Incursion The Thing Torrent Download

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## **About This Game**

With over 50,000,000 plays over the previous parts, the Incursion series has enthralled and challenged many players over the years. Now you can save your world from darknes 5d3b920ae0

Title: Incursion The Thing Genre: Action, Indie, Strategy Developer: booblyc, parafeks Publisher: Booblyc OU Release Date: 11 Nov, 2016

English

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Unfortunately, not that good. There are plenty of way better tower defense games on Flash gaming websites such as Kongregate, ArmorGames and so on. This version of Incursion is quite boring and very slow.. Not sure why there are negative reviews about this game. I like classic Tower Defense games and really enjoyed this game. It has a good learning curve, lots of upgrades, good graphics and is fun to play.. The game is not that bad. It can be annoying to pick units sometimes, But most of the heros are

great all around.. Not sure why there are negative reviews about this game. I like classic Tower Defense games and really enjoyed this game. It has a good learning curve, lots of upgrades, good graphics and is fun to play.. Not sure why there are negative reviews about this game. I like classic Tower Defense games and really enjoyed this game. It has a good learning curve, lots of upgrades, good graphics and is fun to play.. Pros: 1. Better graphics 2. more levels 3. more heroes Cons: 1: Lots of usability issues. 2. Spells are not always shown. 3. Lesser gems awarded from wins makes progression stop, have to grind the previous levels for money to get gems. 4. really needs shortcuts for spells. 5. unit selection is also little annoying.. Unfortunately, not that good. There are plenty of way better tower defense games on Flash gaming websites such as Kongregate, ArmorGames and so on. This version of Incursion is quite boring and very slow.. VERY solid TD game.. I wanna like this game, but I am kinda annoved by it. The controls don't seem to be made for computer, given there is a phone version of this would mean its made for touch screen. Next wave and Unit upgrades are one click for info and click again to do the thing. The tool tip even says to hover for info. You can't cancel a unit selection, so you have to move or select a target. You can deselect a hero, if you click their portrait. Spells annoy me since they are hidden unless you select your hero, which means it is difficult to track if they are currently useable. All of this gets really annoying when there are a lot of things going on and you want to do stuff quickly. I go to check if I can use a spell, and then accidentally move my hero elsewhere when I want to upgrade a unit. Or change a rally point when I am clicking to wake up sleeping characters or checking attack range. The cursor is also dumb in that your rally points are set noticeably to the left of the point, which usually puts my ranged units in melee range. There are also no special target cursors to show the spread of an ace spell. All of these things, minus the spells only being visible with a hero selected, are not a problem in the previous flash games. I have been able to deal with the issues up until I got stuck. I am at the bridge level and spent at least 4 hours of my playtime trying get past it, even dropped to easy difficulty. There is a point that all hell breaks loose a huge wave comes in, I keep forgetting the extra steps to the controls and screwing some things up. Granted, even without that I would probably still be stuck since most of the horde busts through. Would at least feel better about trying again with a different strategy. I went back and played incursion 2 a bit just to see the difference. This is basically an upgraded version of that game actually. The steam one is prettier, has different heroes/spells, and more levels sprinkled in (as far as I can tell being only 6 levels in). You don't earn near as many upgrade gems though, instead you have to use gold to buy them. I prefer earning the gems with achievements, and getting more per level. Would be nice if they at least gave you some starting gold since I bought the game, and the phone version probably had microtransactions. I am hoping that they at least make this version more computer friendly like mouseover not click for info, cancel selection button, spells alway visible, and possibly shortcut keys. I will probably change my opinion of this if there are some updates, or if I can move on and experience more of the game. I would only recommend this if it is on sale and/or you really want an updated incursion 2. Otherwise try the flash games. I wanna like this game, but I am kinda annoyed by it. The controls don't seem to be made for computer, given there is a phone version of this would mean its made for touch screen. Next wave and Unit upgrades are one click for info and click again to do the thing. The tool tip even says to hover for info. You can't cancel a unit selection, so you have to move or select a target. You can deselect a hero, if you click their portrait. Spells annoy me since they are hidden unless you select your hero, which means it is difficult to track if they are currently useable. All of this gets really annoying when there are a lot of things going on and you want to do stuff quickly. I go to check if I can use a spell, and then accidentally move my hero elsewhere when I want to upgrade a unit. Or change a rally point when I am clicking to wake up sleeping characters or checking attack range. The cursor is also dumb in that your rally points are set noticeably to the left of the point, which usually puts my ranged units in melee range. There are also no special target cursors to show the spread of an aoe spell. All of these things, minus the spells only being visible with a hero selected, are not a problem in the previous flash games. I have been able to deal with the issues up until I got stuck. I am at the bridge level and spent at least 4 hours of my playtime trying get past it, even dropped to easy difficulty. There is a point that all hell breaks loose a huge wave comes in, I keep forgetting the extra steps to the controls and screwing some things up. Granted, even without that I would probably still be stuck since most of the horde busts through. Would at least feel better about trying again with a different strategy. I went back and played incursion 2 a bit just to see the difference. This is basically an upgraded version of that game actually. The steam one is prettier, has different heroes/spells, and more levels sprinkled in (as far as I can tell being only 6 levels in). 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