
Beware Planet Earth Download For Windows



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About This Game

Beware Planet Earth! is a beguiling mix of classic tower defense and time management coming to PC via Steam for the first time. Save your cows from the Martian invasion by building an effective defense using towers, traps and objects, and also by firing your Zapper directly at the invading force of little green men!

Key Features

- Exclusive content on Steam: a multitude of new levels and enemies inspired by Valve's universe!
- Endless Fun: full story mode with 46 levels over 4 seasons, plus 28 bonus challenges!
- Simple gameplay: different difficulty modes to choose from; "Veteran Mode" for experienced players and "Normal Mode" for the beginners
- Intense action: grab your Zapper to attack the Martians and overpower your machines!
- Wacky machines: choose among 20 wacky machines; from the classic defence tower to the Helicowpter!
- Deadly enemies: over 20 quirky Martians; from the Metalhead and the Mad Scientist to the Ninja!

Title: Beware Planet Earth
Genre: Casual, Indie, Strategy
Developer:
Lightmare Studio
Publisher:
BANDAI NAMCO Entertainment
Release Date: 11 Apr, 2014

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Minimum:

OS: Windows XP

Processor: 1,8 Ghz

Memory: 512 MB RAM

Graphics: 64 MB Video Card

DirectX: Version 9.0c

Storage: 350 MB available space

Sound Card: Direct Sound Compatible

English,French,Italian,German,Dutch,Swedish







Cute little gem of a game! It's Plants vs Zombies in space ! Well on earth, tehcnically xD

Don't be fooled by all those colours: there is actually quite a bit of depth poured into the gameplay, and the zapper makes sure you basically never sit idle (on the contrary, you must constantly decide if/what to boost or explode), and that's where it differs from many other TD's (and from PvZ, specifically): apart from building towers and picking up ressources, you are always active with what is basically a multi-tool, there's not much waiting involved.

Veteran mode is also quite handy, and I'd recommand tower denfense... veterans ^^ to actually enable it. I'd even say it's worth to turn it on from start. You won't get to make many mistakes and get away with it, but the difficulty isn't offputting either, and as long as your strategy is sound, you shouldn't get stuck wondering what went wrong. "Normal" difficulty I didn't try so I can't really comment, but it sounds nice to be able to play with less focus, or to enable less-hardcore players to fully enjoy the game I guess. Plus, you can always switch between Normal/Vet with the flick of a button apparently.

There's a whole bunch of animations, graphics, easter eggs, you name it. You get everything from ninjas, to secret agents reading news papers unsuspectingly, to Martian ladies filing their nails and cleaning up the alleys :D

Gameplay wise, there's something I found rather odd at first for a TD: compared to mostly every other TD I ever played, the maps are rather small, and towers have very limited range (basically just 3 squares). I was afraid of that at first, but it turns out that it just makes you think about placement and synergy even more, instead of just spamming long ranged OP towers everywhere like in some other TDs. Speaking of which : the game starts slow, but it's kind of a tutorial even though it doesn't officially says so. You gotta hang in there for the first 4 or 5 levels, but after that you get the zapper and get to occupy yourself with it, and start seeing more diversity towers-wise.

All in all, much more fun than some random movie, at the price of a movie theater ticket ;p. Plants vs Zombies except its Cows vs Martians.

That's all.. Fun if not terribly original or complex tower defense - but don't we play TD because we know exactly what we are getting?. This game is both cute and has depth. It will appeal to casual players who want to see cute √ funny things on the screen (think plants vs zombies crowd) and also to the players who want depth of strategy (think defence grid players). I have finally found a game that will appeal to both me and the girlfriend. Easy buy after playing the demo. Try it. I bet you'll like it.

And don't let the laser gun turn you off, like it did me at first. I thought it was just a tedious laser to shoot stuff with while trying to build defences etc. But it actually adds a layer of strategy, as it doesn't just damage the bad guys, it does things like lower shields and other status changes, and supercharges particular towers.. People make comparisons to Plants vs Zombies. I'm only a couple hours in and found it frustrating. On Veteran Mode, your towers feel miniscule compared to the enemy hp pool. Winning on some level requires taking exactly the right towers. Towers are overall very boring, the first 5 you get (compared to Plants vs Zombies): Sunflower, Incredibly Weak PeaShooter, Frozen Pea Shooter, and then you get the two worst, a Bomb and a Landmine. I keep waiting to unlock good towers but the only ones I've gotten are an Ember-shooting Grill and a Fire Hose. Everything else makes me want to wait till the next good thing comes along. Developers seem to care about the game but I don't know how much they've actually played it on Veteran.....

Hope this helps.. Plain tower defense with 0 (zero) upgradeability, gets boring real quick.. To me, it's hard to make a 2D Cartoon style like this entertaining, and honestly I laughed a lot as I discovered the cows along the seasons, the aliens' animations, and of course, Barney ! This toilets cabin makes him so alive, and yet we never see the guy ! Now, imagine that all the 'towers' you put in the fields are alive too... Man, this ambiance is soooo fun ! It's actually a part of the machine, but it's also its eyes. It's a vent, but it's also its mouth. Just love the design of these characters/machines ! Mobs have suits, costumes, cohesive animations, and their abilities are related to their appearance. You could guess what it can or cannot do by just looking at them. It's very pleasant and made me feel like I was watching a good old cartoon from Tex Avery/Hanna Barbera. So alive !

