Shepherds Of The Abyss Download] [Password]

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About This Game

Shepherds of the Abyss is an action-packed, multiplayer tower defense game - one inspired by some of the best tower defense mods for Warcraft 3. Some of its key features include:

"mazing"

"Mazing" is the art of filling a wide-open space in a tower defense game with your towers to build the longest possible path (the maze) that the enemy's units must travel before reaching your throne. "Mazing" is a core skill in Shepherds of the Abyss, and it's put to the test with random obstacles and waypoints spawned each game to prevent you from memorizing the strongest maze setup.

unique Unit Buffs

Every unit in Shepherds of the Abyss is granted various buffs with significant strengths, such as making them heavily armored, increasing their movement speed, granting them high regeneration, or giving them shields. The towers all provide hard counters to these buffs, so building the correct towers in optimal locations is key to success.

empowering towers

Shepherds of the Abyss is a dual resource tower defense game. Gold is used to build and upgrade, while the power of souls you've collected from dying units is used to empower towers on a wave to wave basis. Empowering towers unleashes additional strength and functionality to help them overcome the units' buffs. For example, some towers gain damage over time while others

snare units they attack.

round Separation

Gameplay is separated into multiple phases - Preparation Phase, where all building, upgrading, and empowering is done, and then Combat Phase, where units attack all players at once and souls are harvested.

Incoming Wave Manipulation

All of the buffs possessed by the incoming wave of units appear in a grid during Preparation Phase (see screenshots above). Buffs that are adjacent multiply each other's strength, so it's important to move matching buffs apart. However, the movements of these buffs are limited, so you must study the entire grid and make your moves carefully.

included Game Modes:

- Single-player Survival - survive as many waves as possible.

- Cooperative Survival - survive as many waves as possible with the help of a friend.

- Head-to-Head - play against another player in a 1v1 battle.

Title: Shepherds of the Abyss
Genre: Action, Indie, RPG, Strategy
Developer:
Impulse Games
Publisher:
Impulse Games
Release Date: 17 Nov, 2016

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Minimum:

OS: Windows 7+

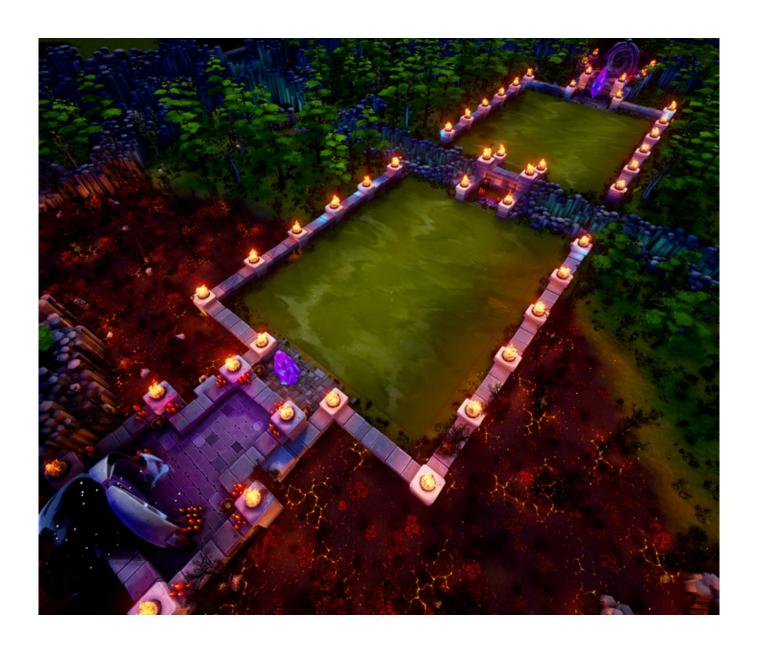**Processor:** 1.5Ghz

Memory: 2 GB RAM

Graphics: 1024MB Video Memory

Storage: 2 GB available space

English,German,Russian

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TL:DR Buy it if you are a fan of TD games, or if you are eager to try one. And also help support\/fund the game.

I have played tons of TD games before, and If you played those old Warcraft III custom TD maps, get ready for a big nostalgia trip.

First of all, I've been searching a long time for TD games on steam with the maze aspect in it. Found this game and have been waiting the release for some time now. It really adds some depth to the gameplay, It's not just "place towers wherever the game feels like", and as the maps are "randomly" generated, there won't always be the exact best and only way to place towers.

For a game in Early Access, this game is fairly good already. It's playable, haven't encountered many bugs, and totally worth the money even while in development (not to mention it's realtively cheap, just buy it and try it). Devs are talkative and you can freely talk to them in their discord channel (+1 kudos to them).

The shepherds's mechanic is a good throwback to those WCIII heroes, only 3 have been implemented so far but they have a good variety by themselfs. For now there are 4 basic towers and 2 variation for each one via upgrades.

My only complaint for now is problably the sound\/music, which can sometimes get repetitive. But don't take my word for it, I normally play games on muted.

