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Pokemon tower defense 2 sam and dan

Play the latest version of the game here on Sam and Dan's Site. We always got the latest update available the second it did! Enjoy! Quick links to PTD Unhacked, PTD Hacked, PTD2, HTD, Pokemon Center, Download links, and more, all with the latest versions. Latest update reduces expansion size by about a third. By clicking on this extension, you will have links to... Sam and Dan Blog PTD Official Forum HTD Latest Version Pokemon Tower Defense Final Version Unpacked with INTERNET Pokemon Tower Defense Final Version Hacked with Internet TowerDefense.com PTD (for Multiplayer) WITH INTERNET Pokemon Tower Defense 2 latest version Unpacked with Internet Pokemon Tower Defense 2 Hacked Latest Version with INTERNET TowerDefense.com PTD2 WITH INTERNET Pokemon Tower Defense 3 latest version Dissatisfied with INTERNET Champions TD Alpha Pokemon Center Cosmoids Wiki Page HTD Wiki Page PTD Wiki Page PTD2 Wiki Page Download links (Sam and Dan Games) PTD2 Weekly Mystery Gift All PTD Mystery Gifts (SPOILER ALERT) If you have any questions, comments, comments, suggestions, have free to email me and thank miachrome.rr@gmail.com thank you for viewing my extension! View Source Part v 1.0 Finale is released! New content: PTD1 Wiki PTD2 Generations Wiki PTD3 Legacy Wiki Main Page Browse Community content is available under CC-BY-SA unless otherwise noted. Sam is the creator of PTD 1 and 2. In battle, Sam will use no Pokemon, instead he will use Cosmoids from his new game. PTD 2 Sam appears at lake of Rage. He appears a little longer than he was in PTD 1. He's located in the northwestern part of Lake or Rage, which you'll need Surf to get to. He's in a holiday home. His Cosmoths are at level 75. If you beat them, you'll acquire the Super Rod. After defeating Celebi, he reappears, thanking the player for playing and supporting the game. PTD Sam appears in the shallow Rocket Hideout. He has a lot of shiny Pokemon. After defeating Sam, he'll give you 6 super drinks in every level. His sprite is an edited version of Prof. Elm's. Sam's Sprite Sheet Sam's Sprite in-game Sam's Sprite His Cosmoids He has cosmoids in PTD 2. All of them are at level 75. The best way to win is to use dragon type. Biology Samuel Otero is the creator of the Android/Flash game Pokémon Tower Defense released in March 2011. Because of a recent interview with Sam, he said how he came up with the idea for Pokémon Tower Defense, saying: I really like Pokémon and always wanted to make a Pokémon game but was discouraged from completing them because of various reasons. When I was in the Android Marketplace I noticed a lot of apps that Nintendo Characters or other characters used so I thought why not. The game originally as a virtual pet simulator. I started planning it out on paper and I realized it was going to be a lot of work for just a pet sim, and at the time I was looking at what most paid game. It was a towering defense game, so I immediately thought about capturing your enemy and leveling your towers like Pokémon Sam is 27 and working as a programmer at home. His email is just sotero86@gmail.com and unlike a picture of Sam, it's the only information known about Sam right now. On a side note, he was confirmed to have a 3DS, since a Twitter post in October stated that he got Pokémon Y. From time to time, he makes livestreams that make him at his desk programming stuff in Pokémon Tower Defense: Generations. The livestreams can be located here, that is, if he actually does one now, you can see if he's on his blog. For his birthday on November 26, Sam always does a legendary Mysterious Gift to celebrate it. For his birthday in 2011, he won the Mysterious Gift in PTD 1 Victini, for his birthday in 2012, he won the Mysterious Gift in PTD 2 Jirachi, and for his birthday in 2013, he won the Mysterious Gift in PTD 2 Kyurem. For his birthday in 2014, he made the Mysterious Gift Primal Groudon and Primal Kyogre. It came with the 1.77 update for PTD2, and a Shiny Lunatone gift was also released. Sam said there would be no more mysterious gifts for Pokémon Tower Defense 1. He then created PTD 2. He now makes another game called Champions TD. Trivia 1. It is speculated that Sam has a 3DS. He tweeted about getting Pokémon Y in October. 2. In PTD Sam said that he has traded with many coaches for the shin for a long time. Want to get the legendary dogs? Shiny Mew? or any other shiny pokemon in the game? Adopt them today using SnD coins! Buy some SnD coins and get Ninja-yes bonus items for free! Click here for more information. Visit the PTD: Pokemon Center — a place to trade pokemon, get your Daily Code, take Pokemon, see your items and change your avatar! Click here to get your Eleven Avatar! What's new in v5.3.1New Multiplayer Map - Multiplayer gets an upgrade, more paths, more choices. New Achievements - Go back to older gyms and win special shady pokemon. New Level Cap to 72 - Getting Close to 100! New Mystery Gift Eleven Avatar! Thank you Kimmy Lube! New Daily Gift Prizes! - Snd Coins and Shadow pokemon have been added to the