



Video Game HQ Review!

What Should You Play?!





"Terraria... Orrrrrr Is It?"

Terraria... is NOT what I'm talking about, I'm talking about Outerverse Tower Defense. If you expect me to make ANOTHER one... and have me NOT lose my sanity, you're crazy. Anyway, Outerverse Tower Defense (OVTd) is a game that I have been making. It's not even near being done and I hope to make it as fun as possible for the people that play it. First of all, a "Tower Defense game." is where you defend a base with "Towers." Said towers can range anything from a frail human orrrrrr to a literal God. Now you may say "what are you defending" it really can just be anything. Like it can be a house, garden, reactor, and a "biome" like a forest or a desert. It literally can be anything! Now back to MY game.





“A New Beginning.”

So in my game upon spawning into the game you will be able to find the “shop”. Now the shop is where you can buy towers. These towers can get pretty pricey but they are pretty cool. Now there are 6 currencies in the game currently. These said “currencies” are Z-Points, Fragments, Trophies, Godlike Scrap, Celestial Tokens and 5 Different elixirs called “Elixir, Good Elixir, Godly Elixir, Heavenly Elixir And Finally The Paradisiacal Elixir” being the best one. Now if you wanna get into a match to earn these currencies you will need to click on the button called “play” and a different menu will pop up. This menu will have all of the game modes and options to play the game. So higher difficulty can have more rewards, but some harder modes will and can have no rewards but a tower. Finally the “tower” can be really important as it is usually really good.



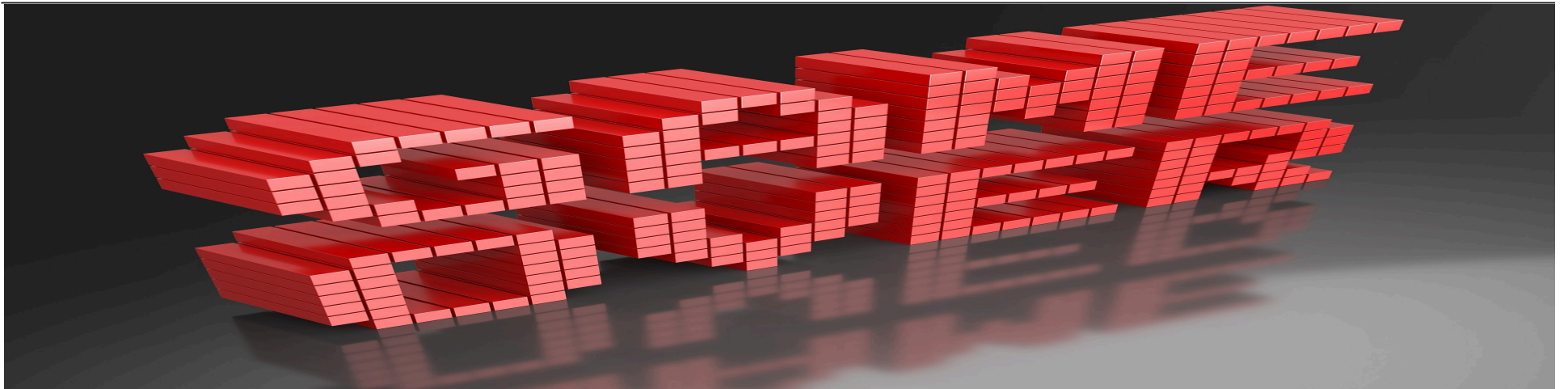


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“The Mid-Game.”

So in the mid-game, of progression. You should be at the phase of enchanting your towers (Please keep in mind that when you ascend a tower said tower won't have any enchant buffs.) Now when you enchant your towers. The towers you enchanted and modified will stay like that unless YOU reroll the enchantment and modifier, the enchantment and modifiers can and will change. (Modifiers have a 5% chance to be and enhancements have a 93.5%, blessings have .5% and curses have a 1% chance to be spun.) The enchantments and modifiers can debuff you entirely but it MIGHT buff you for a stronger effect, these enchantments are called "curses." Now the time for the cursed counterpart, "blessings."

These are the STRONGEST enchantments in the game-(debatable; because curses can slow and have more options for diversity,) because blessings combine a modifier and an enchantment and make a blessing because blessings have two enchantments and modifiers but heavy curse. (anything underlined is a blessing) ALL of the enchantments and modifiers are; "Hellfire, Cold-Winty, Aimbot-(only applies to ranged towers,) Retribution, Weakened -Lucky, BURNING -POWER II SLEEPY -TERMINATION).

“The Will Breaker.”

That's it when you load into the game, don't quit just because there is a lot to-do and that's the fun, endless fun and endless possibilities. Then remember if you wanna chill or find a buddy to play with we have a discord server. (BTW - The tower defense and RPG game are the main focus.)

