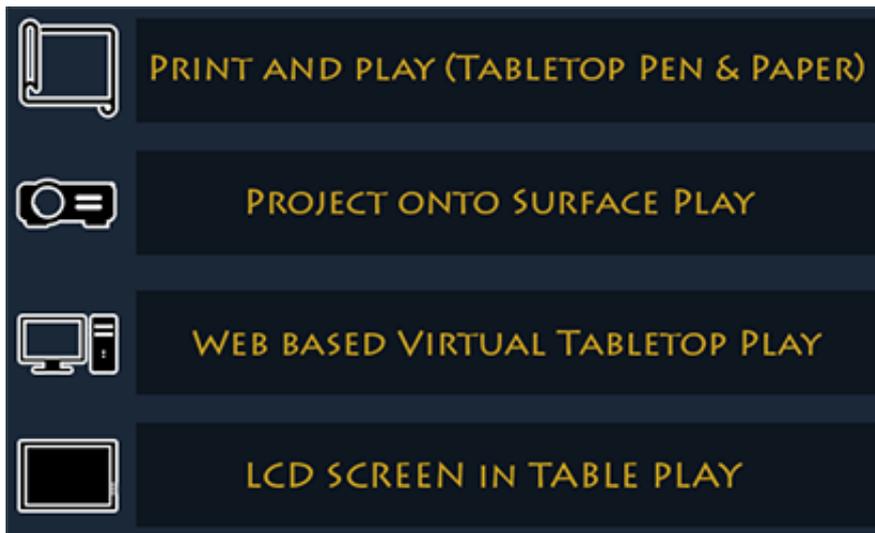Virtual Battlemap Download] [pack]

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About This Software

Build, Export, Play

In Virtual Battlemap you build a 3D battle maps, and then export Print & Web Quality 2D map images to be used in tabletop play or online play. Using the simple but powerful map editor you can build any battle map you want. You can also use the 3D maps with table projectors and Screen in table systems. Works with Fantasy Grounds, Roll20 and many others!

High Print Quality Exports

You can export high resolution Images that can be printed as full battle map posters like the ones you get with many pen and paper gaming rule sets including Dungeons & Dragons and Pathfinder.

Web Quality Exports

You can also export high quality "web friendly" images that can be used in Virtual Tabletops and web based system. Works great with programs like Fantasy Grounds 2, Roll20, MapTool, OpenRPG, Battlegrounds, D20Pro, EpicTable.

Features

- Multiple Dungeon Styles

- Over 700 Dungeon Pieces to build you ultimate dungeon!

- Over 35 DM Markers

- Real Time Lighting (You Control)

- Cool Particle Effects

- Control Scale

- Map Grids (None, Square, Hex)

- Map Sizes (Extra Small, Small, Med, Large, Extra Large Extra Extra Large, Giant, Huge)

** We are still actively patching and adding in customer requests even though we have passed early access!

Title: Virtual Battlemap
Genre: Design & Illustration, Utilities
Developer:
Dragom
Publisher:
Dragom
Release Date: 15 Jul, 2016

 a09c17d780

Minimum:

Requires a 64-bit processor and operating system

OS: Requires a 64-bit processor and operating systemWindows 7 / Windows 8 / Windows 10

Processor: Intel Core i5/i7 or AMD Phenom II x4

Memory: 4 GB RAM

Graphics: ATI Radeon 4870/5770/6770 or Nvidia GeForce GTX 260/460/550 Ti

DirectX: Version 11

Storage: 1 GB available space

Sound Card: None

Additional Notes: Higher quality map exports require more ram.

English

Defend your life is a tower defense game which was inspired by Kingdom Rush.

Pros
- Unique setting. It\u2019s not just a usual fantasy setting which is typical for TD games. You defend the human body from different viruses and bacteria. There aren\u2019t many games in this setting, and this game is definitely the first one of this kind in TD genre.
- Although the game is a clone of Kingdom Rush, it has some new features. Magic tower has been replaced with a support tower. Each base tower can be upgraded into 2 different ones on level 1. Total number of towers is slightly higher than in KR. There are 3 skills instead of two.
- Game is simple to play
- There are game speed settings

http:\/\/steamcommunity.com\/sharedfiles\/filedetails\/?id=888434517

Cons
- Although I found "Human Body" setting interesting, can anyone explain me what does Rocket Launcher do in my stomach? Why do bacteria wear iron helmets? I would advise to use antibiotics and vitamins instead of cannon towers. It would perfectly fit. The game looks like a lazily-done concept. My final impression about this story and setting is totally negative.
- This game was designed as free-to-play game for mobiles. There are consumable items which highly improve your defenses. Devs from KR cut these things when they ported the game to PC. But Alda Games decided to not waste their time and forced players to start the previous levels again and again to get "gems".
- Waves of each mission are short and always the same. It's pretty interesting to watch them during the first 2-3 missions. When you find out that the next levels have almost the same types of waves, you get bored.

