Alien Shooter TD Password

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About This Game

Be careful when downloading the game: you run the risk of escaping the real world for a long time to get completely absorbed in saving the Earth from the imminent threat!

Title: Alien Shooter TD
Genre: Action, Indie, Strategy
Developer:
Sigma Team Inc.
Publisher:
Sigma Team Inc.
Franchise:
Alien Shooter
Release Date: 13 Jan, 2017

English,Russian,Korean

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I felt compelled to "100%" the game as much as possible (except for that last achievement), but I was really unsatisfied when playing the game. Towards the end of the game I would basically have it on in the background whilst doing something else. Whilst it's not an awful TD game, there are much more satisfying ones out there that you should play first, hence the thumbs-down. Pros: You shoot lots of aliens, like in Alien Shooter 1 and 2. I quite like the constant-upkeep-reloading mechanic. Cons: Lacking a lot of "basic" stuff you'd expect from a TD game: You can't see what enemy are coming where, you just have to wait for them to turn up. If something is a suprise, i.e. sudden spurt of fast units you have to restart and then prepare accordingly. A big waste of time. The difficulty is really front loaded. Once you start to win on a map you just continue to win without much effort. The same happens on the campaign map as well, really. The waves are often poorly balanced and you're just waiting

aaaaaaages for them to come. Sometimes I wish I could just summon all remaining waves at once -- I'd probably mush them all anyway. The (free, in-game) loot-box aspect is a bit annoying. There's still a few guns I'm "missing" and other than churn there's no way to get them. It can also mess with the front-loaded difficult a bit as getting a better & cheaper gun means you're suddenly more effective. Because of that there's a lot of grind. A lot of the weapons are poorly balanced. i.e. laser and freeze guns are always good, but sniper is only useful near the end of the game with good guns. The final boss mission is a joke The game has 7 towers but only allows you to take 4 into a mission. Each tower has N many guns but only allows you take 3 in. The limit is pointless and it just means you ignore 3 towers for most of the game, only to find out that you unlock them all at the end anyway, so when re-doing the missions on harder difficulty you can use everyone. It's not particularly easier to have everyone available, but it is more fun. Also the weapon limit is tedious, as sometimes you'd like to go in cheap and then upgrade, whereas other times you want to go in fully upgraded and save a few bucks on initial placement, but you have to configure this per map. I'd prefer it per-placement. It wouldn't effect the game, but it would be less tedious. There's not enough distinction between all the units. They LOOK different and FEEL different, but once you start playing you realise you don't need to be that diverse, and most maps play out the same no matter what aliens come for you. There's no much text, but what there is is a dodgy translation Interface is really poor. e.g. I wish you could see if the "auto buy ammo" option is on for an individual soldier without having to select them, because going through all of the units to select them is really clunky and haphazard, especially as one soldier's button overlay overlaps the next dude you want to select! The "towers" are represented as soldiers, with feet, but you can't move them :) The unit AI is sometimes awful and prioritises the wrong target, or chooses a target it doesn't have LOS to and so wastes precious ammo.

Mutland Mutlandv1.1 updated instructions : Mutlandv1.1 updated instructions -Add buffering when you switch from walking to running. -Fix sound setting bugs. -Adjust the HP of zombies. -Optimize view rotation of character. -Fix some language errors. -Adjust the shooting distance of some guns. -Fix the bug that some items will disappear after reloading. -Fix the bug that map will pop up automatically when jumping or opening backpack. -Fix the bug that you will equip all items when quickly switch items. -Add Steam DRM settings.

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