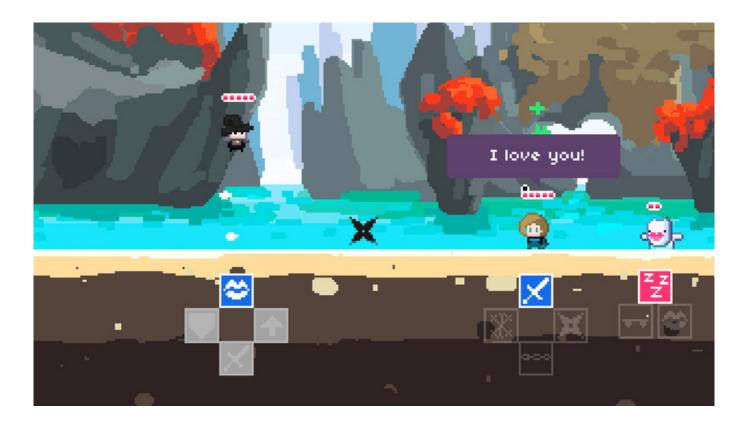
Base Raid Verification Download



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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 to 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.

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

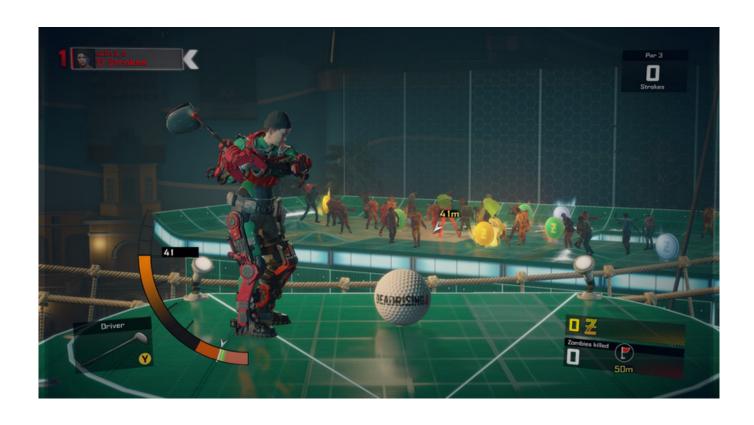
DirectX: Version 9.0c

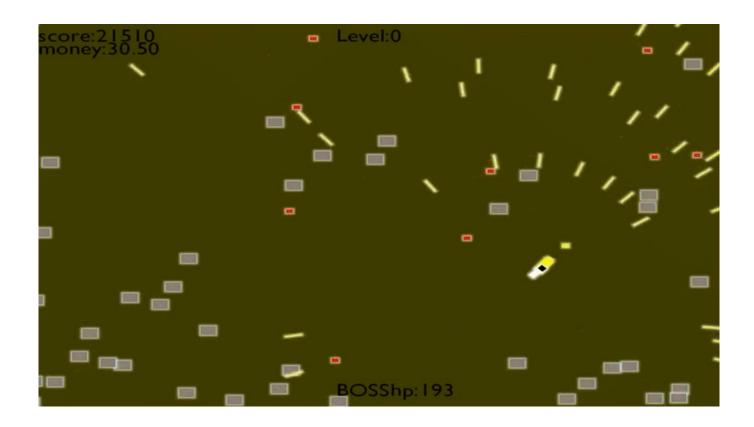
Storage: 1 GB available space

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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it's really hard to click or select "Farmland", Any idea ?.. Pretty fantastic experience....until you hit level 14. I'm playing on a beast of a i7 7700/ nvidia 1080ti/ 64gb of DDR4 RAM and it crashes consistently in the last section of the arena. Which is exceptionally frustrating due to the length of the level. No save points and you're back to the beginning again. It's not an especially difficult game, just lots of fun, especially if you stealth about and pick off your opponents instead of run and gunning it. It's really a shame because the gameplay is great and the concept is really fun. The immersion is ace as well. But getting so far in the game only have it glitch out and boot you back to the start of a level regardless of how many ways you approach the arena is a real loss of my vote. Please add a save point or figure out how to load such a huge level without crashing out systems. I will happily give this a thumbs up when this issue is fixed. Until then you might want to wait to purchase this because the frustration level is high.. Lets clear the air here first, Stats say I've only played this for an hour but truth be told, I played a whole bunch of hours offline, when I lost my internet connection. I honestly don't know how many. That said, This game is pretty short, but fun. It brings back the feeling of the old school Mega Man games with a new twist on graphics. Sure the bosses, enemies and levels fall into predictable patterns, but so did mega man. Half the fun was dominating the game completely when you learned the patterns. I won't say I raved over the music, but it was alright. One thing you can definitely tell is that it was built with the control pad in mind. Movement is stiff on the keyboard and noticeably better with the 360 pad. You can use the stick but I prefer the D-pad for that authentic feel. All in all, it was pretty enjoyable.. The gameplay is fine but if the goal of the game is to scare you it doesn't come close, when it comes to games im a ****. I get scared easy and this i didn't feel anything.. Shame on you developers! Shame on you! This game is garbage. It sucks in every single aspect. Its repetitive and boring after first level. Poorly executed, not even one decent idea, terrible voice acting and wtf story (god damn how much I hated main hero). Bugs and awful gameplay. Jezus, how the hell did you get this to Steam? I played it simply for achievements and I hated every single minute. 3/10. This is realy a funny little game with a nice deepth. After overcomming the first hardships of food supply you will have a vast world to explore. Trading, hatching lifestock, plant growing.. Everyting for our pleasure.

