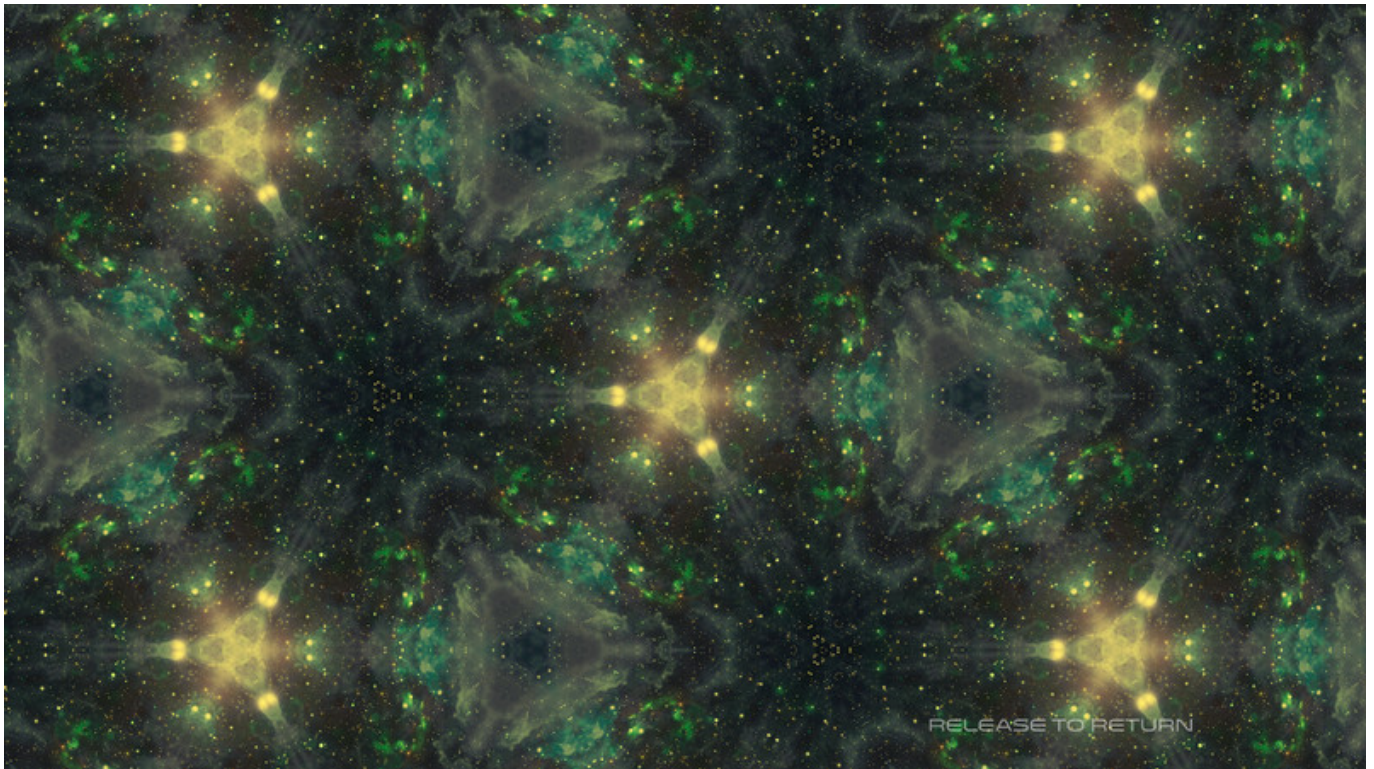

Ultimus Bellum Download Android



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About This Game

Ultimus bellum - indie tower defense (TD) game that combines elements of collectible card games and RPG.



Our world was suddenly attacked. By using your deck of cards, you will defend our reality from hordes of invaders. For five acts, you will meet various enemies, well-designed game levels, hundreds of equipment items, five difficulty levels, craft system, role-based upgrades for heroes and other cards, equipment store, challenge game levels and much more!



Features:

- No more boring “buy tower”! You create your deck and get random card each wave.
- No more boring “buy tower upgrades”! Your defenders will upgrades buy they honor in battle.
- RPG system. All heroes have stats, levels, equipment. Create your own unique hero!
- Hundreds of items (common, magic, rare, legendary, sets), find them in enemy drops or craft it yourself!
- Challenge levels with unusual rules (random spawn, random waves and etc.).
- Combine the elements for the new types of damage.



Planned features:

- MORE cards, maps, enemies, items, challenges, and fun!
- Epic game story between your epic battles!
- Endless survival mode with random waves!
- Item enchantments like runes and gems!
- Unique hero skills.



