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## Beware Planet Earth Activation Code [Xforce Keygen]



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## About This Game

Beware Planet Earth! is a beguiling mix of classic tower defense and time management coming to PC via Steam for the first time. Save your cows from the Martian invasion by building an effective defense using towers, traps and objects, and also by firing your Zapper directly at the invading force of little green men!

## Key Features

- Exclusive content on Steam: a multitude of new levels and enemies inspired by Valve's universe!
- Endless Fun: full story mode with 46 levels over 4 seasons, plus 28 bonus challenges!
- Simple gameplay: different difficulty modes to choose from; "Veteran Mode" for experienced players and "Normal Mode" for the beginners
- Intense action: grab your Zapper to attack the Martians and overpower your machines!
- Wacky machines: choose among 20 wacky machines; from the classic defence tower to the Helicowpter!
- Deadly enemies: over 20 quirky Martians; from the Metalhead and the Mad Scientist to the Ninja!

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Title: Beware Planet Earth  
Genre: Casual, Indie, Strategy  
Developer:  
Lightmare Studio  
Publisher:  
BANDAI NAMCO Entertainment  
Release Date: 11 Apr, 2014

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**Minimum:**

**OS:** Windows XP

**Processor:** 1,8 Ghz

**Memory:** 512 MB RAM

**Graphics:** 64 MB Video Card

**DirectX:** Version 9.0c

**Storage:** 350 MB available space

**Sound Card:** Direct Sound Compatible

English,French,Italian,German,Dutch,Swedish









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it has everything I like!

cows, aliens, lasers and a lot of fun!

it starts to get really challenging the more you play,

I just love it so much, best purchase of the month!. A rather uninspired clone of Plants vs. Zombies, emphasizing action rather than strategy. The pace becomes quite hectic in later levels, even in easy mode (playing in veteran mode becomes ridiculously hard in the third season at the latest), since you constantly have to click various objects and enemies with the Zapper gun. Selecting and placing turrets and refining your strategy becomes a minor matter then, also due to the fact that the turrets themselves are rather boring (single target damage, area damage, slowing targets ...), luckily the enemies are more varied.

Beware Planet Earth is not a bad game. It's quite stylish and entertaining for a few hours. It's just that I liked Plants vs. Zombies better in every single regard. And Kingdom Rush. And Defender's Quest. And Sol Survivor. And Sentinel. And Defense Grid. And iBomber Defense. And Field Runners. Did I say Beware ... is not a bad game? Well, it's not a very good one either. Only recommended if you're really desperate to play a new Tower Defense game.. if you like tower defense games mixed in with 1950s era science fiction, this is the game for you. Yeah, it's like PvZ, but you have to defend a number of cows from a horde of martians that range from your standard martian troopers, to maids, to ninjas, and clowns to name a few. The maps for each season and invasion differ in size and paths, but it's a fun game. Also, this version has a mode where the map is Portal themed and the martians are dressed up like Valve characters

8/10. This game exceeds expectations. Tons of fun and a lot more challenging than I thought it would be. The cutesy cartoony design totally fooled me. Haha. Very addictive too.. This game is both cute and has depth. It will appeal to casual players who want to see cute & funny things on the screen (think plants vs zombies crowd) and also to the players who want depth of strategy (think defence grid players). I have finally found a game that will appeal to both me and the girlfriend. Easy buy after playing the demo. Try it. I bet you'll like it.

And don't let the laser gun turn you off, like it did me at first. I thought it was just a tedious laser to shoot stuff with while trying to build defences etc. But it actually adds a layer of strategy, as it doesn't just damage the bad guys, it does things like lower shields and other status changes, and supercharges particular towers.. People make comparisons to Plants vs Zombies. I'm only a couple hours in and found it frustrating. On Veteran Mode, your towers feel miniscule compared to the enemy hp pool. Winning on some level requires taking exactly the right towers. Towers are overall very boring, the first 5 you get (compared to Plants vs Zombies): Sunflower, Incredibly Weak PeaShooter, Frozen Pea Shooter, and then you get the two worst, a Bomb and a Landmine. I keep waiting to unlock good towers but the only ones I've gotten are an Ember-shooting Grill and a Fire Hose. Everything else makes me want to wait till the next good thing comes along. Developers seem to care about the game but I don't know how much they've actually played it on Veteran.....

Hope this helps.

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Can't. Stop. Saving. Cows!

This is totally not my type of game, but the demo was so entertaining that I just had to put it on my wishlist, and then get it when I saw it on sale for 1.99 euro. It's well worth more than that (and I'm stingy). The graphics and humour hits the right spot for me.

It was great fun until I tried to get those stupid achievements, then it turned into frustrating no fun on the Veteran play through of Winter level 5. After far too many attempts on the previous levels each time until I got lucky, too. (Achievements only ever get in the way of enjoying a game for me, and this game was where I finally decided to say 'screw them all'. I'd really like a button in Steam to turn them all off.)

Back to just playing for the fun (screw veteran), it's entertaining me still, replaying the levels in order and the challenge and bonus ones I like.

There are plenty of levels, hours upon hours of play time! The progression is good, starts easy and gets slowly more difficult.

There are some different types of challenge levels throughout the Story mode, where I would like to just skip the one that I find no fun at all (Maid Raid), and get more of the one I like best (Back to Basics). They each unlock a few more levels of the same type once you've beaten the one in the Story mode, which is nice. There are also bonus levels where the aliens and playing area look different, and some have somewhat different special abilities (with no way that I know to read up details about them, unfortunately).

