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## About This Game

M.A.C.E. Tower Defense is a classic tower defense game with unique towers and enemies and an ingame shop system for getting better towers, upgrade existing towers and buy special items (Atom Bomb, Splash Bomb, Air supply).

You can earn coins for the shop with getting boss enemies, saved lives and unlock new maps.

But it is not only placing, upgrading or selling a tower – in M.A.C.E. TD you can improve your game play with placing mines, Block walls and electric Fields direct on the path and you can also take control over a tower s direction and target.

This player controlled action is a unique game mode within a defense game for hitting the enemy you want!

The game may not be for beginners, the maps are hard and challenging.

### Definition M.A.C.E.

Military Alliance of Common Earth

Founded after the first alien invasion on earth in the year 2054. M.A.C.E. is the epitome of the new cohesion of all peoples of the earth to fight against the aliens to serve life on earth in a military path.

### Features:

- shopsystem for buy and upgrade towers, buy specials

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- 8 upgradable Towers (2 power ups each)
  - support towers, special attacks, path placed items
  - unique enemies
  - unlockable levels
  - freeplay mode for endless waves
  - Tower Control Mode: Take control over the target and direction of a tower
  - Towers: Gun, Laser, Fireblaster, EMP, Canon, Rocket, Flak, Artillery
  - Power Up for each Tower: Damage, Firerate, Range
  - Path placed items: Mine, Electro Field, Block Wall
  - Support Towers: Power Enhancement, Range Enhancement
  - Global Specials: Big Bomb, Air support, Atom Bomb, Money upgrade (earn more money)

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Title: M.A.C.E. Tower Defense

Genre: Action, Indie, Strategy

Developer:

EntwicklerX

Publisher:

EntwicklerX

Release Date: 16 Jul, 2017

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English







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Do you know what, for £1.59 (UK) it's about as good as you can expect for the money.

Took 15 hours to complete - I'd say around 75% of that I wasn't even at my computer, or switched to a different window. Once you've got a few decent tower upgrades, the very repetitive gameplay is a breeze. Just set, forget and walk away.

There's no bells, no whistles... just a range of basic, unlockable towers, a couple of upgrades for each and a few bombs you can drop on the field which I don't think I even used. 70 levels of grinding for an easy "Perfect Game."

It works. It's not very exciting... I'd go as far to say it's boring, but for £1.59 (15 hours - so £0.10p an hour!) - who cares?. This game is way too minimalistic. No strategy required. You just place towers and hope for the best, if that tower doesn't do the trick.. try another. No enemy description. No tower description. No upgrade description. You don't even have the option to restart the level..

Anyhow... the game is sooo cheap.. So you get what you paid for. On the other hand.. there are a lot of free to play games (with microtransactions.. sure) that are waaaaay above this one...

. Game looks and sounds decent enough for a TD, it has a bunch of towers and upgrades, but it is really REALLY dull because how easy it is. There needs to be a rehaul in terms of difficulty for this to be even playable. Make an attempt at balancing waves and towers and then we can talk.

70 levels of this is tragic.

Case in point:

<http://i.imgur.com/V6ZkfSnC.png> Wave 14 -> Wave 45. No towers added, no upgrades added. Surely this is a fluke? yes? Let's try the next map, oh look now there are 50 waves: <http://i.imgur.com/VEms8csI.png> Build towers up to wave 11. Stare at the screen for 8 minutes doing nothing (at 4x speed non the less!). Same thing map after map.

[I edited my earlier review because I thought maybe I was too mean, but playing the game again got the better of me. Seriously what is this?](#)

[100% achievement took me 16 hours but that includes time you just let the game run in the background and then forget about it. If you apply yourself I'd estimate 10min per level \(x70\). But you'll hate every second of it and start to hate yourself to boot.](#)

[If you are looking for fun, just avoid. \(Or at the very least wait for updates.\). It's Under 9000!!](#)

[Very average Tower Defense.](#)

[Obvious Mobile port, english grammar typos in the UI interface in game.](#)

[No Restart level, or end level options in endless mode.](#)

[No way to adjust music volume](#)

[It's cheap tho and has lots of levels so I'll give it a pass, which is all that matters in a TD, along with usable UI and the UI in this is usable enough.. It's hard to find a reason to complain about a game that's as cheap as this one, that's as long as it isn't a lemon and thankfully this is what it claims to be, A Tower defense game. Yes there's better ones but it's not a terrible game. I'm only 6 hours in and I'm currently being overpowered forcing me to farm some extra money out of the lower levels & then pick out upgrades so I can move on so there is a level of thought required. At the moment I'll give this a 5.5 out of 10 so it scrapes in with a thumbs up. That said I'll edit this review at a later date once I've played it some more.](#)

[EDIT: It's taken me 23 hours to complete the game. While the difficulty level isn't overly hard you will need to do some levels multiple times to earn money to upgrade your towers. As you get to the point where you've done most of the upgrading the difficulty does become less of a challenge but it continues to keep you involved so all in all it's a decent Tower Defence game for the price. I'd give it a 6/10.](#)





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