The game is not bad. I think newcomers to TD genre would find "Defend your life" attractive. For these people I say wait for 60% discount and try it.
But I can't recommend this game for people like me who like to play innovative and interesting games enjoying every minute of the game.. I feel like this game really tries to be deep or something. I'm actually not quite sure because this piece of garbage ended up just being confusing and nausea-inducing at times. I honestly only tried this game for the easy 100% of achievements, but even those ended up being a hassle. Some of them wouldn't pop and required you to restart the game and retry the whole level in order to properly gain them. Overall the story is garbage, the gameplay is boring, the art style is dull and ugly and the achievements dont even work as intended!? AND! on top of all of that, I spent THREE HOURS TRYING TO 100% THIS GARBAGE! FML!. It may have an ok story, but I dont have the patience to stick with it - the combat mini game system of fighting just makes the progress way too slow. It gets annoying quickly. It looked like it could have been fun, but not with the combat.. Its a tetris with music. Perfect!. Having it hard to control the fangirling moment when I saw a picture Rinka, Miharu, and Mao together (it's not in the game). The game is too short and it's not worth it for it's price. Some sentences are spelled horribly wrong. The sound effects and the graphics are bad there's no music and you can't do almost anything rather than jump ,walk, find keys, open doors, and sometimes you might find a Pistol and a Zombie in a room which are placed there to make the game look better I guess. Every single room is a square withh just corners and there is even untextured walls and floors. The game is fully released though so it would make no sense to do something like that. The death animation is bad the walk animation the jump animation. Everything pretty much.

My opinion is this game is not worth it's price and not worth to buy. I didn't like the game at all.. "I'm just waiting for MCC to come out" said DIO

All I can say is " Was I playing the same game " or are some people easily pleased.there where halls that went nowhere ,boxes flying around,difficulty picking items up and fuzzy graphics just glad It was cheap. it's pretty expensive but kind of wacky, but i'm pretty sure the point is to support the devs enough to keep letting them work on the game, and it's just cosmetic\u2665\u2665\u2665\u2665\u2665\u2665 AND it's not loot boxes, so honestly \u2665\u2665\u2665\u2665 it.. I enjoyed this game very much. Very simple gameplay and extremely deep historical touch. True grand strategy game. Very recommended!. Probably the first time outside of France where the "6ft tall 40 year old white bald man" witness description won't be of much help.

I also have no clue how the hell you can get Ultimate Assassin on this mission, considering that the entire area is hostile to your default suit. You'd have to be some sort of infiltration god to get it.

Oh by the way, remember in Saipienza, how after you killed the two people in a creative way you were forced to destroy the virus in a very rigid way? GUESS WHAT THEY PUT IN THIS MISSION?. it was working for years great , but after the may update it will not load. Cannot see a cursor within the game window....impossible to play. FIXED

Now I have about a hundred questions.....

1. Where do my aircraft come from?
2. Do they fly ONE route or can I get them to service multiple routes?
3. Which routes are the profitable ones?
4. Why am I bothering with this?
....
....
98. A guide \/ manual \/ information would be nice. Any chance?
99. .....
100. Remind me, someone, how do I refund this?. I'm going to recommend this game, but I'm going to caveat it with some big buts. And not the kind that one can not lie about. Villagers is fun, but it's a bit derivative and doesn't offer much in the way of fresh gameplay. Villagers is pretty, but it isn't going to knock your socks off with its beauty (see Planetbase for another, pretty simulation/builder game). Villagers is entertaining, but not deeply engrossing like a truly complex or deeply engaging builder game.

All that being said, I've enjoyed my time with it, bugs and all (see the end of my second video below for seasons and people going a bit.. weird!). If you see this on sale, and love builder games like Banished, the Anno series, or Planetbase - well - consider picking this up. You'll get ten or twenty hours out of it, and then you can move onto something else. As I put it in my vids, this game is good filler when you want to play games but don't want to have to think too much.

In terms of gameplay it's the typical indirect control you expect in base building games: You order trees to be cut down, rocks to be dug up, and buildings built and your minions go about doing it. There's pleasant music to keep you company and some quite nice looking seasonal changes. The main challenges are getting food made, progressing up the tech tree, and keeping your people breeding so there are always fresh adults to work your fields and buildings. Yes - citizens become old and useless if you don't keep them happy and breeding!

Unless you're freeplaying there's an entertaining (if a bit silly) story that you can play through that also doubles as a tutorial. It goes on a bit long for my taste, but there's some fun to be had there. Free playing seems a little limited right now as it looks like only a couple of maps have all the resources you need and you really do need a lot of resources. Although you can trade for resources, that takes away stuff you will want to build with and can leave you waiting around for, literally, trees to grow if you are resource short. That can be a bit tiresome.

To summarize: This is a fun builder that with a couple of patches and a good price you should pick up if you're a big fan of the genre. It isn't a game you're going to be dreaming about and plotting about while you're at work or school, but it is fun if you accept these limitations and treat it for what it is - a good distraction and a bit of a chuckle.

Below are two videos I made showing off the freeplay mode. They should give you a good sense of the scope of the game and the general style of play.

https://www.youtube.com/watch?v=aTSwf4M3mpo

https://www.youtube.com/watch?v=mEU9EdgNVLY. If the official description of "artsy, philosophical indie game" doesn't drive you off, then you might like this. You play as a video game character who has died and faces permanent annihiliation. You can't avoid this, but you can work toward coming to terms with it.

Although this game has its weaknesses mechanically, I've found it to be one that's stayed with me.. VERY solid TD game.. Game has some potential. Not a lot of content at the moment and you will mostly be playing against AI since no one really has the game, but it is still dumb fun. Couldn't play for very long because just the motion of being on a horse made me sick. Only VR game to do this to me so far so I don't get sick easily but this game did it for me somehow. Probably not a problem for everyone though. Game is definitely worth a shot though for sure.

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