
Hex Defense Ativador Download [Xforce Keygen]



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About This Game



Engage in combat defending your base in this immersive tabletop world.

Setup your defenses, manage and modify them according to the situation.

There are 6 different **biomes** to defend, 9 **turrets** to access, 17 **upgrades** to be made, and 13 available **enemies** at the moment, including soldiers, tanks, militarized vehicles and mechs!



Currently we have six different biomes in game.

Each biome has its own custom natural formations.

All of them are randomly generated with nature and height variations making each gameplay experience unique in its own way.

Unlocking biomes is pretty simple, achieving a certain score will unlock the next available biome.



So far we have nine available defensive turrets, all of them upgradeable in game

The player can place his defenses in every available hexagon tile in the gameboard. After planning a strategy based on the enemy spawning locations, it's up to him to decide how to engage with the enemy. Each new wave will open up a new portal for enemies to spawn, the player can then reposition and upgrade his towers as required.



Soldiers, militarized vehicles tanks and mechs are available.

Enemies will spawn in specific locations in the edges of the board, each game they will choose a starting spawn location. Each new wave will create a new portal for the enemies to spawn from, making the paths and base harder to defend.

See how long can you survive!

Title: Hex Defense
Genre: Action, Casual, Simulation, Strategy
Developer:
Patagoniart
Publisher:
Patagoniart
Release Date: 15 Feb, 2019

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Minimum:

OS: Windows 7

Processor: Intel i5

Memory: 4 GB RAM

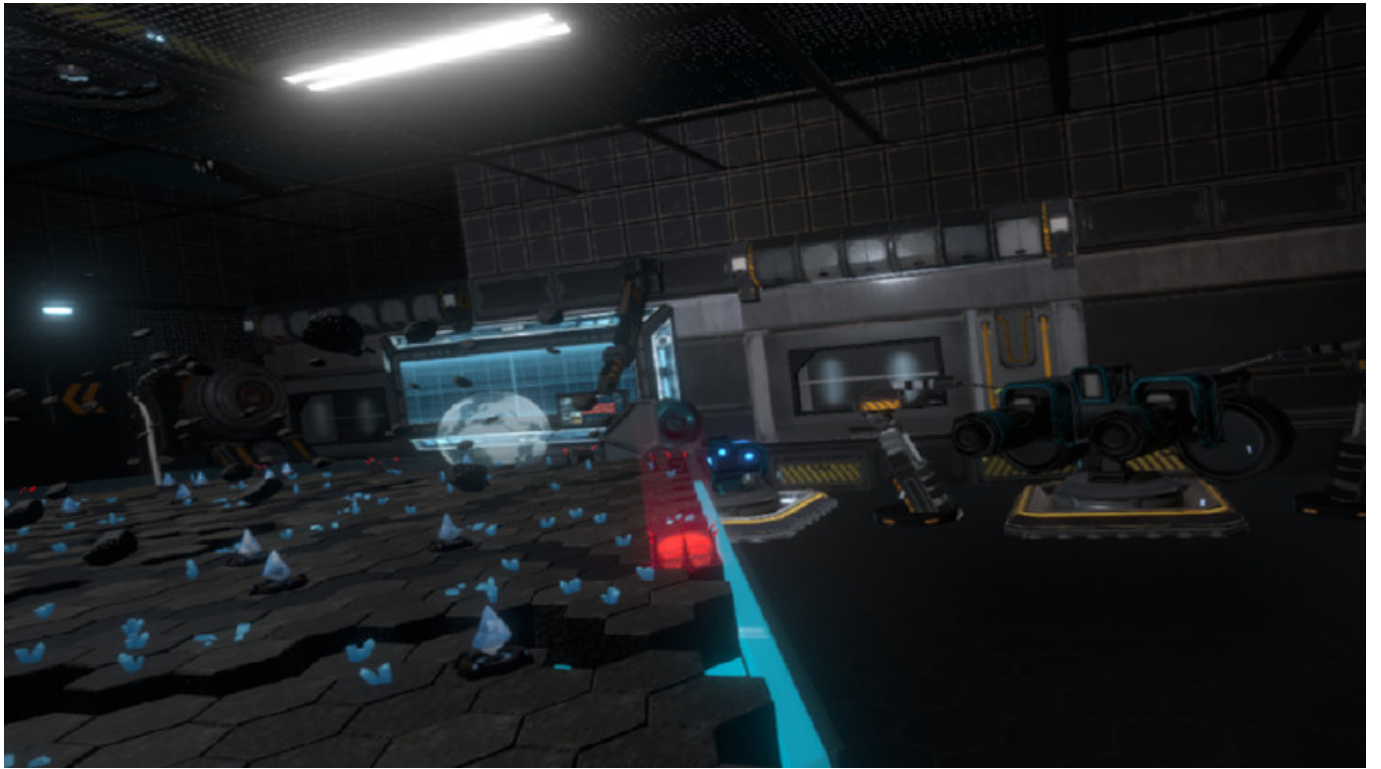
Graphics: GTX 970, AMD 290, or equivalent