I'd have liked a way to re-check the aliens while playing in a normal level, too. My memory isn't the best anymore.

And I'd have liked a way to go to the next level in a second play through, rather than having to go back to the main menu and pick a previously played level just to get to the one after the one I just played.

And I'd much prefer the game to remember that I unticked Fullscreen, rather than having to do it again every time I launch it.

But overall, great fun. Try the free demo, it has 7 or so levels from different spots in the story mode, so you get to see easy and somewhat tougher levels in shorter time, giving you a good idea of what to expect in the full version.

. This starts out as a solid yet typical tower defense game. The game really begins to shine when the gun becomes a primary element that performs many different gameplay functions. Having this 3rd major element to compliment the standard towers and resource management makes this one of the most hectic and action based TD games in the genre. Fantastic presentation, solid level design, unique enemy units, fun themes and great bonus levels make this a great package for fans of the genre. GG!. Fun if not terribly original or complex tower defense - but don't we play TD because we know exactly what we are getting?. To me, it's hard to make a 2D Cartoon style like this entertaining, and honestly I laughed a lot as I discovered the cows along the seasons, the aliens' animations, and of course, Barney ! This toilets cabin makes him so alive, and yet we never see the guy ! Now, imagine that all the 'towers' you put in the fields are alive too... Man, this ambience is soooo fun ! It's actually a part of the machine, but it's also its eyes. It's a vent, but it's also its mouth. Just love the design of these characters/machines ! Mobs have suits, costumes, cohesive animations, and their abilities are related to their appearance. You could guess what it can or cannot do by just looking at them. It's very pleasant and made me feel like I was watching a good old cartoon from Tex Avery/Hanna Barbera. So alive !

Then came the game... I really don't like Tower Defense game type. BPE is the first one I DO want to complete ! God, I felt entertained all time long ! The first levels were clearly designed as tutorials. That's why all the people who got used to play TDs may be bored, but I think their experience will allow them to complete these levels very fast, to finally get to...

... THE ZAPPER !

Here is how you can turn a simple TD into a frenetic game experience : developpers managed to give you this intense feeling of being overwhelmed, without simply adding mobs, and mobs, and a new wave of mobs... The ZAPPER ! They also played on mobs' resistance, and finally managed to balance mobs' speed, defense, zapper's power, machines' utility and player's actions so that you have a lot of things to setup, manage and use... but in a very effective way ! Everything is damn simple to understand and use, and provides a lot of fun ! Don't... forget... to use... the ZAPPER ! It's your best ally all game long !

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And finally, a new dimension came to my attention: mobs' transformations ! You think you killed it, it turns into something else ! Hard Rockers turn into "Berserk Hard Rockers", Zombies turn into graves, where new smaller zombies emerge, ... but I won't spoil everything ^\_^ I found these game mechanics very inventive !

A lot of TDs should take example on this game. It's simple, yet effective and terribly addictive, fun and easy to play, and includes a very well balanced challenge.

I should have given feedback on the 'charismatic' fields, or on the growing number of aliens' spawn points as you progress in the game, or maybe on the evolutive environment (mushrooms and their spores, ice forming on your machines during winter and the zapper's utility at this moment of the game,...), and maybe I should have told you about the bosses, the drill, the gears or the cow bell... but I really have nothing to say about it, because everything was part of the fun, and very well thought !

Play this game, it really worths its price !. Painfully addictive tower defense in a playful enough package to keep me coming back. Hints of Plants vs Zombies, but stands on it's own quite well. Kept me coming back and well worth the time. Challenging enough to make the effort to get 100 percent completion and I strongly suggest you do.. Fun tower defense tower defense time waster, with cool graphics and cartoony 1950s aliens theme.

However, get punishingly difficult once you hit Fall, to the point where its just not fun anymore. Even plants vs. zombies was fairer!!

Buy if you want some decent fun for a few hours and then home work assignment thereafter.. Very limited and oversimplified tower defense game. Not worth the \$10 price tag imo. After the first ten levels gameplay just continues on the same. No innovation or real fun to be had here move on.. Plants vs Zombies except its Cows vs Martians.

That's all.. Plain tower defense with 0 (zero) upgradeability, gets boring real quick.. At first the game starts pretty slow, but the pace really cranks up a notch after the "tutorial" levels. Everything's explained in great detail (maybe too much for some people?), but after those explanations, the fun really begins and boy does it get hectic at times!

The main originality is the "zapper" (a raygun you get at level 6 I think), and it's used pretty much everywhere: you can shoot down creeps with it (although it's quite weak compared to your actual towers and traps, and it breaks down if it overheats, so you have to manage that too), and you have lots of interactions. For example, quite early in the game, you have G-men like martians that your towers can't detect until you blow his cover with the raygun. You can also zap away the forcefields the mad scientists cast around other martians.

It really adds a great deal of action to the game, it's unlike any other tower defense game I've played so far (in which you basically deploy your towers and wait for them to do the job until you get enough money to put some more).

The graphics are cute and really fun and the music is cool too. It look like PopCap's "Plants versus Zombies" and is every bit as good (although quite different when you get far enough in the game).

The demo is good but don't be fooled: the learning\difficulty curve is actually smoother in the game (although the beginning is still quite slow). Oh also, you have two difficulty modes: normal and veteran. Normal is pretty easy, Veteran is the opposite and will have you yell at your computer, only to come back for more right away :p



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