
Duke Of Defense Download Windows 7 Free



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About This Game



Discover a world brimming with humor, interesting characters, and adventure. Interact with overly observant villagers and egotistical wizards. You'll find yourself in a role more significant than a knight could ever dream of!



Any true hero can call upon trusty companions in their time of need. New strategies can be explored and singular pronouns laughed at when you bring along a friend! Play through the entire game alone or with a friend, the choice is yours.



Play online with friends anywhere in the world using Parsec!

Gameplay



Get ready for a tower defense game that takes an uncommon approach to player interaction. Slash goblins with your sword, roll through waves of enemies, and build towers as fast as you can. Collect coins from fallen foes, but be careful not to get hurt when maneuvering through the action!

Use nine powerful towers to build a strong defense, each tower more unique than the last. Upgrade your character as you advance through the story with a plethora of game-enhancing abilities. Anything unlocked in your skill tree will also apply in co-op mode, so everybody benefits! Unique towers, exciting abilities, and planned future game modes ensures you'll be back for more.

The Soundtrack



The whole experience is wrapped up in an unbelievable composition that contains everything from sweat inducing chiptunes to comedic ambience.

Regular Updates



We're aiming to push new updates when possible which will include new content, balance changes, and even player requested features.

Care will be taken to keep save files intact!

Most importantly, we will be deeply involved in the community and constantly listening to your feedback. Interact with us here on the Steam community hub!

Title: Duke of Defense
Genre: Casual, Strategy
Developer:
Christopher Anselmo, Sebastian Nigro
Publisher:
Hitcents
Release Date: 4 Apr, 2019

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English







Pretty fun game! Had some levels where I had to restart because I just couldn't figure out how to beat them. Took me around 5-6 hours to finish it. I'd like for it to have more levels though, probably a random map generator. Hope this gets an expansion soon!. Fun tower defense game that includes some hack and slash components. The skill trees allow for some variation that is nice. Ran into some bugs so far but the developer has been very responsive. Worth while on sale for someone that like the tower defense genre.. Pretty fun game! Had some levels where I had to restart because I just couldn't figure out how to beat them. Took me around 5-6 hours to finish it. I'd like for it to have more levels though, probably a random map generator. Hope this gets an expansion soon!. BUY BUY BUY!!!!!!

Only 1 hour into the game, playing co-op with my daughter but I felt compelled to write a review. Can't remember having so much fun in co-op mode for a very long time. Lots of yelling and screaming at each other as the pressure builds. The art and sounds really suit the style of game, and the game has lots of variety of towers and enemies without being overwhelming. Simple, compelling game play and so much fun.

I particularly love how you are constantly caught between deciding to building towers, upgrade existing towers or do some hack and slash. The time management aspect really builds tension.

I love finding these indie gems.

. Thank you for this.... Developers are very engaged. Fun game :) looking forward to trying coop.. Duke of Defense is a very well-done tower defense ft. hack-n-slash game. The art is pretty cute, and the music is pretty engaging. Gameplay is fun and exquisite.

You will build towers, upgrade them, collect coins, swoosh your sword, roll, talk to a rock and what-not! Some nonsense humor would really make you chuckle along the way. Definitely had a great time!

This game is real nice! A tower defense with hack'n/slash bits - a formula that has been done before, but not as pleasantly as it is here.

The general premise is simple enough - you run around building towers, hitting enemies, collecting coins, and standing near towers to upgrade them. As you progress, you unlock perks (which offer minor stat bonuses) and cosmetic helmets.

Finding balance is the key to succeeding here - you want your coins to build more towers, but you also want to upgrade your existing towers in time. Finding balance between tower types is important as well, especially later into the game or if you are going for 100% completion (which requires to not let through a single monster in each level).

The game's campaign is split up into several "chapters" - each chapter has a handful of levels to teach you about the newly introduced enemies or towers, then a level introducing the chapter's boss-wizard (which proceeds to interfere with you fighting off the level's waves), then a couple more levels, and finally a non-tower-defense boss fight (all of which are amazing, I should remark).

The game takes 5-6 hours to complete and then about as many more if you want to 100% it. I consider this to be a very good choice of length, as pretty much every tower defense I have played to date either got monotonous towards the end of it, or kept pouring in more types of enemies/towers until it became a complete mess.

Coop is a lot of fun if you can find someone to play with (which these days is easier with advent of software like Parsec), and splitting tasks allows to complete levels in new ways.

