
Battlepillars Gold Edition Ativador Download [key Serial]



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About This Game

Battlepillars is a real-time tug-of-war strategy game from the team behind **Draw a Stickman: EPIC** in which you command caterpillars armed to the teeth with flamethrowers, sticky honey, mines, machine guns, and more!

Utilize the best strategies and combinations, from blitzkrieg battlepillars armed with only their feet to heavily armored, cannon wielding, rocket launching tankerpillars. You decide! Still not enough? Perfect your strategies in the Test Zone, then take the battle online against your friends. Need to prove you're the best? Climb up the leaderboards by tackling Endless Mode!

Gold Edition Content



- Battlepillars Gold Edition includes the Battlepillars Original Soundtrack and Concept Artbook!

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- Intuitive controls and keyboard hotkeys
 - Improved and rebalanced difficulty and progression
 - Improved art and sound quality

Four Ways to Play

- Campaign - Conquer your way through the single-player campaign with more than 50 unique levels and 5 menacing bosses!
- Multiplayer - Take the battle online and challenge your friends in real-time skirmish matches!
- Test Zone - Experiment with new strategies in the Test Zone!
- Endless - Survive as long as possible against the combined onslaught of the red caterpillar army with frantic arcade-style gameplay!

Features

- Choose from a wide variety of weapons, armor, and support segments. Ray guns, flamethrowers, rockets, and more!
- Call upon powerful woodland allies like the Wizard Turtle and Larry the Bird!
- Customize your game plan! Use tankerpillars to bulldoze your way to the enemy base, or send in kamikazepillars to surround your enemies!

Title: Battlepillars Gold Edition
Genre: Action, Casual, Indie, Strategy
Developer:
Hitcents
Publisher:
Hitcents
Release Date: 28 Apr, 2014

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English,French,Italian,German,Japanese,Korean,Portuguese,Russian,Simplified Chinese





86,274

SEGMENT UPGRADES

 1	 MAX 3	 125	 75	 MAX 3	 175	 175
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GRENAD
HURLS GRENADES THAT DEAL SPLASH
DAMAGE TO NEARBY ENEMIES

STATS



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The issues with this game are well captured on other reviews, I won't reiterate (I just wish I read them before).

- * No difficulty setting, game expects you to grind lower levels until you get what you need.
- * No buying guide. Game allows you to buy whatever you want, and the the AI assumes you have what you need to deal with rushes, not cool.
- * Minimal to no strategy. It seems like you conduct the battle, the the problem is that a specific set of tools will work on a specific level. Get in, get beaten, try again with a different combo, again, again, until you realize you don't HAVE what you need, so GOTO 10; (grind)
- * People put the gold challenges as a plus, but it isn't, because to get gold you need tools and tools cost apples and you get extra apples by getting gold, so you either have what you need and breeze the gold or you don't. Helps with the grinding, EXCEPT gold makes levels harder so it's not even grinding, it's hard grinding.

Would I recommend this game? No. If I do, someone will pick it up, get stuck at the 10th level or so, flip it off and go to sleep, never to play it again. Why would I do that, when so many great games are on sale for less? And for what? I'm not condemning the graphics, or the gameplay, or the music (fix that loop, BTW, at some point it just ENDS), I'm condemning the laziness of the developers to put in difficulty, which is mandatory for casual gaming, and a mild hind on what should use for a particular map. I don't have infinite time to waste on trial and error. Some people do. They play on Normal/Hard. I don't. I play on easy with hints. In good games.. Classic game. worth getting if its on sale. Nice game for a few hours!. Initially due to the graphics I thought this was a kids game.. I was mistaken. Its a pretty fun push style game where you get full customizable control of your units. It can feel a bit spammy in the beginning but as you get to later levels more strategy is involved with how you build your units. Overall a really cool idea executed well, only downside is the MP seems to be a bit dead.. Battlepillars was originally a phone game, and it certainly shows. But does that mean that this isn't any fun? Certainly not.

Here's a Quick Look video of what you should expect when heading into this. Take a look if you're interested or just read my summary of the game below. Just a warning though, it has birds carpet bombing with their crap.

<http://youtu.be/cpoGKJ-wYVw>

[I'll start by saying the basic premiss of this game is a tug-of-war between two sides, something you've probably seen before in other games. But does this do anything different? No, not really. However, it's still pretty fun to play.](#)

[You construct your units with a regenerating resource that can be upgraded to regen faster for the same resource, the cost gaining in price every time. The units themselves are mashed together by a decent number of parts you can select before going into the match, and each one does different things, such as make your guy charge faster, shoot enemies at a distance, knock the enemy backwards, set up mines, poison an enemy, heal the soldier over time, and so on. The charm to it is constructing the unit you want to make and seeing it charge into battle and \(hopefully\) crush your foes. You just have to keep in mind that even though you're creating a stronger unit, it costs more to make it while the enemy might be swarming in on you.](#)

[The other fun part to this game is customizing your soldiers with skins and upgrades, and you can choose which upgrades/skins you want without having to go through others first, which is always appreciated. I also like how open ended this game is about beating certain levels/challenges. There isn't always a correct way to go about something to achieve victory. You can either spam out fodder to overwhelm your enemy, have a mix of certain parts that benefit off each other, or have titans with every expensive part you can throw on it that stomp mostly anything in their path. There's just a good number of things you can do.](#)

[But lets talk about some of the negatives now. Because this is a phone port, there isn't much interaction with you and what's happening on the field. You're kind of farting around and waiting to send out your next unit. While it is fun to watch your units do the work, I wish there was more you could do than just summon an animal friend.](#)

[I'm also not a fan of buying straight upgrades for parts you already own. That doesn't encourage swapping parts from ones that you made better than others. I much rather play with a different weapon to give my units than use the same ones for every mission simply because the game is that much easier with them. The fact that the game limits how many parts you can take into battle also irks me. There could've been a lot more depth to the game if you could always choose a counter unit to what your](#)

enemy was sending at you instead of being stuck with what you chose and hoping it works out.

