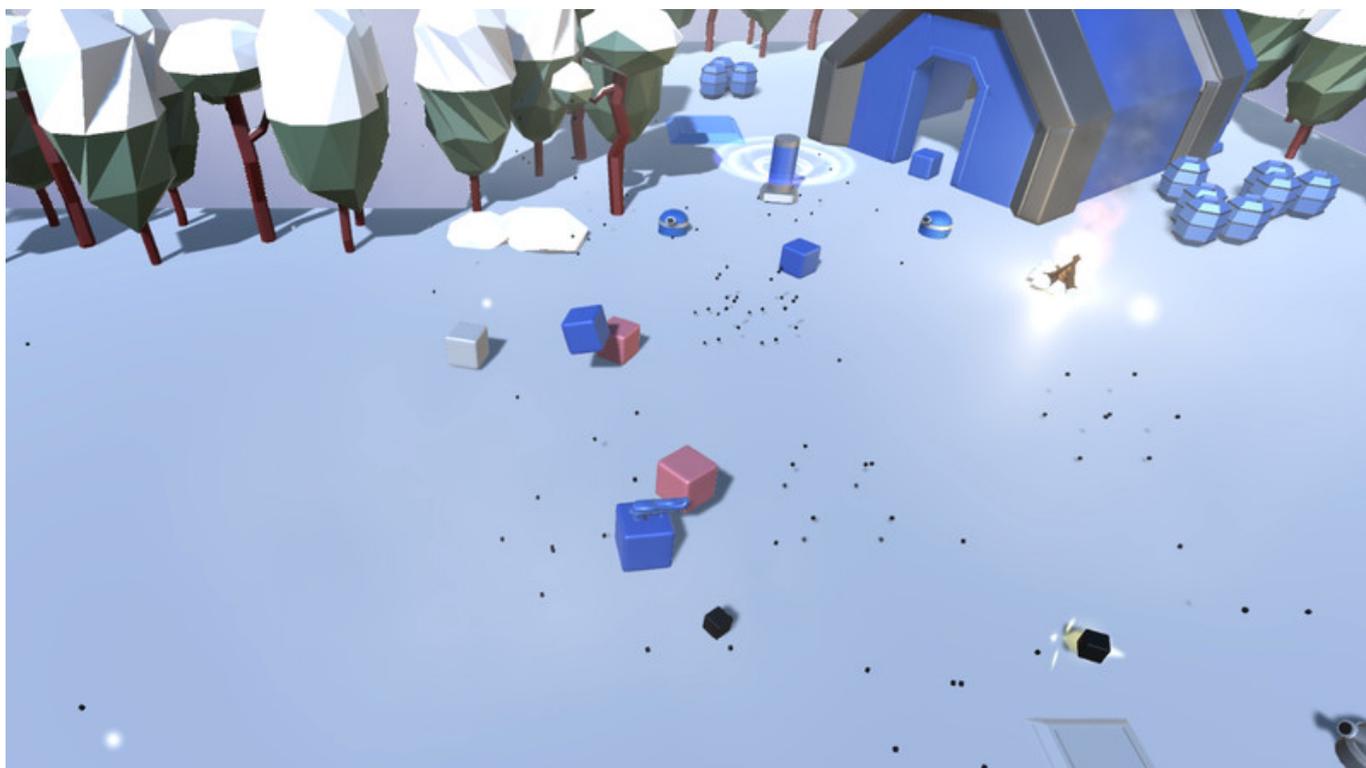

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About This Content

The battles haven't stopped raging in the kingdom! Invisible Threat contains three new episodes for true tower defense fans. We've spent more time on balancing the levels for Steam players. We've also added new enemies to diversify the game. You'll need to use new tactics to beat them!

Key Features

- **Three new episodes**

Wasteland – orcs have hidden amongst sharp and dangerous cliffs.

Fiery Plateau – destroy all the enemies on a burning plateau.

Mystic Valley – defend yourself against mystical creatures in an enchanted forest.



• **Four new units**, each with its own unique abilities.
Skeleton, Necromancer, Fire Elemental, Nature Elemental.



• **Four new achievements**. Unique quests made specially for the new episodes. Challenge yourself with exciting trials!



• The DLC also contains 150 free crystals for store upgrades. You can spend them however you like, since you don't need them to complete the game.

Please leave your comments and suggestions for improving the game and the genre!