Then came the game... I really don't like Tower Defense game type. BPE is the first one I DO want to complete ! God, I felt entertained all time long ! The first levels were clearly designed as tutorials. That's why all the people who got used to play TDs may be bored, but I think their experience will allow them to complete these levels very fast, to finally get to...

... THE ZAPPER !

Here is how you can turn a simple TD into a frenetic game experience : developpers managed to give you this intense feeling of being overwhelmed, without simply adding mobs, and mobs, and a new wave of mobs... The ZAPPER ! They also played on mobs' resistance, and finally managed to balance mobs' speed, defense, zapper's power, machines' utility and player's actions so that you have a lot of things to setup, manage and use... but in a very effective way ! Everything is damn simple to understand and use, and provides a lot of fun ! Don't... forget... to use... the ZAPPER ! It's your best ally all game long !

And finally, a new dimension came to my attention: mobs' transformations ! You think you killed it, it turns into something else ! Hard Rockers turn into "Berserk Hard Rockers", Zombies turn into graves, where new smaller zombies emerge, ... but I won't spoil everything ^^ I found these game mechanics very inventive !

A lot of TDs should take example on this game. It's simple, yet effective and terribly addictive, fun and easy to play, and includes a very well balanced challenge.

I should have given feedback on the 'charismatic' fields, or on the growing number of aliens' spawn points as you progress in the game, or maybe on the evolutive environment (mushrooms and their spores, ice forming on your machines during winter and the zapper's utility at this moment of the game,...), and maybe I should have told you about the bosses, the drill, the gears or the cow bell... but I really have nothing to say about it, because everything was part of the fun, and very well thought !

Play this game, it really worths its price !. I really don't like this game. I wanted to. I love tower defense. I don't like this. This is the mad-clicky sort of tower defense, and it doesn't even feel slightly strategic. The only positive I can offer is that the game is pretty difficult in the later stages.. This game exceeds expectations. Tons of fun and a lot more challenging than I thought it would be. The cutesy cartoony design totally fooled me. Haha. Very addictive too.. if you like tower defense games mixed in with 1950s era science fiction, this is the game for you. Yeah, it's like PvZ, but you have to defend a number of cows from a horde of martians that range from your standard martian troopers, to maids, to ninjas, and clowns to name a few. The maps for each season and invasion differ in size and paths, but it's a fun game. Also, this version has a mode where the map is Portal themed and the martians are dressed up like Valve characters

8V10

If you're a PvZ fan then you'll definitely like this game. This game requires much more planning and strategy, and it has a Veteran mode which is quite unforgiving.

I will point out I experienced some glitches in the game. For instance there's a problem where intermittently the game won't allow you to pick up the zapper, cowbell, and the detonator. And sometimes it freezes when you exit full screen.

Overall, give it a go. The pros definitely outweigh the cons.. Can't. Stop. Saving. Cows!

This is totally not my type of game, but the demo was so entertaining that I just had to put it on my wishlist, and then get it when I saw it on sale for 1.99 euro. It's well worth more than that (and I'm stingy). The graphics and humour hits the right spot for me.

It was great fun until I tried to get those stupid achievements, then it turned into frustrating no fun on the Veteran play through of Winter level 5. After far too many attempts on the previous levels each time until I got lucky, too. (Achievements only ever get in the way of enjoying a game for me, and this game was where I finally decided to say 'screw them all'. I'd really like a button in Steam to turn them all off.)

Back to just playing for the fun (screw veteran), it's entertaining me still, replaying the levels in order and the challenge and bonus ones I like.

There are plenty of levels, hours upon hours of play time! The progression is good, starts easy and gets slowly more difficult.

There are some different types of challenge levels throughout the Story mode, where I would like to just skip the one that I find no fun at all (Maid Raid), and get more of the one I like best (Back to Basics). They each unlock a few more levels of the same type once you've beaten the one in the Story mode, which is nice. There are also bonus levels where the aliens and playing area look different, and some have somewhat different special abilities (with no way that I know to read up details about them, unfortunately).

I'd have liked a way to re-check the aliens while playing in a normal level, too. My memory isn't the best anymore.

And I'd have liked a way to go to the next level in a second play through, rather than having to go back to the main menu and pick a previously played level just to get to the one after the one I just played.

And I'd much prefer the game to remember that I unticked Fullscreen, rather than having to do it again every time I launch it.

But overall, great fun. Try the free demo, it has 7 or so levels from different spots in the story mode, so you get to see easy and somewhat tougher levels in shorter time, giving you a good idea of what to expect in the full version.

. This starts out as a solid yet typical tower defense game. The game really begins to shine when the gun becomes a primary element that performs many different gameplay functions. Having this 3rd major element to compliment the standard towers and resource management makes this one of the most hectic and action based TD games in the genre. Fantastic presentation, solid level design, unique enemy units, fun themes and great bonus levels make this a great package for fans of the genre. GG!. Very limited and oversimplified tower defense game. Not worth the \$10 price tag imo. After the first ten levels gameplay just continues on the same. No innovation or real fun to be had here move on.. Painfully addictive tower defense in a playful enough package to keep me coming back. Hints of Plants vs Zombies, but stands on it's own quite well. Kept me coming back and well worth the time. Challenging enough to make the effort to get 100 percent completion and I strongly suggest you do.

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