Title: Ultimus bellum
Genre: Indie, RPG, Strategy, Early Access
Developer:
Lions Crayons Games
Publisher:
Lions Crayons Games
Release Date: 8 Nov, 2017

a09c17d780

English,Russian



Year 1
Month 5 Day 14

221 47 102



Next Turn

Training

Intensity

- Low
- Mid
- High

Focus

Focus Available 0

Balance = 0 +	Skill = 0 +	Tactic = 0 +
STR = 3 +	Trait = 0 +	Warm UP = 2 +
DEX = 0 +	Potent. = 1 +	Recover = 0 +
INT = 0 +	Prof. = 0 +	

Individual

Tactic

Aggro	—	Tempo
Fast	—	Delay
Exhaust	—	Reserve

Back

Mails

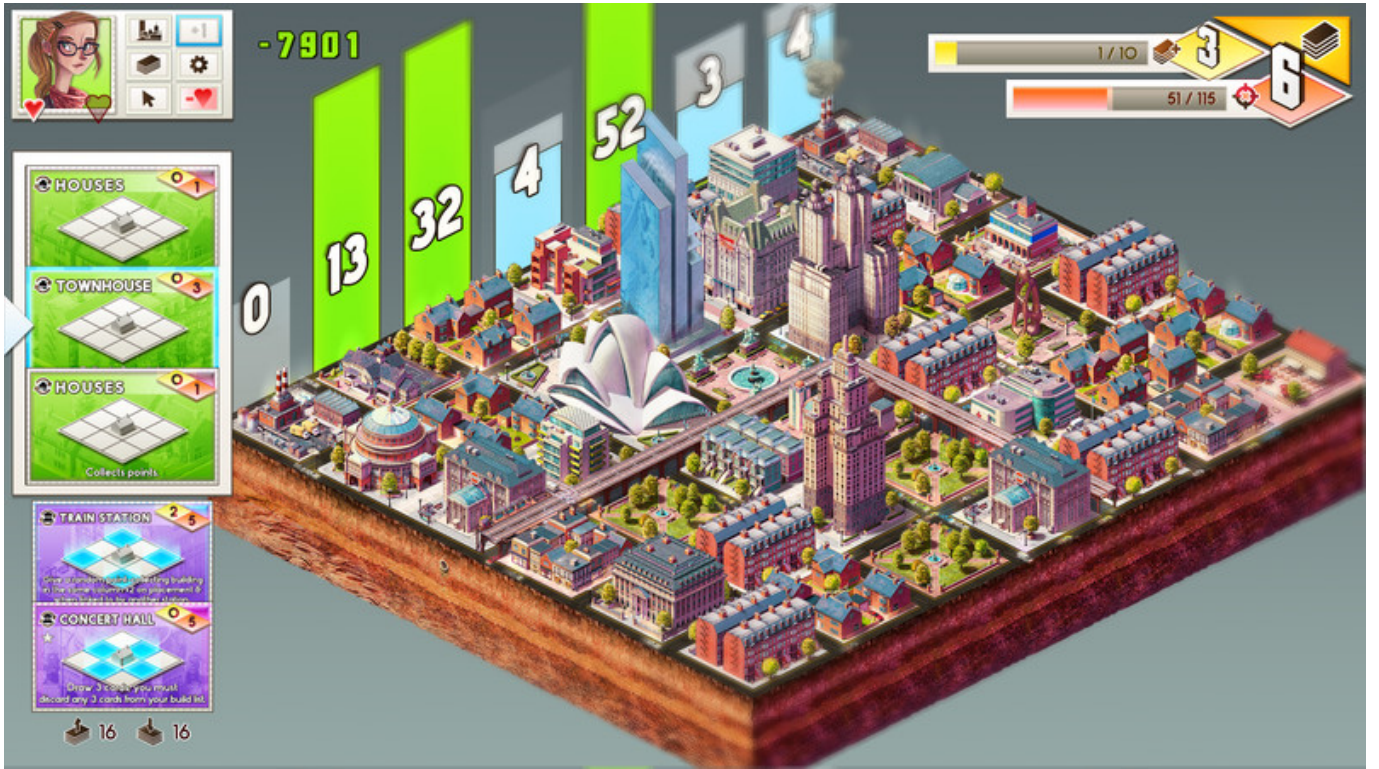
Info

Manage

Explore

Tech

Catalog



It's Dwarfs, but free to play! Basically, the same game but only with the fun modes for free.

