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## About This Game

At first they came from the skies, and we repelled them with hired spaceships on a shoestring budget! Now they're back, and they're sending their ground troops to destroy our bases – thirty-ton monsters with glowing eyes and slaving jaws! And we still don't have any money!

Quickly assemble a defensive position using blaster turrets, upgrades, tiny battledroids, barricades, mines, tangleweb, whilst obtaining the necessary funds by mining nearby resources as the relentless march of the Titans approaches the base. Research new technology and buildings as you defend the Earth bases throughout the solar system from the Titan onslaught. This is the ultimate mash-up of real-time strategy and tower defense.

## Key Features:

- 50 level campaign mode across Earth, Moon, Mars, Saturn and Titan itself
- 29 buildings and 40 technologies to research
- Relaxing Endless game mode
- Hectic Survival game mode with online hiscores

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Title: Revenge of the Titans  
Genre: Action, Indie, Strategy  
Developer:  
Puppygames  
Publisher:  
Puppygames  
Release Date: 16 Mar, 2011

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**Minimum:**

**OS:** Windows XP or later

**Processor:** 1.8GHz single core

**Memory:** 512MB RAM

**Hard Disk Space:** 490MB

**Video Card:** OpenGL 1.5+, 128MB video memory

English







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Back in the day, this was in one of the earlier Humble Nundles. It's a deceptively simple TD, with the bonus, for me, of no restrictions on where your gunz go.



Pixel Puzzles: UndeadZ 2018 COLLECTION 60% OFF:



60% OFF All Week!. HotFix 1.5.2.11500:



Hello Miners!. Tank Factory Update:



The tank factory has been running on full steam after the release – it almost feels like it's 1944 all over again! We want to express our gratitude to our community for helping us find those nasty bugs crawling on the factory walls and causing all kinds of sanitary problems. It feels good to work in a clean environment.

Yours,

Hans, Tank Factory Precision Assembler

Fixed issues:

- multiple typos
- a problem with the Astrid route achievement not unlocking
- bug with the hint system. **The Prerelease Postmortem:**

It's been some time since I did a rambling developer blog update about our actual progress on the game. Today I'd like to do one of those, effectively wrapping up our game in a neat little bow, as we're going to be sending it off to be certified and prepped for the February 12th launch. (And we'll be launching at \$20 for the game and \$25 for game plus soundtrack and artbook.

[Details here](#)[stefangagne.com].)

But first, let's recap the Developer Spotlight series, shall we? All these lovely people contributed to Arcade Spirits:

- [Anne Schumann / Narrative Designer](#)[stefangagne.com]
- [Stefan Gagne / Director / Writer](#) [stefangagne.com]
- [Molly Nemecek / Character Art](#)[stefangagne.com]
- [Taylor Rose / Background Art](#)[stefangagne.com]
- [Greg Mirles / Music Composer](#)[stefangagne.com]
- [Marc Straight / Audio Engineer](#)[stefangagne.com]
- [Katriel Paige / Editing and UX](#)[stefangagne.com]

Hats off to you all for two and a half years of hard work. I've chronicled [the ideas leading up to those two and a half years](#) [stefangagne.com] on the blog -- that's not what I want to talk about today. I want to talk in hindsight, as we're into the last days of this project. We're moving into 2019 and moving away from post-production, and it's a good time to take stock.

As my first true indie game project -- I don't think MS-DOS shareware from the 90s counts -- I wanted to make this as professional as I possibly could. We funded art, music, coding, and all the support needed to really make this game soar. It's a passion project, riding no particular trend, digging into subject matter rarely explored in visual novels and using interactive storytelling in ways we haven't seen very often in the genre. Everything we wanted to do, specifically to make the sort of game we wanted to play... we did it. And soon, we release it to you.

Since it's our first project, well, there are some shortcomings. I can be honest about that. A more in-depth character creator would be great, having stricter narrative consistency would be great, and we didn't plan on voice acting from day one meaning our scenes weren't always structured in a way that accommodated it. The fifth identity trait ("Basically") was never quite what I wanted it to be. Behind the scenes, files and code could be structured better, making it easier to write and less prone to errors. These are all great lessons to learn moving forward, all things we're taking into account for future games, should we get to make them.

But a lot of other things went spectacularly well. I wanted this to feel like an 80s workplace sitcom -- and it does. I wanted romance to be at the heart of the game, but not drive every single decision you make -- and there's variety here. I wanted to support and include as wide an audience as possible, every person no matter who they are -- and we've done that without sacrificing anything. I craved a game that spoke to wistful nostalgia without being entirely trapped within it, which was respectful of arcade culture but understanding of the modern era -- got it. And lastly, I wanted to tell a tale of hope and optimism in a dark time, where one could achieve their dreams if they were pragmatic about it and didn't give up. I believe we did that.



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So. Some things we could've done differently. Some things we got *\*chef kiss\** spot on. And overall, I'm damn proud of the work we're about to release into the world. Will it soar? Will it sink? That's not for me to say -- that's for you to say. If it soars, then we are ready to take these lessons and make something bigger and brighter, a game which explores player choice and narrative in new ways. If it sinks, I can still say with pride that I did what I set out to do. Few people can say they truly chased their dreams.

We still have a month and a half to go, so things are pretty intense for you right now, in anticipation. I get that. For me, we're winding down, we're packaging up and shipping things out... and I feel a kind of melancholy, letting this finally go. A bit of anxiety for how it will be received. But above all, happiness. We did this. And soon, we'll be able to show you.

Thank you. As I always say, if you're reading these words, you're farther down the rabbit hole than you expect -- most people don't chew through developer blog posts, don't engage this deeply. You, however, are here with us. And for that you have my gratitude.

