

## Base Raid Download Laptop



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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 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.

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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

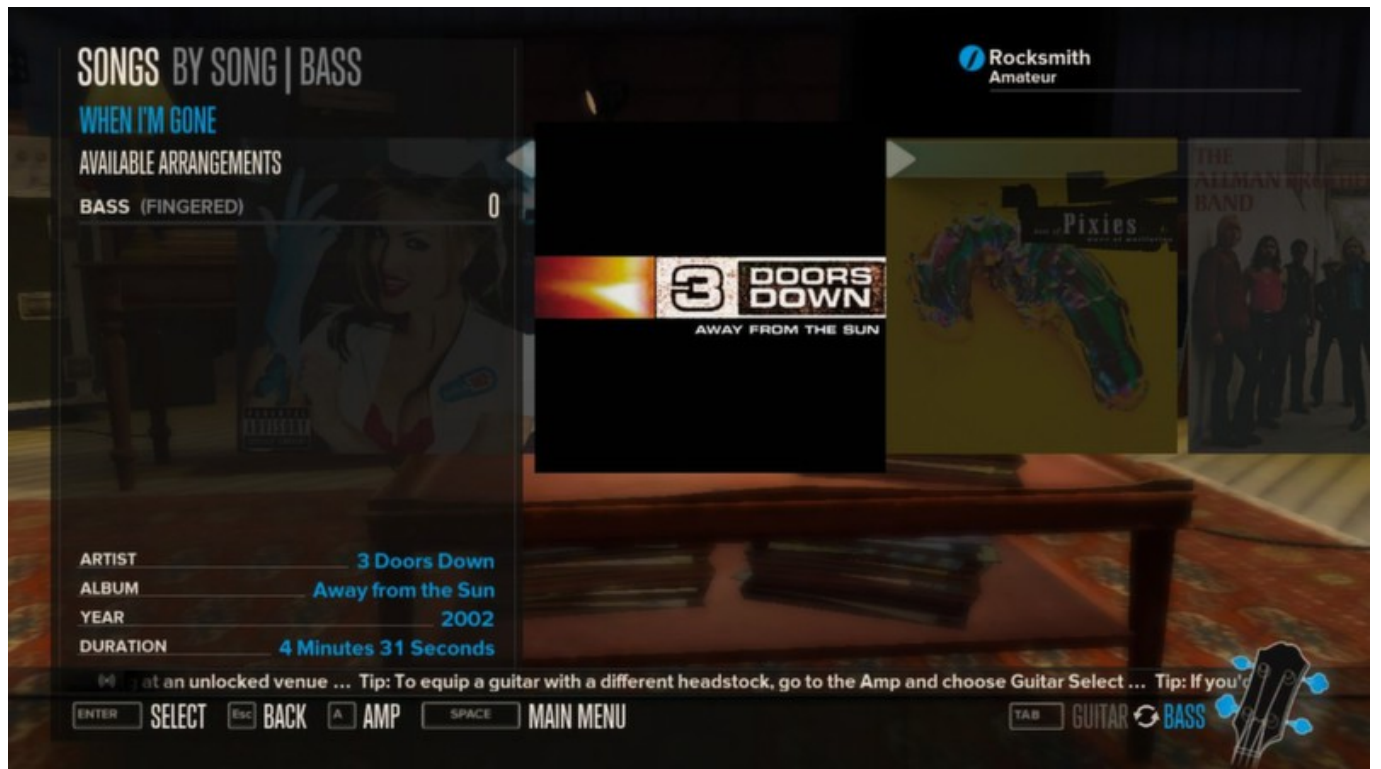
**DirectX:** Version 9.0c

**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







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I've been waiting for this game since the demo was released a long time ago, I followed the development on a monthly basis since and have been keeping tabs on where this game would be going. Fast forward to a month ago and you can imagine that I was happy to hear the game would be released. A little disgruntled that it would be under early access, but at least there was a game to play.

So now that its out how does it hold up? pretty well to be short. In more detail the game is about a soilder who deserts his army that he was raised in and ends up fighting against them to protect civilians. In the plot you meet different party members who will fight with you and you will have sets of quests for each area you are in.

Now the gameplay is split up into clear sections, which go from small subquests to fighting sections. The subquests are usually collecting items for people, and picking up flavour text, but these are important because they lead into you getting morale, which is this games equivalent to MP, so try to complete them all. The fighting sections are longer than your typical RPG style fight and require a bit more item management. This isn't the type of game where you can stockpile items until the end and never use some, from fight 1, you will be using healing items and damage dealing items. This system makes fighting tense and it makes you thankful when the next quest section is coming in so you have some breathing time and a bit of development of your characters.

