Sanctum Download Complete Edition



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# About This Game

You think Tower Defense games are all about building? You thought wrong. Sanctum is not your average Tower Defense title. When the havoc starts, you get to join the fray! As one of the world's first First Person Shooter - Tower Defense games, Sanctum has taken the best of both worlds to deliver an epic, one-of-a-kind experience.

# Key Features:

- Don't just build towers. Build mazes!

- Your way or the highway? The Customization System lets you have it all!

- 4-player co-op support; why double the trouble when you can quadruple it?

- 87 Achievements

- Hidden Secrets & Easter Eggs. Have meta with your metal!

Title: Sanctum
Genre: Action, Casual, Indie, Strategy
Developer:
Coffee Stain Studios
Publisher:
Coffee Stain Publishing
Release Date: 15 Apr, 2011

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**Minimum:**

**OS:** Windows XP (SP3)

**Processor:** 1.6 GHz Dual Core Processor

**Memory:** 2 GB RAM

**Hard Disk Space:** 2 GB Free Space

**Video Card:** Shader Model 3, 256 MB VRAM

**DirectX®:** 9.0c

**Sound:** DirectX 9.0c compatible, 16-bit


English,Danish,French,German,Swedish,Japanese,Polish,Dutch,Italian,Russian,Turkish

PERRY GOES TO THE LOCAL HOMELESS SHELTER AND HELPS OUT.

The festival bake-off is a resounding success, with you and Elias winning 1st place for your pie. For several weeks you recount it play-by-play to everyone who comes in to the bodega.

**An apartment management tower-defense game about your resident monsters against humans.**
While the idea of being a landlord is enticing the tower-defense part can get incredibly tedious & repetitious since there's not a whole lot of strategy to use here from beginning to end.

The idea of the tower-defense is just to stop humans from stealing your money and if they get away with it you only lose your highly expendable tenant should they have died defending the money taken so there's no real fail state. You try and stop the humans by knocking on the room doors of the monsters of your choosing and IF they're home (which most usually are) they'll do their tower-defense thing and help kill the intruders.
As you get further into the game you're able to invite specific higher tier monsters depending on what monster race you've been appealing to or otherwise. To get further into the game & earn faster money though you've got to go do quests from a quest board. While every quest grants you money there are quests that unlock new monsters for you to be able to have in your apartment, quests that unlock a new piece of furniture you can buy for your tenants, and main quests that finally allow you to expand your apartment one floor at a time. The downside to this though is that every quest from side to important are essentially all the same "stop the humans" only with varying wave numbers and a few human types with soon to be higher stats. Whatever strategy you had against weaker humans you can do the exact same thing against the stronger humans with stronger monsters in somewhat bigger numbers because the monsters you get aren't entirely different either aside from the stats when it comes to being useful in defending.

The landlord simulator part is at least more intriguing. The job is primarily housing interested monsters of your choosing and appealing to their tastes by adding or improving things in their apartment, sometimes specifically when needed as some monsters prefer having certain items in the room depending on their race and/or job.
It's a bit more taxing to house monsters when you have a certain race that's disliked by another race living in the same structure. You can still appeal to both but getting them to all be satisfied in their living quarters would take much longer.
There's a maximum of 3 vacancies per room where each vacancy specifically houses one tenant, that tenant's lover, and those two's child. So long as one tenant in a room is satisfied and alive they'll eventually find a lover and conceive a child who will also grow up for you to take money from. If the child dies another child will be conceived by the parents. If a parent dies the other parent will find another lover. If both parents die then the grown-up spawn will eventually find a lover of their own and eventually conceive their own child. I'm not sure what happens if both parents die while the child remains a child. As all the tenants in one room are old enough they usually find jobs of their own which is supposed to be a good incentive for raising their rent.
The room upgrading is incredibly bare & simple which leads to a few questionable things. For example upgrading a two-door fridge apparently grants the room a BBQ set and upgrading that gets it a built-in kitchen. You can buy a tenant a game console and/or a PC tower for their room but I find it a bit odd that you're not exactly buying it for *them* but for the room itself, and you don't even have to buy them a television for the consoles as far as I've seen.
Depending on how fancy a room is and what the current tenant's job is you can adjust rent to their's and your pleasing. Certain monsters though are less likely to even want to pay rent even if you set it to an incredible low. You can evict them for being deadbeats, wait a bit longer to see if they come up with the money, or wait for them to run away from paying you.

The game itself sounds better off as an idle-game somewhat but unfortunately alt + tabbing even when the game's a small window pauses the entire thing. It was pretty nice trying to be a landlord for monsters but with how tediously bland progress is I can't entirely like the game even for its cheap price..
It was a really fun game, the first RPG Maker game I've played, 4/5 for this game, I would just like to say it lacks in story focus, there is no over arching story, and for a JRPG fan I think that would be a disappointment since those type of games are usually very story focused, this game is more side-mission based, where u do all these pointless missions to get to the ending (I wouldn't even call it a goal, since it's not something you were striving for). still fun in 2019. This game is one of the best VR nightmare I have played. Highly recommend it. The shooting feels sooo good and killing sphrees feels just like real. You will need survive as long as you can. My personal best record is level 8.. I had a good time playing this with a friend despite it not looking very visually appealing.. Make sure to read the description to make sure you want this type of music. All these packs are great.. I love that Game. Is a great old school Shoot \u2019em up, new day called Shmup. I had that schort word Shmup.
It has lovely desigend sprites and great old school Shoot \u2019em up music.
It's great that you can buy the music from game.. ITS JUST SHEIT BUT I GOT IT DONATED SO <3. A really interesting game with nice level design. There are so many suprises and dromatic dialogs in the game. When you go deeper and deeper again, you see more amazing elements which you won't expect to see.. Good FPS game, looks retro, but there should be more

enemies

https://www.youtube.com/watch?v=FdgzUS5LrfA

Insincere cool game in the style of horror, you Joseph Walker A.I. Researcher corp, you have to stop the epidemic.

+ Old-school graphics, for me personally, this is a plus, as it resembles the old and good games.
+ Damage dealt by the player are saved on the objects.
+ Not a bad story
+ Good soundtrack

- No change in screen resolution

In general, players do not play in the old-school games it may not like but all players with 90s definitely recommend 9/10.. This game seemed interesting since the user could incorporate their own music into it, but it is very bland. It's definitely a time-waster, but in a bad way. For achievement hunters, it doesn't take long to get all the achievements but it's basically just constant mindless grinding. I think the only good part about the game is that you can play your own music with it... but you can always just play your own music in the background of a better game. Not worth it.. Very good game, well made, its the small details that make the game very good (under water muffled noise). Enjoying it very much so far. This game dungeon design is frustratingly dull, using "fun" block pushing puzzles everywhere and other boring puzzle designs. played this for a bit then requested a refund,
I do not recommend. Big cong!
+ Great game-play
+ Great level-design
+ Easy to pick-up and put-down
+ Looks good
+ Good price
- A bit rough on the edges, but in a way that compliments the hilarity of the game concept. THIS IS DOWNRIGHT THE BEST ITEM I HAVE AMAZING EXPERIANCE INCREDIBLE DESIGN SMOOTH RUNNING AND A GOOD SELECTION OF ENGINES... to bad you can't create your own levels but it's ok. TRAINZ 12 HAS NOTHING ON THIs >:). This game is great, but I always die even after 5 times of trying, can I see walkthrough in somewhere?. Good little game!

Highly recommended for the money.

Makes you feel like a real life sneaky sneaky.

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