If you look for a challenge, then maybe the difficulty pack could be a great idea to buy.. A pretty B rate game...I play it casually with my children but the enemies look dumb, the building takes resources that are somewhat finite, unlike minecraft, terraria, and many other block games...The variety of weapons is good but confusing due to the stat system...This game was super cheap so I picked up a 4 pack. It does run smooth but just isn't that much fun :(

C- at best. One hit KO'd a monster, got a 4 star battle rating.

Nice.. god awfull is all i have to say. have fun trying to fly in a straight line or even bomb something. high potential game clearly not used anywhere near its max, decent graphic could be improved but the flight mechanics of the game... wellill just say hope you are not affectedby motion sickness of anything alike. Hope you have alot of patiance cos youll be stopped ever 2 mins for "assistance" and having to constantly have to go back and forth for one objective as said abovethe flight mechanics inthe game are so dodgy added with the tracking mechanic the stop you flying properly all together.. The pathfinding in this game is pretty terrible. Be prepared for your characters to get stuck on each other and try to walk through walls to reach their destinations. It happens a lot. But that's my only real complaint. It's a great RPG, and well worth playing. Beautiful music, beautiful maps, challenging combat. It's shorter than BG2, but it still clocks in around 60 hours with both expansions.. For this price, I really expected a more sophisticated game. Instead, it's less deep and well thought out than other mobile games I paid five dollars for. The story is not very developed, actions have very little motivation, and the whole thing just feel disjointed. It seems more like a coffee break game, in bite size. And even at the current 50% off it is way over priced.. Cool shmup! Nice graphics, good music and controls. Lots of unlockables visual filters to keep the eyes entertained too.

Dev is very responsive and open to feedback.

I did have some issues with differentiating foreground\background graphics and some minor issues with but overall it's a solid shmup. It even has some nods to another one of their games- vortex attack which is a fun game too--which was really cool.

Unfortunately I'll probably never get the "real" ending as I found continuing means you have to start at the very beginning of the stage, (think the original Super Mario Bros), instead of at the level I died in. No worries though.. 10/10

Played singleplayer when I was single. Hmmmmm interesting. Technically not crazy like I wanna, but there are some levels u wanna break your keyboard.

Then I met a girl and we played it together. Well, she enjoyed it too, and I enjoyed the moments we played together. And she became my girlfriend. HAHAHAHA~~~

Play this game with the girl u like!!! IMMEDIATE EFFECT!!!!. What a charming little game. Perfect for easter time. The most adorable (over the sweet hero sprite) is the awesome music playing throughout the game. This whole product is a one man job, and you can feel it in every bit. Everything it may be lacking in the graphics department when it comes to level tiles it surely makes up in the overall level design.

While it may only hardly be worth the five bucks they're asking for regular price, you should absolutely get this when on sale or in a bundle if you (like me) have a soft spot for mario like retro jump'n'runs as Frog Hop for sure is one of the better ones out there.. ENG:

Otherwise, a good game, but the game is too difficult for many and difficult to approach.

FIN:

Muuten hyv\u00e4 peli, mutta peli on liian vaikea monille ja vaikeasti lu00e4hestytt\u00e4v\u00e4.

It looks like a nice casual game, but it's actually very stressfull. All the countdowns and vibrating graphics are making me panic and be bad at it.. Honestly on of my favorite games to just chill out while playing.. Entertaining, perhaps, for a time, but ultimately underwhelming. The learning curve is basically flat for the whole game till the end, where it suddenly spikes hard. Oftentimes you are placed in a situation with no solution discoverable -- obvious or otherwise. The narrator-type character's onscreen effect is the moral equivalent of alien beergoggles, it killed me more than once. The game proper has very little depth, the upgrades are too expensive for you to ever see more than two of them (of which you will most certainly want the fast-warp upgrade).

I never seemed to unlock the swap/launch upgrade, even now at the supposed end of the game.

The "Explode people" mechanic is trite, the violence is unnecessary pandering.

Taking a large view, this game feels short, two-dimensional (in terms of gameplay depth), and probably not worth 2\$, much less 10\$

Strong Reject on it's merits.. If you\u2019re a Stan Sakai fan and you want to spend a little time playing pretend Usagi? Buy this game on your phone. Even as a big Yojimbo fan, I can\u2019t in good faith tell people to buy the pc version of this mess. Everyone else? There are better ways to spend 4,99.. Great asset pack if you have Time Fantasy tilesets as well.. Click click click. You'll wonder why you keep playing while you keep playing.. Much orbit sims into where you can explore the galaxy! TRUST ME!

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