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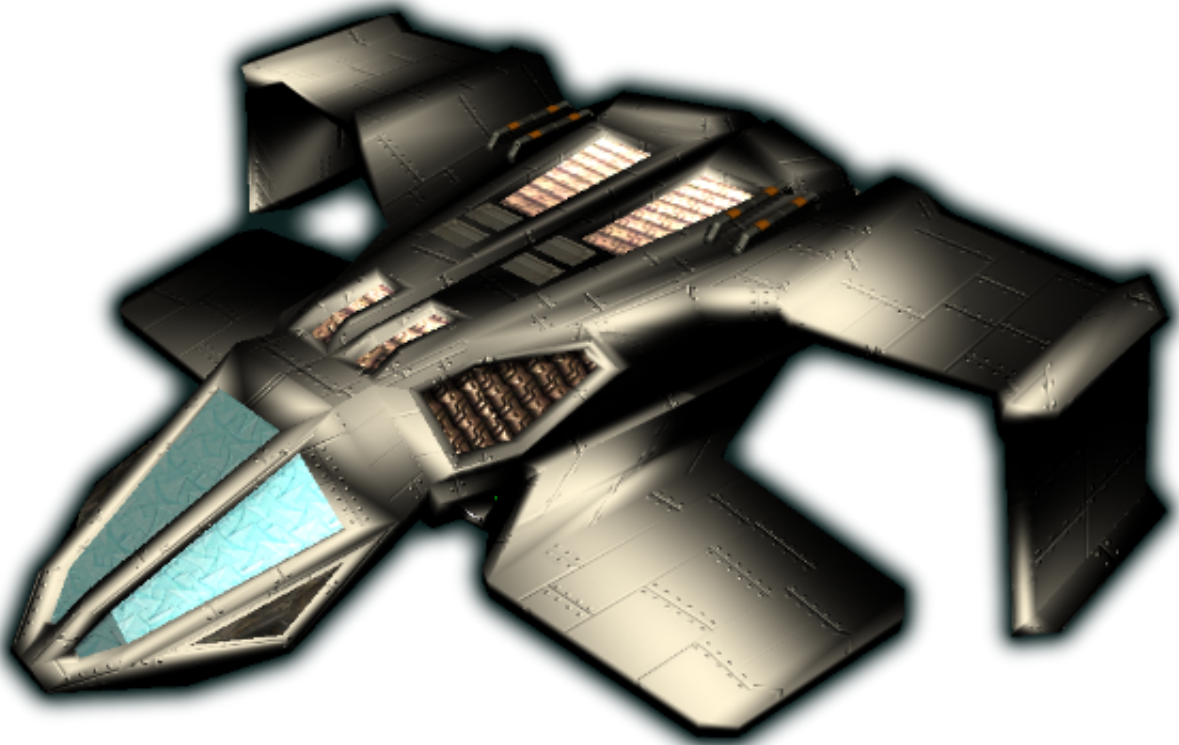
About This Game

Tower defense is not! Tower Attack! Turret Attacking Platform.
Build towers on a rolling ship, improve them, strengthen, build factories, extract resources, Swing skills, earn reputation.
You will have 70 types of turrets, 70 skills, 8 active abilities, 5 types of ships.

Try a more advanced version of tower defense.

Do tasks and earn reputation

Experience can be spent on skills

Title: T.A.P.
Genre: Action, Casual, Strategy
Developer:
Anti-Ded GameDev
Publisher:
Anti-Ded GameDev
Release Date: 31 Jan, 2019

 a09c17d780

Minimum:

