Stick War: Castle Defence Crack Code

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About This Game

Paying homage to an era of stickmen and flash games, whilst diving into modern day, rpg inspired combat and progression. Hone a unique play style to combat hordes of unmotivated stickmen, as they attempt to storm your castle. Learn abilities, unlock runes and spend your wealth to improve your defences, all whilst finding new ways to put stickmen to rest!

Features:

- 3 Unique Playable Hero's.
- Each hero comes with their own set of abilities to suit many playstyles.
- Second layer of gameplay customization through the use of unlockable 'Runes'.
- Unlockable castle upgrades such as defensive towers, barracks and more.
- Purchasable consumables to alter the way you face your enemies.
- Large variety of enemy types as you progress into more difficult stages of the game.
- All the joy that comes with fully ragdoll enabled stickmen!

Title: Stick War: Castle Defence
Genre: Action, Indie, RPG
Developer:
FoG Games
Publisher:
FoG Games
Release Date: 16 Mar, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 or Newer

Processor: 2.4 GHz Dual Core

Memory: 2 GB RAM

Graphics: NVIDIA GTX 260 or ATI 4850

DirectX: Version 9.0

Storage: 384 MB available space

English

23885
Stage: 13
Explosives
0
Prisoners
27
Workers
11
Development Build

1113
Stage: 11
Prisoners
2
Workers
10
Development Build

186885
Stage: 7
Explosives 2
Prisoners 17
Workers 10
Development Build

stick war castle defence

Welcome to the clickfest. I was expecting a more intellectual challenging game, but alas. It badly needs more content, and content that adds to the strategic element of the game. Perhaps this is not what the game intends to be, and you spending your time hacking away at incoming hordes is this game's original approach to castle defense. Not my cup of tea. It's basically pointless and will wear out your mouse button as well as your index finger and patience. A time waster. Nothing more. Don't pay to waste your time. Pay to have fun.

Suggestions. Add moats and other elements, make sure they can be used in combination and that certain combinations are needed to counter specific enemies. Now it's just horribly plain. Any enemy is countered in exactly the same way.
The AI of your helpers is way below par. This could be made fun too, if you would implement strategies for them to control how they fire their arrows and prioritize targets.
Above all, DON'T force players to click themselves to death. I refuse to believe it's fun for anyone to click to collect each bag of money, and each potion after the round. We are talking a hundred clicks per round here as things progress. Why would anyone want to suffer through that?? What does it add to the gameplay?? It boggles the mind.

Anyway. The game could have potential, but the entire gameplay needs to be redesigned.. I enjoy it. It's a silly time waster that looks like the old Defend Your Castle (but less rage inducing). I also prefer this art style to the crappy remake Xgen slapped up on Steam. Also, I'm not sure what happened to the guy with bad dpi settings on his mouse. Mine moves just fine.

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