price list! New Game Corner Pricing – Shadow Pokemon has been added to the price list! New ability – Added Guts to the game, more will come in future updates. Shady Pokemon! - Added a shady pokemon to collect a new kind of rare pokemon, available exclusively in the game angle and daily gift. They deserve experience at a lower pace and can learn an exclusive TM Shadow Rush.Hey guys! Merry Christmas and Happy Holidays! I'm happy to say that almost everything has been added for this update. The layout will this week with the new features. Let's talk a little bit about Shadow Pokemon.Shadow pokemon are meant to be like an anti-shining. You can't catch them in nature, you, you buy them with SnD coins and they get less experience per murder. You can get them by completing certain accomplishments, buying a random one in the game angle or winning one in the daily gift prize. This prevents them from hackable and it also encourages trading any repeated shady pokemon with other players. Many wondered which pokemon you could get in shady shape. Well, pretty much any pokemon you can get into the game will have a shady version. These include shadow valley, raikou, entei, suicune and victini! Also every shade pokemon has the same chance to indicate. Many of you asked me to add new moves and different mechanics from the pokemon video games that came out with shady pokemon, but that was never my intention. This shady pokemon are just special, they don't have to be cleansed... on this game... Also this pokemon retain their type and they have STITCH with their original type. Their only shadow move Shadow Rush has the advantage of hitting every type as normal efficiency. Other than that this week is going to be about getting Hero Tower Defense out! As a result, my weekly progress will be about different things in HTD. So expect HTD to come out before the 25th and then the week after that I'll take a break from just spending time with loved ones in bringing in the New Year.I'll flesh out this list as the week goes on. New Pokemon Center Layout and Features (50%)Trade my pokemon from my account samO (0%)Adding a new pokemon for trading (0%)Complete the first HTD version (40%)I hope you guys enjoy your vacation break and as always let me know what you think and thank you for sticking with us! Go here to read Day 17 of Hero Tower Defense Thursday. Today I want to go about Indigenous Skills (NS). I apologize in advance for all the abbreviations I'm about to use. :)So what is NS? NS are skills you start with and require no points. Each character will have one Native Elementary Proficiency (NES) and one Native Class Skill (NCS). There are 5 different NES, one for each elementary. The NES with which you end is determined by the character's native element. They are kind of like a racial characteristics, but instead of being based on the character's breed they are based on the character's native element instead. The NCS on the other hand is the same for each character. You'll see why in a moment. All NES are ranged direct damage skills, there is no projectile and not based on your weapon, it just instantly hits. They all have some sort of expensive based effect (e.g. DoT, Buff, etc.) and are stackable up to 5 times, each time increasing its effects and renewing the duration. It is also worth noting that these skills can also be used on allies. NES is also unique in that generate elementary costs around your character. These costs can be used different ways I will explain later. Here is a list of the NES NEST how they're currently set up: Fire: Set your target on fire causing it to take continuous damage and increase it's Fire AttunementWater: Douses your target with water that causes it to constantly heal and increase it's Water AttunementNature: Tie your target with nature that causes it to be immobile for a moment then constantly healing as well as increasing it's nature AttunementLight : Empowering your target with light increasing it's Physical and Magical Power as well as increasing it's Light AttunementShadow: Inflicts your target with shadow dearly detching it's Physical and Magical Defense as well as increasing it's Shadow AttunementAs a reminder, mindset is a unit's resistance and efficiency with each elementary's skills. Now for the charges. For each NES use that character will receive a load of that elementary type. Since the NES is connected to your native element, this means that characacter can only produce that type of charge. Each character can hold up to 5 charges each charge increases the characters tunement corresponding to the type of charge. So if it's a fireload, it will increase your fire awareness, etc. The cost is consumed by Finisher skills (FS). These skills require at least one charge, but will consume what costs you currently have stored. Each charge will increase the FS power to varying degrees depending on the type of FS and the type of charges consumed. So for example, if you have 5 fire costs and you use a fire FS this is power will be given very much a boost. If you have 5 water costs and you use a fire FS you won't get much of a boost at all