OS: Windows 7, 8, 10 64x

Processor: Intel or AMD Dual Core 2.0 Ghz+

Memory: 3072 MB RAM

Graphics: Radeon 4650 or NVidiia 210
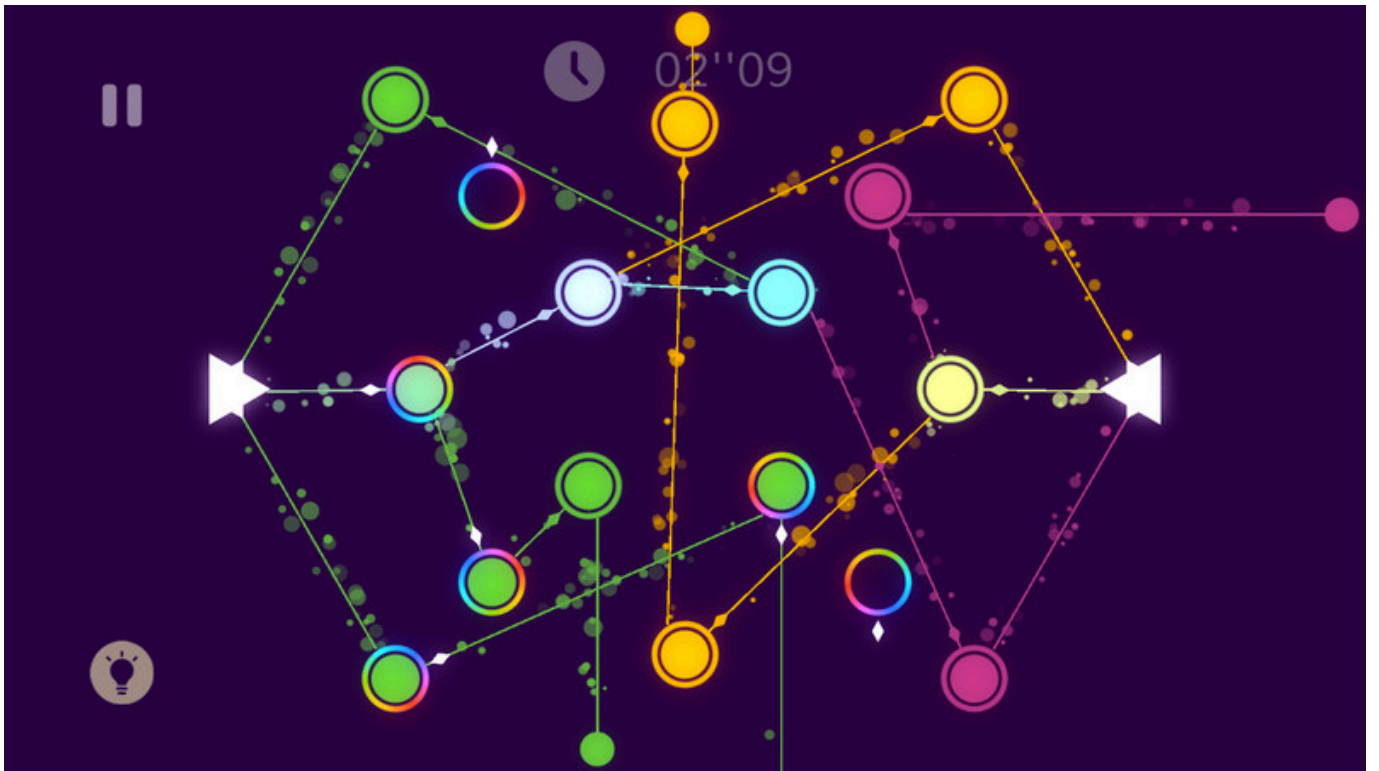
DirectX: Version 9.0

Storage: 4 GB available space

Sound Card: Integrated

English,French,German,Russian

god follow up on part 1. Hell of an interesting game -- give it a try!. Nice Game for $2.99 But has a lot of BUGS
  NOT RECOMENDED. This is a fun song to play on Bass. You should play it on Bass.. Simply dead game, not worth of money
any kind.. It's a great game!
But please, add online multiplayer mode!
Thanks in advance!. Needs more people, but its really fun actually. I saw the mixed reviews and wasn't sure, but it is free, so
give it a try at least. Short and easy HOG with 3 trading card drops and 8 achievements obtainable in one playthrough which
took me about two and a half hours without any hints or help.
The puzzles are fairly easy as are the HO scenes, even though some objects are tiny and hard to spot and the item hitboxes are a
little off sometimes.
There are two difficulty settings which determine how long hints take to recharge and whether interactive zones sparkle; hints
can also be switched off entirely.
Storywise you get the typical evil-entity-abduction-plot, but except for cutscenes in the beginning and end it isn't really enforced
anyway. There is a stationary map but no fast travel, which is a little annoying but bearable as the game has several
chapters\/areas that are closed off taskwise. Graphics are pretty standard dark-abandoned-place-style, not as beautifully drawn
as in some other HOGs, but look nice enough.
The German translation is surprisingly good, as is the logic of item use compared to some other HOGs.
Contrary to some other reviews I did not encounter any bugs and the game worked fine.

tl;dr: very short, pretty easy, works fine.. One of the best Highscore chasing games that exist!

- Awesome Music
- Juicy Visuals
- Tight Controls
- Addictive Gameplay
- DRUGS

This game is a little shiny Pill in my Steam Library.. and you should get it too!

Please don't lewd your daughters.

And please expand on this. You guys have made a good game but it can be expanded further into something great. I suggest adding more base ingredients for daughter combinations and a mode where the goal is to raise a perfect homunculi as a daughter.. so i've been playing this pice of a\u2665\u2665\u2665\u2665\u2665\u2665game for over a 5 months now and i still got no 6 or even 5 grade crit souls if you like getting buttfu0ked then this game is for you. Not Bad At All.. Based on my experience, when a HOG comes out from Gogii Games, we are to expect either a real treat, close in standard to Artifex Mundi, or a complete waste of time that would make you pull your hair out with frustration. For *Voodoo Whisperer: Curse of a Legend, I sincerely cannot decide what to say. It is neither of our expected choices. There are good things and bad things to say about this game, but they kinda even each other out at the end.*

The curtain opens up to 1930s New Orleans, Louisiana. After witnessing a s\u00e9ance between a Voodoo priestess named Marie Leveau and her young apprentice Lillian, it takes a brief moment for us to understand what's going on. It seems that Marie Leveau and many other residents of New Orleans fell victim to a curse, and all hope rests on Lillian's frail shoulders to solve the mystery, save residents and confront the responsible villain. So, as an apprentice Voodoo practitioner, Lillian ventures out to do all that is expected from her.

