but only if it is in a bundle or on sale".. Horrible TD game.

"Pay to Win" model without "Pay" option.

Unless you spend hours and hours winning easy levels to buy "bombs", higher level are almost impossible to win because of mummies.

Unfortunately, I'm over two hours.... You should not buy this game even if the price is cheap. You will regret it.

The game balance is totally broken as a tower defence game. There are few choking points to make towers effective. Zombies in this game shoot, without any reason.. funny game for people that play 4 fun. Initially fun game - but quickly becomes frustrating. Specifically the mummies.

You can upgrade towers but to use the upgrades - you have to spend lots of coin that due to the high cost of upgrades and low money from killing zombies is very difficult.

This game almost seems like it was a freemium type on a phone where you get hooked and then get to a point where the only way to get further is to spend money on upgrades just to get further.

It also should be tested a bit more. Moving the main character sometimes takes several attempts to move him.

No video options to configure viewable area - so when you go to use a special ability - the entire screen moves down - (can't see the top) - and if you were going to activate an ability at a target at the top - you have to reposition the screen.

The positive reviews on this game are either from the developers or friends of the developers or those who haven't played this game a bit.. This looked like it was my kinda game. Sadly my hopes crumbled as it quickly become frustrating, Everything was going -fine- up until you get to the mummies. They completely ruin the game. Please fix them, they are way too strong & too hard to kill. To the point where the game becomes a chore. I've hardly wanted to pick it up to just TRY again. As the game is now, I would say stay away until the mummies are toned down. For a tower defense game, this one is super dull and annoying.. When you play this game it feels like that you get money for playing this piece of shalalala bamba.

There is nothing more to say.. can\u0131 s\u0131k\u0131lan ve e\u011flence ar\u0131yan varsa bence bu oyun \u00e7ok g\u00fczel ki stratejilere saatler harcayabilirsiniz. How this is getting positive reviews is beyond me. The game is buggy as hell. It shows things you can't buy as buyable, it let's you bug out and buy several things anyhow, even when you cannot afford them, there is no information on what monsters are in the next wave, some upgrades actually downgrade the towers....I could go on and on.

This is a very bad game that requires a pretty major patch to make it a good value, even at \$2.24.

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