Overall the game has some issues, its fairly on rails, with the only real freedom you have being whether you want to do the quests or not, but it isnt a bad thing. The game wouldnt feel right if you had all the freedom in the world, and the game works well with what it has. The writing is solid in my opinion, though its hard to say for sure if it will maintain its solid level in future since the only thing released right now is Chapter one. I only faced one bug, and thanks to some smart saving from myself it only took me back a few seconds, so its harly worth mentioning. Overall I think that this game is great and I can;t wait to see how it develops in future. The whole game with almost all quests done, reading all text was about 4/5 hours, but I feel compeled enough to replay it, and there will be more released in future, so I think the cost is justified and that the game is worth it.. Seems good, but I've got the install folder error despite not having opted in any betas, and I cant find anyone to ask about it.

EDIT: A developer responded and fixed the issue for me, I was probably too harsh anyway. The review has been changed to positive.. Energy Balance takes a fine math puzzle and wraps it in some of the most pathetic graphics and in-game dialog ever created. It's as if the designers actually sat in a room and said, "How can we make this even dumber? Cool, let's do that!" In addition, it has a really limited set of puzzles, and doesn't take very long to complete. A rather disappointing affair.. Toggle controls and pull on hooks to get squares and circles home.

A pretty great follow up to the first SiNKR game, took about twice as long to complete (About 4 hours of active play.) Levels get tricky (With the one strange exception of Level 80, which despite being near the end is trivial.), but the levels also allow some interesting flexibility in how you can solve them.

All round solid puzzler at a low price, I recommend it.

[I also have to give credit to any minimal indie puzzle game that includes windowed mode, basic controls,etc something that is often frustratingly lacking from many of these games.]. The game should always be played with the uncensor patch, the patch adds game functionality:

<https://mizgirl\u2665\u2665\u2665\u2665/r18data.zip>

Note: Another reviewer says he could not switch off the moaning, this can be done now.

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[I recommend using a speed clicker:](#)

<https://fabi.me/en/tools/speed-autoclicker/>. Next gen Risk of Rain  
10/10. I love this game <3



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"I kinda like this game.". In the previous game, you saved Laura from the Sandman, and helped her learn to use her dream powers. Laura needs your help again, but this time it's to save her husband, whose mind has been invaded by the Sandman in hopes of making Tim his apprentice.

This sequel falls far short of its predecessor. First off, I spent about 7 hours in the first game, and just over 3 in this one. It's significantly shorter, with less areas to explore, and the areas are also smaller. The puzzles are there, but there isn't really any grading in their difficulty. They start hard and stay hard, with a couple overly simple exceptions. There's some hidden item events, one or two per each area.

The graphics have improved, but the lip sync is still horrid. The voice acting varies (Sandman is stilted and awkward, Laura is decent, Tim varies by scene).

I enjoyed the first game, and I do like the story, but they kind of dropped the ball on this one. There's not really any progression in plot between the first game and this one, however. It's more like an extended bonus to the first game.. in my opinion this is,one of the best steam locomotives, second only to the union pacific FEF-3.It Is a no brainer to buy this engine,as it has features never seen before in train simulator, and trust me, it's worth every penny of \$20.00. Get it cheap. It was not the worst game I've played but marred by too many mistakes.

ARGH! So frustrating! These HO games need a proof reader!

I kept getting clues for things that didn't match which objects I needed.

Spanner is a wrench is always fine but when is a Trumpet a L-bend pipe? Darts > dartboard key > monkey wrench etc.

The worst was when it happened twice in a row: A key that is actually a spanner and a spanner that's actually a key!

On the plus side, I did learn some new words like ampule and petard.

To make it even worse, clicks would often not register on HO scenes. At least there was no penalties....

There were a lot of the usual annoyances that you have to put up with in these kind of games:

HO scenes appearing out of nowhere - but at least they're located on the map

Having items in the scene\location but not the ones the game wants you to have.

Having to use an item once sometimes but multiple when the game chooses.

Non-specific or slightly incorrect clues (bow > violin bow, cog not a gear) etc.

The story actually intrigued me but it was handled poorly. It had the potential to be a decent (albeit cliché) horror story.. This game looks great and I want to play but.... When I go to purchase a car it says it's locked? I clicked on the 86 which is first in list and it wouldn't let me buy it what's up with that? This game looks great and the fact that it's been worked on for such a long time by so few people proves your dedication so props to you for that. I'm really disappointed that I can't even buy a car. I know it's in early access and all but I'm upset because I seem to be the only person who has had this issue. I would really appreciate an update on this by the devs or if anyone knows if I'm doing something wrong? Do I have to verify my account? Another question - the achievement page mentions a 280zx but you can't get one so far as I have seen does it unlock over the course of the career or is it not added yet?. BEST WORMS EVA LOLOLOLOLOLOLOL. It's a pretty cool concept.



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