But to sum this game up, even with the lack of interactivity, this is still a solid title for under 3 bucks currently, and possibly still worth it for 5 if you enjoy a decent time waster. The multiplayer options also open this game up for more fun if the campaign and endless modes aren't your thing.. *I don't recommend or reject this game. I wish there was a 'neutral' button, not because the game's bad, because it's casual.*

+Funny game
+ Well-made casual
+Nice upgrade system
+Lots of armors, weapons
+Achievements

-A little 'gay'
-There are free and funnier games
-Weak online gaming

PROS

1. Funny game

The game's much funnier as it looks like, believe me! I bought it at a 75% discount and for the first ten or or fifteen minutes I thought what the f'ck am I playing? Don't even believe I bought it. Just gonna give a chance then leave. But turns out that the experience was better than I expected and I'm completely sure I wasn't the only one who thought like that.

2. It's a well-made casual

Every single detail was well drawn and well thought. The leaves falling on the ground, the 'pillars crawling to attack, the weapons animations, everything. It sounds stupid - but it's not, having a well created game, even if the concept is not good (not saying this game concept is bad, just giving an example), boosts the gaming experience a ton times.

3. The upgrade system is cool

It has a very nice upgrading system where, unlike almost all other games upgrade trees you usually afford useless (sometimes expensive things) to reach the stronger ones, this game allows you to focus on what you need.

4. A considerable amount of armors and weapons are available

Lots of weapons and armors are available! Lots of them! Thus, the game is way more personal and less linear, you can evolve the way you want and follow the upgrades you want. The upgrades can be related to 'pillar skins (generally armor or life upgrades), 'pillar segments (support and attack upgrades) and various others, such as increasing leaf regen or you tree maximum life.

5. Ingame achievements

The game has Steam and ingame achievements (the golden leaf). Earning any ingame achievement earns you more money to upgrade your soldiers, upgrading them probably will give you more achievements and so on.

CONS

6. A childish interface

Despite the game being awesome, its interface is waaay too childish - even though is a more complex strategy game than it looks. The point is: there's no problem for you if you intend to buy this game but if you do so you'll probably want to play alone. If you have roomates or relatives constantly passing close to your computer there's a very big chance (if not certain), that you will be mocked. You shouldn't even discuss this game with other people that are not close friends, or else there's a possibility they may guess you're a little childish, or even gay (not saying it's a bad thing, okay, just poiting this out). This is, in my opinion, the most important topic of this game. If you urge to buy it please consider this topic 6 strongly.

7. Free and funnier similar games

Yea, despite this game's great there are other free and even funnier games! One of them is the [\\i]Epic War[\\b]. Here are some of their best games with the same line of thought of Battlepillars and even better graphics, made of Flash:

- [Epic War 3](#)
- [Epic War 4](#)
- [PalaDog](#)
- [Epic War 5](#)
- [Miragine War!](#)

They're all casual and more funny than 'pillars.

8. Weak online rooms

I've been playing since a long time and I've never (I repeat never!) seen an online room to play with. That's not a problem and does not change gameplay but you should at least consider it if you will to play with someone or earn all the achievements.. Battlepillars is an interesting game where you send out armies of caterpillars to fight your enemy. You build up caterpillars using leaves which you gather over time, and you make caterpillars using different segments.

It's an interesting game, and quite entertaining I find especially just to play for a little bit here and there. And it is still relatively challenging(Or maybe I just suck at it, unsure.)

I think especially if you can get it on sale like I did, it's totally worth it. Not a game I would really see myself playing for hours on end, but its fun to play in short bursts. Building your own caterpillars and making them into an army to assault the enemy caterpillars is strangely entertaining.. It's really good and fun game to play. I thought it would be nothing special, since it came first on phones, but I was mistaken. I had, and probably will still have a plenty of fun building a perfect catterpillar weapon and trying to beat best scores on unlimited mode. Beating a single level with gold or making a little bit progress is really satisfactory in this one.

Maybe I'm a sucker for 2D RTS, but for \$1 this is a really enjoyable game.. In my opinion this game has a fairly original concept, and this game can make you satisfied in a special way in that moment when you finish a level and you know that you have struggled to find the right combination that will pay off and then after you finish it is that feeling of glory.

clearly my opinion is that this game has potential and it would be an idea as a multiplayer system to be worked a little better. Plus a few minigames wouldn't hurt but in my opinion it would *population* more the game

The game is the one with the caterpillar-based strategy PvE.

Analyzing the game overall is a good game and its worth all the money.. For the price, it's a really fun game. It's the sort of game you play on a laptop while chilling watching tv. Also is a good port, which is coming less and less common with IOS ports to PC. Good job devs!. Brilliant game ! Just started playing this, but already think it's great. Lots of customization, replayability - great concept, and reasonably prized ! Definitely recommended. Brilliant game ! Just started playing this, but already think it's great. Lots of customization, replayability - great concept, and reasonably prized ! Definitely recommended. It's a great game. It's cheap and simple, and it lets you strategise without too much effort. I really like it.. Catipillars with machine guns, grenades, launchers and even more weapons. Who wouldnt want to destroy other catipillars with guns!. I bought this because it was a dollar and I thought it looked interesting. For what it is, it's fantastic. It's a tug of war game where you customize your units. There's a surprising amount to unlock and play around with.

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