Graphics and audio are both very well done; the game is sprinkled with humor for the entire duration of it.

Overall, highly recommended. Overall Score - 9.5

Gameplay - 9/10

Story - 10/10

Sound - 10/10

Visuals - 9/10

Duke of Defense is a great Indie game. It is a wonderful Tower Defense game with a quirky Hack and Slash feel. If you wanted the strategy of Tower Defense with an action feel then look no further. Currently, there are eight different towers in the game. You unlock skill points to change the way you progress through the game. It took around six hours for me to beat the game and around eight to ten to 100% the game. Only thing I have yet to manage is beating the bosses without getting hit, but luckily you can 100% the game without doing this. The price tag is acceptable for an Indie game and the amount I spent playing it. The developer, Seabass (The Human), is very responsive in the forums and has responded to feedback already. Duke of Defense has plenty of potential and I would love to see it grow into something more.

Gameplay 9/10

Duke of Defense fills a void that I've desired in the Tower Defense genre while still maintaining that demand for tower placement strategy. The game blends Hack and Slash with Tower Defense. It is a more simple Tower Defense in terms of tower placement. You have trees that you can turn into towers. You'll have to pay gold to build towers, but upgrading them requires you to stand on top of them. If you look underneath the tower you stand on you will see a progress bar and when filled you can upgrade your tower without a gold fee. Plenty of towers are currently in the game, eight in total, most all of them are basic in terms of the Tower Defense genre, i.e. ranged, single target, area-of-effect, slow, etc. You also have the ability to run around the level with your character and strike enemies with your sword. Be careful though, you can get hit by creatures and lose your coins similar to our blue hedgehog friend. I wish there was more mobility in the game like a strafe option, but it works with it's formula. Duke of Defense also features small skill trees to change up the way you progress. Plenty of content to play here and couch coop mode. It took me around eight to ten hours to complete the game and 100% the achievements. If you really enjoy it like I did I'm sure you will be craving more. The game is being released on consoles soon, so maybe one day with a level editor/sharing tool we could have more.

Story 10/10

Duke of Defense is a humorous tale about a knight's rise to the Duke of Defense and his tale of defending the land. It's a Tower

Defense game, so myself I'm not expecting a crazy good story. Some games in the genre have tried, but I'm personally not a fan most times. Duke of Defense has cutscenes that go along with the story. I have to say that I laughed out loud a handful of times. You fight goblins and wizards along your journey as the Duke of Defense. You get through it with the help of your friends. Most of them being human friends, all of them having benefits. Not those benefits, get your mind out of the gutter. Play the game and you'll know what I meant.

Sound 10/10

First thing that blew me away with Duke of Defense was the rocking tunes featured in the game. I'm a huge fan of video game soundtracks, so it's nice to hear a great tune in a video game for me. The rest of the sound effects in the game are great. The music and sound effects together blend well to put you in the atmosphere. Great feel for an indie game.

Visuals 9/10

Duke of Defense features beautiful pixel art. Objects become transparent if you place your character behind them, which can be really helpful during fights where you have to dodge attacks. Enemies have visible health bars on top of their heads, but not too much to interfere with seeing the enemies themselves. All kinds of cosmetic heads have been put in the game to customize the look of your character which can help in couch coop mode. I love the look of the towers and that they look different at max level. All of the level detail is amazing with a few different biomes. There are a handful of cutscenes as well. My only two problems with the visuals are that some boss attacks are the same colors as their indicators and sometimes similar colors on the level floor and the fact that I cannot skip cutscenes and dialog. Ice Wizard is rough, worst part is sitting through the dialog over and over again.. Overall Score - 9.5

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At full price it's a bit pricey, but I can recommend it on a sale.. Fun tower defense game that includes some hack and slash components. The skill trees allow for some variation that is nice. Ran into some bugs so far but the developer has been very responsive. Worth while on sale for someone that like the tower defense genre.. Excellent tower defense game. It's like Pixel Junk Monsters, but it has a bit of it's own flair The graphics are charming. The music is catchy. The levels are fairly challenging. My only issue with it is that there's not enough of it! I wish the levels were longer and more complicated in terms of monster waves and towers needed to survive. But those are minor gripes. This is a great game, and it will keep you entertained for a while!. Gameplay 7/10

Story 9/10

Graphics 7/10

Sound 9/10

Overall 8/10

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