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About This Content

Looking to take on a new challenge in 8-Bit Armies? Check out this new campaign centered on the new GUARDIANS FACTION where you will play with and against a variety of AI opponents teamed up against you.

- Conquer 15 action-packed missions!
- Easy, Medium, and Hard difficulty levels
- New achievements!
- New strategies as you gain stars and level up!
- Brag about how awesome you are to your friends and neighbors!

Even if you didn't make it through the original campaign, the GUARDIANS missions will offer a fun challenge for beginners and experts alike.

Title: 8-Bit Armies - Guardians Campaign

Genre: Indie, Simulation, Strategy

Developer:

Petroglyph

Publisher:

Petroglyph

Release Date: 3 Jun, 2016

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Minimum:

OS: Windows Vista SP2

Processor: 2.6 GHz Dual Core Processor

Memory: 4 GB RAM

Graphics: Nvidia Geforce GTS 250 or ATI Radeon HD 3870

DirectX: Version 11

Storage: 2 GB available space

English, German, French, Russian, Simplified Chinese, Hungarian, Polish, Italian, Arabic, Dutch, Romanian, Turkish







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. I thought the Deathsworns were bad... yea as it happen... until I played with this Faction... its horrible... the massive lack of AA is making this Faction way hard to use against anyone with descent Air, I mean sure hey have kamikaze drones, but those are not a effective unit, if you have a pack of them they'll all die out at the same time, wasting them, on ground early on you have the Rocket Car sure, but its feeble, a weak unit, which makes it too easy to kill for a strong air unit, now sure you have the Sniper, but being a Stealth unit means it won't attack on its own unless you give it an attack order... which is again bad for defending your base, so you lack any efficient AA. No Faction EVER should lack a AA Turret, its insane that the fools that made this thought it would be fine to just forget the AA and make two ground turrets. When you compare it to the Renegades that got two turrets that can hit both Air & Ground, its horrible. Than you have the ground transport, really not all useful, the Renegades got a far more useful one with the Air Transport, sure it can allow to bypass defenses and drop units in the back, but unless the base is poorly set up it won't be really any good. So yea overall a pretty weak faction, far worse than the Renegades, maybe in late game the Heavy Drone can make it good, but early game, its really sub-par compared to the other.

Now for the Campaign, it sucks, too many missions with time limits for gold, gathering freaking crates, and way too difficult overall. Its the first time I actually failed a mission, I completed the Renegade and the 2 Hordes Factions Campaign without failing once, but I failed a mission with this one due to how bloody godawful the Guardians are, it seem they are meant to 'Horde' an enemy with a ton of units, problem in most missions your enemies got a premade set up that can churn up a ton of units, if not fighting several enemies at a time, if the enemy was static it wouldn't be that much of an issue, but since it isn't in many case its a desperate rush to even set up a viable base and an army, when you combine to the timer for gold, its painful to play.. Another faction with different units, additional missions and a cool special weapon to use.

For those who complain about spending another 5 bux...

I bought C&C Tiberium Sun in '98 I think for around 50-60 bux and then the firestorm addon was another 30-40 bux. These guys haven't exactly been making games and probably need staff. That takes money. If you know anything at all about game dev, and support these guys, you'll have spent the money and be glad you did. :P. The Guardians Campaign is clearly more entertaining than the base game, which, principally, suffered from the fact it had a single overly generic-feeling faction.

Fortunately, the Nod-like Guardians provide some much-needed actual flavour, like the ability to roast attacking infantry close-up with your incendiary tanks, or, if you prefer, detachedly offing those same pitiful enemy troopers with your self-cloaking sharp-eyed snipers from afar instead. Another example - you'll eventually be given access to airborne drones which make for great scouts but can also shield you from annoying enemy aircraft by aggressively homing in on them and blowing up in a kamikaze run.

I'll refrain from spoiling anything further but this represents a definite step in the right direction.

In terms of favoured unit selection, it does seem one can get away with spamming a particularly good unit type that counters most others and sheer numbers then practically negate what that unit is less adept at. So, yes, things remain very much vanilla old-school RTS in that respect, but no less fun for it.

From a technical V stability level I didn't come across any show-stoppers, though on one instance some flame tanks inexplicably just stopped firing things up and moved but refused to ignite enemy targets. Their pacifist ways didn't pose too big a hurdle - I had other vehicle types at hand en masse to deliver righteous justice under the insignia of a closed fist.

Now, I've seen some comments about timed mission objectives. I dislike being rushed, yet I find I couldn't care less if I don't get an extra star for it. Sure, I'd prefer to see something else on occasion so I wouldn't miss out on the associated rewards but it hasn't really hampered my chances of progression, which makes it ok by me.

If you already own 8-Bit Armies, the Guardians Campaign is an absolute no-brainer for the price.

It's rather obvious how much untapped potential 8-bit armies has so I hope the developers do go the distance and truly deliver on it. I shall be looking forward to more campaigns.

Here's a suggestion for one: a well made 'quasi-Dune' faction/campaign - including entirely new maps and terrain features, specific units and structures (Fremen, Sardaukar, Ordos Deviators, Palaces, etc.), plus new dedicated music tracks for thematic ambiance by Mr. Frank Klapacki. May the spice flow!. It's a Pretty Fun. Great game. Good expansion well worth the money to help support fun and interesting titles.

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