I'll edit this review after I play some more. But so far it's definitely a buy if you are a fan of Tower Defense games. And if you never played one before, you might as well just try it for that price tag.. Ever since the Warcraft 3 Tower Defense community died out it's been hard finding a solid tower defense game with an emphasis on strategy, they are usually very straightforward and don't require much thinking. Shepherds of the Abyss on the other hand has delivered everything I have been looking for in a TD and more. While many games have abilities of some sort, they never really feel genuine, it feels like they were tossed in last minute before release, whereas in SotA you make up your own "army" consisting of some default creeps and your own Shepherds, these Shepherds all have special abilities much like DOTA\/LoL and truly feel like they have their place. Items is also something SotA has done very well, you can buy items for your Sheps, some are active and some are passive bonuses, and they all feel very in-touch with the game.

But the part where SotA really shines as a bright star above all other Tower Defense games is in its mazing. The martial art of making your enemies walk the longest, most tedious path, through tight corridors of flame spitting towers and axe slinging statues. No competitor even comes close in this aspect of the game, some lets you block one route so the creeps will take maybe 10% longer to finish their run, in SotA you can make them walk five, if not ten times longer. And yet it never gets into a repetitive pattern.

SotA is tower defense taken back to its roots.. Nothing special, 20 years ago this might have been a good TD but these days you get so much better.... This is a gem of a basic TD game.

Pros-
-Pretty, lots of purple. I like purple....would bang. did bang. payed $10 to bang. will bang again. ALL I WANT IS BANG BANG BANG.
-Reminiscent of WC3 TD games.
-A-mazing game.........get it?!!?!?!?!?
-Much hammer. dead monsters. happy hammer thwap thwap good times. much good times.
-Soul mechanic adds a fun strategic layer of much depthiness. ALL THE DEPTHS!

Cons-
-WHERE ARE ALL THE PEOPLE!?!?!??!!? I NEED MULTI'S TO MULTIPLAYER!!!!!! BUY GAME. PLAY GAME. BANG BANG BANG!
-I need more tower levels. HAVE MUCH GOLDS, must spend teh golds on towers.
-The tutorial takes too long. Half way through I was like, "I dont want to know your game, all I want is BANG BANG BANG!"
-Feels like even though it is released it is still very much a work in progress. This feels like its still in beta. Still worth $10.. Very enjoyable game. I like the concept of heroes in a tower defense and the PvP works well. Can't wait to see more.

Shepherds of the Abyss is a top notch indie game and I really enjoyed it. I had no problems with the gameplay and no issues figuring things out. Optimization and performance were stellar; It ran perfectly fine on my aging 670. Well done, I can't wait to see what these guys do next!. Howdy, First of all I must state that I have been helping with giving feedback on this game, and did receive my key for free. That being said however, this game, even in its current state is well worth the price of admission. If you like Tower Defense and Moba style games then this game is for you. It Features several modes of play and a series of tutorial missions that are designed to help get you up to speed before you hit the multiplayer arena. For Single player modes, there are two: Survival and Classic vs. AI. So far I've been mostly playing the Survival modes as getting multiplayer games at the moment can be challenging. The game is still in development, so don't be surprised if you see bugs and / or crashes. If you are unlucky enough to experience one of these bugs, please submit the crash reports to the developers! Every one helps!. This is a gem of a basic TD game.

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Bought the game and played a little. And while I give this a recommendation, it is mainly for the potential.

The current gameplay is a bit lacking.
I played against AI several times to try out stuff and it all came down to one thing: I did build more towers early and was able to kill the first batches of small creatures. Later on, when bigger creatues spawn, nothing seems able to kill them. So whoever had lost more life at that point, kinda won.

And that brings me to my major issue with the game: Either I am to stupid to figure out how to kill the big mobs, or they are to tough. For me, they pretty much ended the game quite early. As neither me nor the AI could kill them effectively, they walked through the maze (which at this point only had like 20 towers of 50 possible, mostly not upgraded), dealt damage to the AI and me and soon the AI lost. But even against human players - as I don't know how to kill them and the monsters getting stronger every round, this means 1 or 2 rounds more at best, before the game would end.
This meant the playtime was rather short and both mazing and building towers felt less rwarding, as I could not use the whole maze and also towers+upgrades became almost useless against half the attacking forces.

Though I do like the premise. Beeing able to build a maze and having quite some tower variety is really cool. The Shepherds also add some interesting level to the game and allow to somewhat influence the marching forces. Which is why I kind of recommend the game.. Awesome tower defense game. Great polish and mechanics.. Very disappointing game. Save your money. There is just one survival mode. Only 5 towers. There is an interesting mechanic with moving buffs the creatures get... but thats about as far as it goes.. Love the mazing and random maps, you always have to be ready to adapt, tons of ways to demonstrate skill and outplay your opponent. Great value for the price.. Impossibly diffcult. Frustrating soul catching mechanic. The ability to catch what a mob drops is on a cool down. So even if you manage to kill a mob you get nothing for it if you didn't or can't catch its soul in time.

Game is just not fun.

If you want a 3D TD game try Prime World Defenders.. Love the mazing and random maps, you always have to be ready to adapt, tons of ways to demonstrate skill and outplay your opponent. Great value for the price.

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