Title: Royal Defense - Invisible Threat

Genre: Casual, Indie, Strategy

Developer:

Good Games, Creobit

Publisher:

8Floor

Release Date: 4 Dec, 2014

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Minimum:

OS: Windows XP SP3

Processor: 1500 MHz

Memory: 512 MB RAM

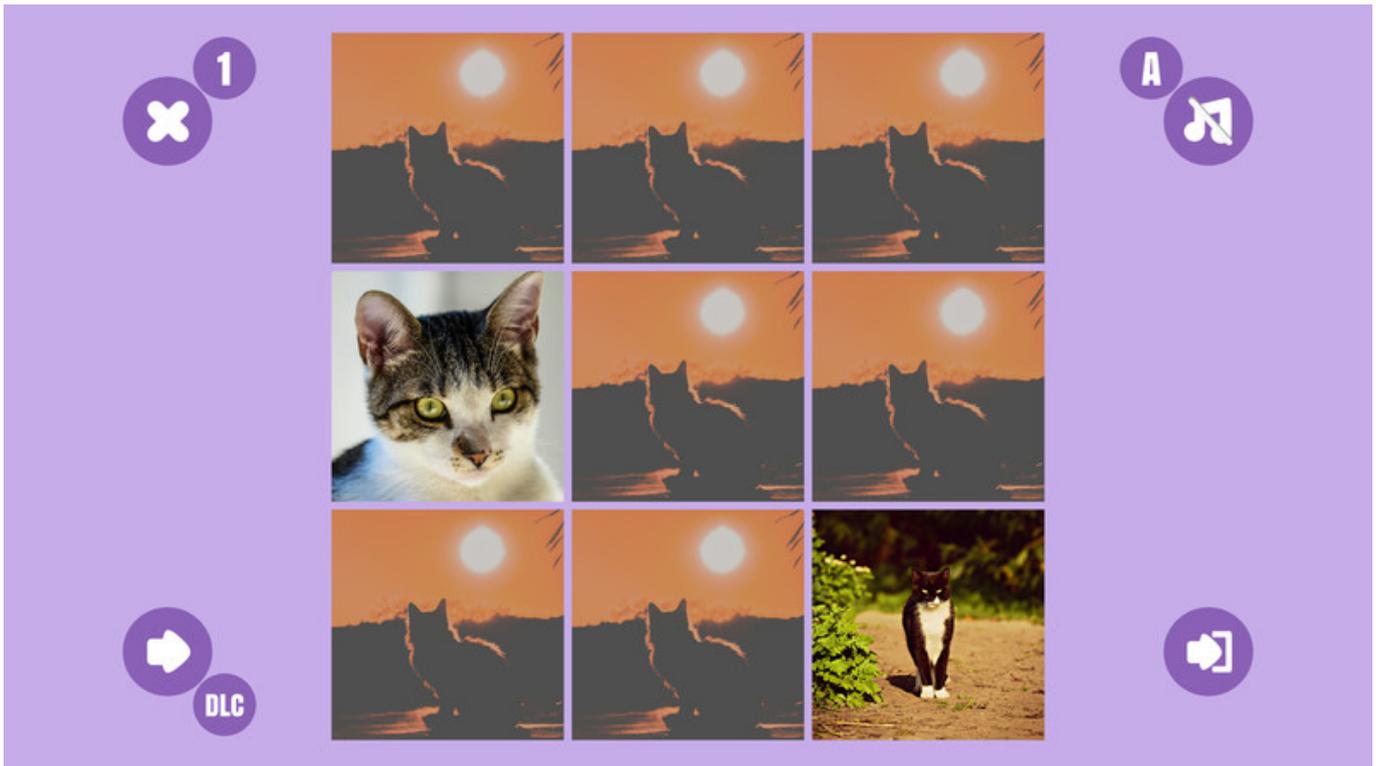
Graphics: OpenGL 3.0 compliant with 1.0GB of video RAM

DirectX: Version 9.0

Storage: 75 MB available space

English,Italian,German,Dutch,Russian







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Endless Fun*

Great Game to play when you're bored, I love to challenge friends to who can get the highest score. Overall its a nice casual game to play when you want to have some fun.. very good game. Different take on maze games.

A little slow paced, but relaxing.. Overall, pretty and pretty depressing.

Walking sim, collecting the picture pieces is too much of a chore for the achievement because it's too dark with low contrast so exploring is tedious, the environment too samey. The voice acting is good but the script is poor. The puzzles are a chore, you can walk past many of them and I most certainly did.

I hate to beat on an indie game that's clearly had some effort put in but it's a relief to finish the game rather than feeling like any kind of accomplishment.. A.B.A S2

Great Game. Absolutley amazing game. I really like the deep story and UI plus the design. The game has really deep story. I like it a lot.. Papers, Please: The Less Stressful Edition.

When it comes to it's theme, this game tackles similar topic as Papers, Please, the topic of social issues in a socialist state-like setting. It's even similarly short - according to Steam, it took me just 99 minutes, or a bit more than just an hour and a half, for a single playthrough, although there are multiple endings, depending on your in-game choices, just like in Papers, Please. The two even have similar art style.

While they tackle similar topics, the way they tackle them is different. While in Papers, Please the main character is working in border immigration control, the main character in this game is the boss of a local newspapers who decides which topics will be covered in those newspapers and in what way. This game also drops Papers, Please' time limit in it's "levels" and the mechanic where the main characters needs to take care of his family's well-being. These two differences result in a much more relaxed gameplay, where the player doesn't need to worry about his or her performance that much.

About the endings: it appears that each part of the country (though it actually appears to be a city in this game) receives it's own "ending", which one exactly indirectly depending on which news the player decides to cover and in what way. At the end, all these "separate" "endings" are then combined into a single ending, which reminds me of Long Live the Queen, another game that appears to pull off something similar.

