STE : Save The Earth Full Crack [Torrent]

Download >>> http://bit.ly/2SL18IE

About This Game

An alien invasion has decided that its next objective is planet earth! As the supreme general of the armed forces of the earth, your mission will be to gather an army and put an end to the alien threat. Make your way through one of the most complex and long clicker games on the market and crown yourself as the supreme defender of our planet!

Features

- A huge list of upgrades, that will unfold as you play.

- The alien invaders will change it's appeareance in an attempt to adapt to your growing firepower.

- About 100 achievements to unlock.

- Complex and rewarding prestige system.

- Evolving aliens and troops.

- A lot of strategies and builds at your disposal to improve your score.

- Lovely pixel art style.

- Offline mode

- And a lot more!

Upcoming

Although the game is complete in its current state, you can expect some improvements in the form of bug fixes or changes to balance the gaming experience.

Title: STE : Save The Earth
Genre: Adventure, Casual, Indie, Simulation, Strategy
Developer:
KZ42
Publisher:
KZ42
Release Date: 2 Apr, 2018

 a09c17d780

Minimum:

OS: Windows Vista

Processor: 2 GHz dual core

Memory: 1024 MB RAM

Graphics: Hardware-accelerated OpenGL or OpenGL ES

Network: Broadband Internet connection

Storage: 52 MB available space

Additional Notes: Minimum resolution of 940x600

English

RESOURCES 81,988 K

RPS 149,482

ZALORAN - LEVEL 48

654 /2,200

RP 6

MOTHERSHIP 1,415

SHOP | RESEARCH | RANK | MENU

RANK 2
PRIVATE
FIRST
CLASS

When you rank up (reset) you will start with a new army and you will earn +0% to the total rps. Get a fragment to rank up

WAR DATA

THIS RANK		ALL RANKS	
Total Resources	369,081 K	Global Resources	86,466 M
Total Troops	354	Global Troops	913
Total XP	47,454	Global XP	463,418
XP/second	2	Aliens Killed	28,767
Aliens Killed	6,591	Reset	2
Base bonus	1.50%	Carriers Killed	449
Carriers Killed	100	Supply Boxes	6
Supply Boxes	1	Rank Booster	211%
Next Supply	00:24	Time Played	18:14:56
Mothership	1,415 left		
Time Played	3:20:49		

ACHIEVEMENTS | EXPERTISE

COST 228,000 — SOLDIER: 85
COST 209,085 — BAZOOKA: 70
COST 198,995 — MORTAR: 55
COST 5,227 K — JEEP: 70
COST 8,415 K — A.A. JEEP: 60
x5 COST 182,624 — TANK: 12
x3 COST 294,000 — B.F.A.A.: 2
x3 COST 1,172 K — M. LAUNCH.: 0

TOP SECRET

TOP SECRET

BREAKING NEWS!!

STE! NEWS

BE AWARE OF THE MOTHERSHIP

SAVE THE EARTH!

ste save the earth. ste save the earth steam

I am enjoying this game right now. It is like a clicker without the clicking you have to swipe your mouse over the enemies to kill them and click the special enemies that appear. This makes it so you have to be active but if you are idle the game auto kills enemies 1 at a time. If you like these types of games you will probably like this one too.. THIS REVIEW IS MY OWN UNBIASED OPINION - I was not compensated or rewarded for this review in any way.

Let's start with the basics:

This game works like most clickers, albeit slightly differently. As soon as you launch the game, you're faced with a small scenery of a city surrounded by aliens in little ships. It doesn't guide you, but as soon as you move your mouse over a ship, it dies, and you realize that's the "clicking" you do. Each kill gives you XP for leveling up, and currency to buy upgrades.

Leveling up gives you Research Points, which you use in combination to currency to do Research that makes collecting more currency easier. You use currency to buy units that generate currency over time rather than through the "clicking", but the "clicking" still generates currency far faster, and you get XP for doing it.

Buying units is tricky (weird?) because in order to buy specific numbers of units that are higher-tier, you have to have a certain amount of lower-tier units first. As far as I've seen there are NO IN-APP PURCHASES, so no pay to win or "pay to progress faster". Pure grind.

The game is aesthetically simple, cute pixel graphics, simple menus, and the cityscape becomes filled with your little army units and enemy alien ships.

Here's why I don't recommend the game:

Let's start off with the pacing; it's terrible. You will feel it heavily as soon as you're into the game 10-20 minutes. Just to buy one or two more units (basic ones, not even the higher tier ones), you'll have to either A) Leave the game idling for a long time or B) Be dragging your mouse across the screen for 5-10 minutes straight.