And the best thing: The defs ask us for oppinions and act very quick. Sankyu defs for the pleasure yu brought us: Cinamon:. Trauma is a point and click adventure using a mix of photographs of real places with computer generated effects. It covers the dreams of a woman recovering in hospital through 4 short memories featured within her dreams. Each story has many objects to find as well as alternative endings.

Although the idea is nice, the repetitive voice over and quality of voice acting does detract from the game.

It is okay, but I wouldn\u2019t go out of your way to play it, unless you\u2019re into this genre.

. Nice demo of some of the things that can be done in VR. This was my first VR experience after setting up my Vive. You can't beat the price and is a good demo to use to show VR to your friends who want to check it out.. Had been so intrigued by this little game after seeing it back in 2015 and it looked like an adictive little shooter\action\rpg\strategy game. i eventualy picked it up and must say im not disapointed. it plays exactly as i imagined and i love the graphics and art style.

Also loved getting killed by a GrumpyCyberalien:P

i see this game having alot of depth to it and cant wait to see how the game evolves:D

Very broken game. Works for approximately 10 minutes before you can no longer interact with objects.

It's a shame, I enjoyed Challenger.. a cute puzzle RPG with a lot of depth. it's Zelda quality. And that's not a complement I would give out easily.. It works well at what it portrays. Teleport around, shoot stuff. I would have liked a little more direction as to where to go and some variety of enemies and weapons but the shoot from cover is pretty cool.. Merging scape like mechanics with misterious atmosphere, fear and magic lore, the game seems very promising as it has room for many improvements and new levels. Waiting for the new content to expand the review.. don't buy it paradox want to bleed you dry. If you're a fan of old jRPGs then you'll definitely like it. Game is good and I'm glad I've got it so cheap, because it's really short. But it's worth to play. I enjoyed every moment reminding my time spent with classics. It could have been longer with more crafting, fighting, etc. But still 6.5/10.. That was brrilaint, so GREAT! Acting, stunts brill. Gorgeous braid-esq art style, but tactical turn-based gameplay and challenge isn't there. It feels like a game designed for mobile. For tactical turn-based strategy, I recommend cardhunter, x-com, the original fallout, and the banner saga 2. The latter game is probably the closest equivalent to this and offers deep tactical combat gameplay and gorgeous art.

(Not intereste in promoting these games, just ewant gamers to find good games instead of boring ones).

If the dev reads this, who knows, maybe I will consider rebuying this game, it looks like it has potential.

Maybe some goblins have their own backstory?

Maybe they make silly jokes?

Maybe there is items V healing V rpg-esque upgrade pathways for different units? (and then, you have the ultimate gamer choice; do I focus on making a single SUPER goblin, or upgrade all my goblins equally?)

If you guys claim you are passionate game-makers and make games with love, then I hope to see it. :) Do it for the gamers who are intelligent and want a reward after hard days work.

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