All in all, I think this game deserves a solid 8/10. It's not a GOTY, but it's not bad either.

Point and click absurdity.. pretty fun but could use a manual or some tutorial docs. it is only related to programming because you have to read/reverse engineer some existing code to figure out what to do so dont think you are going to create code because this isn't the game for that. this is good for kids and beginners or those of us who like a bit of a puzzle challenge because thats what this is. recommended for those who like puzzles.. this was free to play?

. I downloaded this game for the Mac today. The gameplay and everything is splendid However there are a lot of technical issues that seriously needs to be fixed ASAP! for instance, I can't switch windows while playing this game. I always have to go to settings and turn windowed mode on and reduce resolution in order to switch windows. But most importantly, the game does not let me watch the cutscenes and videos because apparently, it says that I need to "install the codecs In order to watch the videos". Im so mad that I wasted \$15 purchasing a game where I cant even watch the cutscenes and videos.. IN SOVIET RUSSIA WE ALWAYS PLAY SAMOLIOTIK AND DRINK VODKA
MY BEAR LIKE IT VERY MUCH
I LIKE WEAR USHANKA AND KILL HITLER EVERY DAY
IT'S TIME TO PRAY STALIN

10 VODKA/10 VODKA. People are divided on this game in many ways - I personally think it's great. If there's anything to be said about this game, it's that it doesn't lack creativity in the slightest. If you've never played it, pick it up, it will keep you guessing until the end.

I've played this even before it was on Steam, and when Serious Sam 3 came out, I liked it, and even though it was considered better than this one (and everyone pretended to have forgotten SS2 - even Croteam), I feel it felt lifeless and paled in comparison to this crazy game.

It's like a fever dream where you get to murder. With friends!. I'm not used to write long reviews, but I guess this great work deserves the effort.

I didn't like too much the first two chapters, so I wasn't going to buy this one. If I did was because of the 73% discount, and I must say it was a great deal.

Anyone can see the graphics are much better just comparing the screenshots, the gameplay was also improved (they took off that annoying inventory and made a better one), animations, STORY... Everything is much better than the first episodes. They really learned something about how to make a point-and-click game.

I'm really enjoying the story, in my opinion it's the most important part in a game like this. First chapters were too simple and a little boring, and the solution for a couple of puzzles was a real nonsense. This game is absolutely different, has a few characters that are GOLD (don't miss Phil the scientist, the little girl or Horn), balanced puzzles (some simpler and a few more complex) and a lot of hints about ARK that the first chapters lacked.

The game looks quite simple in the first scenes, but after the factory it brings a lot of different scenarios and interesting puzzles (I specially liked the murder). I would recommend the game even if you don't buy the first two chapters, this one alone is a great game (in fact, I would recommend not to buy the first chapters).

Of course, it's not perfect, has a few flaws:

- The "previously" video, that plays when you start the game is simply terrible. Long, boring and annoying. I think it's the heritage of the first part. The good news are that things can only go better from here.
- The first screen has too many videos, the hospital has too much talking. After that the game finds the perfect balance, but I feel like these two scenes could be a little better.
- Cardesians voices are soooo annoying! Anyway, these are just a few cons that can't make this game bad. I think this is one of the best adventures I played in the last few years.

Good work, keep it for the 4th chapter!! I don't recommend Death's Hangover. It looked nice, it had good reviews and it was cheap so I bought it. It looks like a game from the early to mid nineties and plays one. You've played one Arkanoid clone, you've played them all. This one isn't much of an exception. The ball "physics" are the same. I was hoping something a bit more modern and realistic, but the ball behaves as obnoxiously as in the older games. The power-ups aren't anything new either. It's mostly the same stuff I've seen in much older game. Death's Hangover does not re-invent or revitalize this genre. It's just more of the same.

The most unique thing about this game is the story/humour, which is dumb and vulgar. I guess it's trying to be ironically bad or silly, but it's just bad.

The worst thing about this Death's Hangover is that the two qualities you need to be succesful is good reflexes and luck. When the ball behaves unexpectedly you have to react to it. At least there is a slow time function which is decent, and something new, but it's still not enough. The luck bit is the most annoying one. Certain levels have undestructible blocks that alternate between being open and closed. You have to be able get the ball through them at the right time, which is all about timing, and no you cannot really direct the ball the way you want. You can try to sort of direct it, but not well enough. Another luck based element is the power-ups. Some levels are really easy with the right power-up, but without it's all about luck. And whether or not you get the power-up is all about luck. I managed to beat one boss in a few seconds because I was able to shoot it in the face without having to rely on the unreliable ball. I don't even know how the boss would have reacted if I had to beat it fair and square.

Anyway, I don't recommend this game. I was hoping to see something new. But if you've always been a fan of Arkanoid/Breakout clones (Batty on C64 is the one I played as a kid), you might like it. For me it just reminded me that I've never been a fan of these games. At least it's very cheap so you won't waste much money if you don't like.. Good old turn based fun, simple yet absorbing.

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