Now, you might be thinking "okay but most clicker games are like this", however, I've played a LOT of them on Steam and mostly on Android and this one by far has the worst\/slowest pacing. I geuinely feel like it would take me another 6 hours of playing just to get to where I can buy 1 mid-tier unit. *The developers have kindly made some balancing\/pacing changes to the game that make it a lot more enjoyable now (hence the strikethrough).*

The higher tier units are also locked behind not just having enough currency, but also having enough of the previous tiers of units which is super obnoxious. Here's an example: You want to buy a Jeep, but the game says you need one more Mortar to do that. Okay, so you try to buy one more Mortar, but the game says you need a few more Bazookas first, and to buy those Bazookas, you need more Soldiers. Apparently there's some research for each unit that alleviates this, according to the developer who addressed my concerns (thanks!).

It's annoying, and very restricting. And that's just the first 4 levels of units (there's 10 that I can see). I can only imagine the chain of unit requirements for an end-tier unit.

It'd be cool if the little alien ships had chances of spawning higher tier alien ships that would give more currency and XP or something.

TL;DR: The game is cute and simplistic, with pleasant music and good pacing as far as clicker\/idle games go. The developers are also highly responsive to feedback and suggestions in reviews, which is a huge plus.

OVERALL RATING: 8\/10

(I'm willing to change this review if any changes\/balancing are applied to the game to make it more enjoyable).. I was a massive fan of this game years ago. Really happy to see an updated version available on steam and loving it. Brings back

some good memories plus the added mechanics are a great addition. Happy to support a decent developer and hoping you will continue updating this game over the coming months and years :). While I make this a negative recommendation, let me extrapolate and add in some of its good features.

The games is fairly retro pixel, and has a sound track that is easy on the ears, if you're into that sort of music. The game is fun for wasting away a bit of time each day, but beyond that is at the end of it not that different from a lot of other idle clicker games. The only thing with this one is that you pay once and don't get bothered by money grubbing offers to speed up your progress like with most free ones.

That said, why a negative?

Well, first and foremost, contrary to images on the store page... it's not like that at all anymore. Whether for the better or worse, hey... that's not for me to decide. Then there's claims for having a variety of builds to your approach to things and complexity... frankly, I've played a fair amount of games and clickers, and maybe it's just me but it's not any more complex in my eyes compared to plenty other free clicker games out there.

The only actual complexity that I found in this game was to figure out WHAT the options were in menus and WHERE to find them. Took me nearly a preliminary playthrough and puzzling over this ridiculous expertise system that needed medal pieces to finally realize there was a way to BUY yourself a higher military rank.

And speaking of... your 'build' options are just a bunch of 'expertises' that offer you on 4-5 separate levels option A or option B that offers a bonus one way or the other. Basically it comes down to ACTIVE vs IDLE play where it seems to me the A option is always for the more active approach, while the B is for the idle approach. Mind you, only idle WHILE the game is playing.

So, money wise, at least you don't spend a fortune trying to get anywhere and it's only for the purchase of a fun idle game to mess about with if you have some idle time to fill up and you just want some MINDLESS puttering about shooting aliens and whatnot. But to say they deliver as claimed... NO WAY!. Stuck on the 3rd page of updates for weeks. Developers should have play tested the game first, such as on x5 speed, just to make sure of the dynamics.

The good point is that you don't need an autoclicker to progress, except for mothership where autoclicker makes a huge difference. But overall active gameplay doesn't do much once you progress quite a lot in the game, and by the mid-stage I have just gotten stuck with nothing that can be afforded.

Also, actual upgrades are badly balanced. Only the most powerful unit types have benefit to upgrade due to poor mathematical optimisation.

Active play wise you can swipe over main aliens, and then every 5-10 minutes there is a small thing to click here or there. Not enough going on to keep your attention.. We all have our guilty pleasures.. It's hard to get a good feel of whether to recommend this game or not yet. Overall, I do like the idea behind this idle game. The classic issue with clickers is that you are pressured to use an autoclicker to help give you a boost. But in this game, manual income is achieved by running your mouse over enemy targets (with some occasional clicking for periodic enemies).

I've only used the reset\/prestige factor once so far, but it does seem like the pace is pretty slow at first. Again, I don't know how the pace compares long term, but I would give the devs props for attempting an uncommon mechanic which nullifies autoclickers.

[Pixel-Me download low mb](#)
[OMSI 2 Add-on Rheinhausen download for windows](#)
[Task is to Survive .rar Download](#)
[download by utorrent](#)
[Color Circle download youtube](#)
[Shio download for pc [portable]](#)
[AnyWay! - Soundtrack! Activation Code [torrent Full]](#)
[PALEO museum VR Activation Code [key serial]](#)
[Anime Dress Up Activation Code [License]](#)
[Defense Grid 2 Demo Activation Code [portable]](#)