So, who's ready to quarter up on February 12th? You got next.. **Lunar New Year Steam SALE 2019 continue! Discounts on games up to 90%! 1 day left!:**



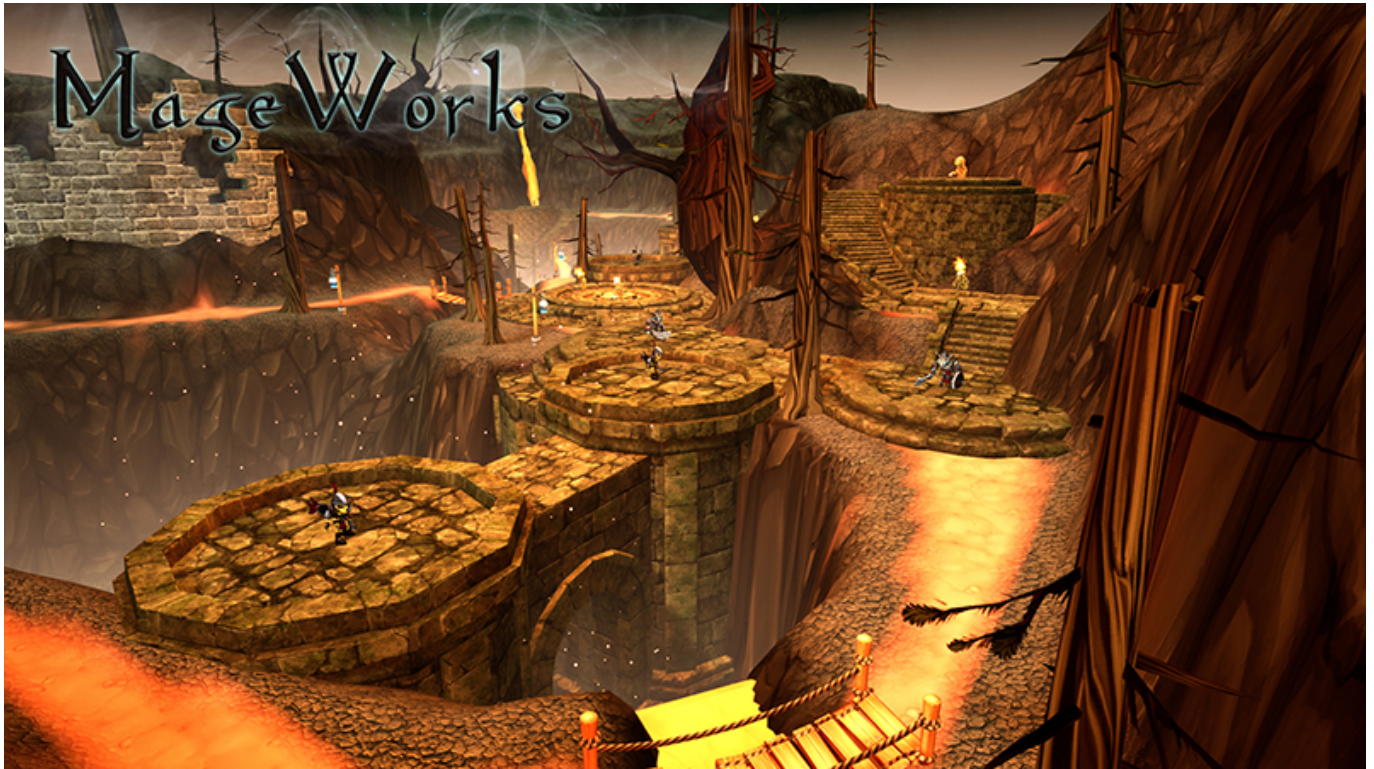
Lunar New Year Steam Sale 2019 continue! With great deals across the Steam catalog.

You can also purchase our games with very good discounts!

Therefore, we have prepared for you a list of our games that can be bought with a good discount!

List of our games with a good discount: **MageWorks v0.1.8 Now Available!:**  
2017/05/20

**MageWorks v0.1.8 is now available**



#### **What's New:**

- Assault Points are here: 12 of 20 different assault points protecting the discovery of new spells have now been integrated. Fight your way strategically through these areas to unlock new spells.
- Spell Casting Updates: Spells have now been categorized into five types. Long-Range Low Impact, Location based snares, Short Range High Impact, Summoning, and Defensive Walls
- A.I. Updates: Archers are pretty accurate now and need to be considered when hitting an attack point.

#### **Known Issues:**

- Dragon Fight is still being programmed
- Staff ink injection doesn't empower spells yet, but will soon.
- The forest level vault has not been built yet

#### **On The Horizon:**

- Vaults will launch players into cave-based assault points to discover new drones. These drones are currently unlocked for testing.
- Continued work on level design and integrating assault points into the cave level and town level



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- Continued optimization and bug-crunching.

. **New casual thematic maze game "aMAZE St.Patrick" now available on Steam!:**

Hello, dear Gamer! We have prepared for you a new thematic maze game, with new challenge, cool achievements and Saint Patrick's Day art, hope you like it! Thank you for your support us! Enjoy)

[https://store.steampowered.com/app/1017350/aMAZE\\_StPatrick/](https://store.steampowered.com/app/1017350/aMAZE_StPatrick/)



**Vegetable couple 5 is released!:**

<https://store.steampowered.com/app/1063643/>. DevBlog #3: Save States, Dialogue, and Women:



Finishing some coding tasks and jumping back into character writing and modeling. Say Hello to Miss Sinclair!

[Click Here to read more and see new screenshots!](#)[koobazaur.com]

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