DirectX: Version 11

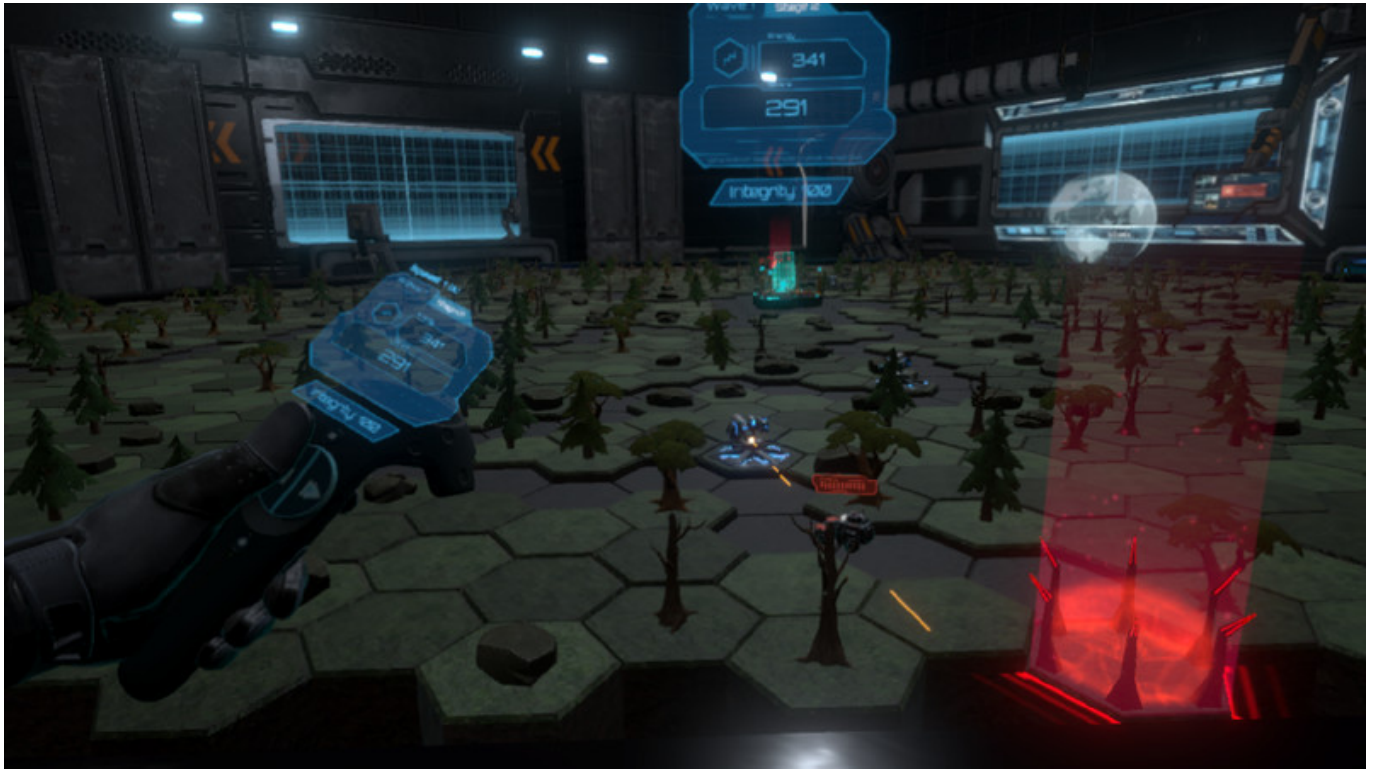
Storage: 2 GB available space

Sound Card: Rec Req Soundcard for VR mode

English







The most damning thing I can say about this game is that it would be a better tower defense game if it wasn't a VR game. With a top down view and a mouse controller, this would be a mediocre tower defense game. Maybe not worth the price tag, but ok.

It doesn't manage to make good use of the controllers and the tower menu has a nasty habit of timing out before you've managed to pick one. And more often than not, it would register me as having clicked the wrong hex or wrong tower anyway. Teleportation movement is a really bad match for a top down command game where I need to be within arms reach of a specific hex within the next 3 sec to shore up my defenses. Especially when the point I teleport to is determined by an arch that continues under the table, outside of where I can see. And the drag movement is very little help when I'd need to drag myself along a 5 meter distance.

Speaking of the board, it's too big to be practical. I can't easily see what's going on on the opposite side of it, and there are no auditory cues or any other assistance in figuring out what is going on. Tower defense relies on maintaining an overview of the situation, and a massive 5 meter table isn't helpful in doing so. I have no control over what's happening on the other side (or behind me when I'm standing in the board).

If you absolutely need to use an expensive VR head sets to play tower defense games, you don't have a lot of options. But if you are just looking for a good VR game or for a good tower defense game, you may want to look elsewhere.

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