The setting and background artwork are really interesting. Anecdotes specific to New Orleans are scattered all around and Haitian Voodoo culture is a great pick to make a HOG game out of. Character animations, on the other hand, are little more than illustrated blocks, moving as broken puppets would do. There is no lip movement to match voice recording at all. Characters just stay around to look surprised and mysterious while a mediocre voice acting follows during cinematics. Game menu can only be reached from the map, and the map itself is rather unnecessary since it only shows acts of the game, rather than usable places in an act.

There is little to no puzzle sequences: 2-3 matching games, a pipe game and 2 rotation games. There is no challenge to neither of them. That's about it. HOG scenes are pretty imbalanced too - 12 or so obvious items and 3 impossible even in a million years items - , with a favoritism for British vocabulary, rather than American. There is no cookie jar, yet there is a biscuit box. So be warned. One adventure element that I've come to like is Lillian's Grimoire: we collect recipes for spells and voodoo dolls that we have to gather items for, and combine them to cast a spell to progress. The Grimoire also contains some lore about Haitian Loa spirits like Maman Brigitte, Shango, Ogoun and Legba... and it all comes to an end within 2 hours. That's it.

One fair warning: the ending is no ending at all. The game stops at a bad cliffhanger and declares "to be continued". Sadly, there has never been a sequel, and the development team parted its ways with Gogii Games. So there is little to no hope for Lillian's story to continue. There are tons of unanswered questions and irrelevant sub stories that get away without closure. As a side note, one whole act of the game is completely cut out in this version - The Hotel. The game progresses right down to the Bank after the Bar, and leaves already frustrating storyline with more holes. If you'd prefer the complete version, go to Big Fish Games to give this game a try.

These are all common perils to HOG genre, I know. But it seems I've become picky after playing Artifex Mundi games. Considering the story has huge continuation problems and the Steam version is missing a whole part of the game, I'll end up giving this game a downvote when I think of many elaborately developed HOGs with complete stories out there. Maybe I'll update my review in the future... come to think of it, maybe not.

Please also check out Lady Storyteller's Curator page [here - follow for regular updates on reviews for other games!. Tetrobot & Co is the most fun i've had playing a puzzle game in a long time. Morusque's soundtrack is great and manages the challenge all puzzle games face, which is to produce tracks that are enjoyable to listen to on a loop, and avoid being tedious or formless. The puzzles themselves are challenging and require some thought but never rely on obtuse jumps in logic, and game mechanics are introduced gradually and with some fun.](#)

[As for the gameplay itself, you pilot psychobot, a nano-sized repair bot, through damaged tetrobots in order to restore the larger robots to working order. Piloting is achieved through pointing & clicking where you'd like psychobot to fly to. Psychobot can vacuum up blocks of varying sorts in direct line of sight, and fire them as projectiles along the same path (subject to any environmental hazards that might intercept a block). Blocks themselves are subject to gravity, and stick to like blocks, and it's through these mechanisms that many of the puzzles are crafted.. Very Very interesting game, every new game i discover something new I can do, from my little play time i have im having fun, sleep was the reason i had to stop :\/.](#)

Alpha 1.1.9 Changes:
Alpha 1.1.9 is now available. This is a minor patch to fix bugs and address a few performance issues. Any feedback, bug reports, etc. can be posted in the discussion boards.

Alpha 1.1.9 Changes. **Now, compatible with linux system**:
Now, compatible with linux system

And...

- Some improvements on start page
- New markers for the green team
- Some new details in the game
- The "PRESS START" page was removed. **Little Surprise**:
As already announced in the last patch. Today you can find the little surprise ingame.

We wish you a merry christmas!

Greetz DigitalWolfByte. **Creativerse FAQ**:
Welcome to our Steam Forums, Creativerse fans!

We'd like to make this thread a hub for useful information and guides, as well as a space to answer some of the most common questions we're seeing from our players.

Rules and guidelines for participating on the forums. **Lunar New Year Steam SALE 2019 continue! Discounts on games up to 90%!**:

Lunar New Year Steam Sale 2019 continue! With great deals across the Steam catalog.

You can also purchase our games with very good discounts!

Therefore, we have prepared for you a list of our games that can be bought with a good discount!

List of our games with a good discount:. **Huge update***:*
Hey guys!

We are keep working on Varenje to make it better! Reading your emails and messages and listening to your suggestions.

So here are few things we added in this update:

- *Fixed issue with saves*

- *Fixed issue with in-game menu*

- *Fixed issue with freezing*

- *Radio mini-game remastered*

- *Cutscenes subtitles timing changed*

- *Added new animations and visual effects*

- *Last achievement meta game changed(a little :))*

If you have any issues or suggestions don't hesistate to contact us!

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