because water counters are firing. There is one FS with the exception to this rule and it is the NCS all classes start with what I mentioned earlier. The NCS is an FS that lets you transfer whatever costs you have available to another unit. So now you can hold a character with one native element the charges of another element, it just requires some teamwork. This also means that you can have a mix of load types on a character since you can hold up to 5 charges. That brings up one other point. Say you're doing a charge transfer and the receiving target is about the limit of charges they can hold, or maybe they're already full and you transfer to them, what happens? Well, first it will look at whether there are any charge locations available and fill those whatever remaining, will do a type of check at the other elementary cost and replace or counter them. Here are some simple examples: 1. You transfer 5 water costs to a character with 5 fire costs - all the fire costs are replaced by the water costs. So the target ends with all water costs.2. You transfer 5 water costs to a character with 2 fire costs and 2 shaded costs - one waterload is added, the two is replaced by two water costs while the 2 2 levees remain because shade counteracts water. So the target ends with 3 water costs and 2 shade costs. I sound more complicated than it actually is, but these NS is meant to be important and used strategically and not just as a Click skill, do damage type move. At the beginning, you'll be using them constantly just because you won't have many other moves to choose from, but their importance will remain high throughout the game. It also allows for some interesting things to do with strategies for general attacks, boss encounters, level goals, etc. so expect to see some fun things going on in the future. Well, it was a little long, but fun to write! On a side note, we're all working hard to have as much ready for the upcoming release as possible. However, I've said this before and I'll say it again just to keep everyone on the same page. This release is basically a prototype of what we've physically developed so far. Design and concept is the majority of what we've done so far and so we've just started getting physically developing the game into something.

But we promised to give you something as soon as possible and we want to hear your feedback every step of the way, so we show you what's essentially a fair, pre-alpha, v0.0001, right-out-of-the-gates release. So just keep that in mind please. :D Kvin also has a new poll on his blog, KXN @ HTD for choosing Male Hairstyles so head there and be sure to cast your vote! As always, let's hear what you have to say in the comments and thank you!-DanLabels: abilities, characters, daily codes, Then, elements, feedback, Flash, Games, Hero Tower Defense, HTD, Kevin, Sam, Skills, Snd coins, ThursdaysWant to get the legendary dogs? Shiny Mew? or any other shiny pokemon in the game? Adopt them today using SnD coins! Buy some SnD coins and get Ninja-yes bonus items for free! Click here for more information. Visit the PTD: Pokemon Center — a place to trade pokemon, get your Daily Code, take Pokemon, see your items and change your avatar! What's new in v5.2.1Story mode level - After saving Meowth and defeating Sabrina you should now lead against your previous opponents. Can you get past them? New Pokemonnew Moves (12)New PerformanceNew Mystery Gift Delibird Avatar! New Pokemon up for trading on my account samOAdded new moves in pokemon center move listFixed capabilities text is messed up when you subtract the game It is no longer possible to have space or special characters in the avatar chat room It is no longer possible to have 2 people with the same name in the avatar chat room The chat will no longer browse automatically if you have rolled up to read anything, if you're rolled all the way down the chat, you'll still automatically multiplayer point to the PlayTowerDefense WebsiteCreating new database to keep user data, the current current to be filledHey guys, nice to see you again! Do you come here often? Anyway.. enough small talk, let's get straight to the action! I received very good feedback for the new level and new performance, so I'm glad you guys enjoyed it. The closer we get to New Year's and Christmas, the harder it is to complete updates. So many offer to buy, so many games to play, and events to go to! But don't worry here at Sam and Dan Games we won't let you down, even if things come out a little late, they'll show up! This week we're going to do a new multiplayer card that will replace the old one. Because let's be honest the old one is LAMB! So I hope you guys will enjoy it. Along with that will come the new layout for the Pokemon Center that I think will enjoy a lot of you will enjoy, it's been a long time coming, but thanks to Velocity, we've got it ready to go and should be this week. Along with the new layout, we'll have new improvements, using magical technologies like AJAX (Google it, if you're curious), you'll be able to see what the user has requested for his trade without leaving the search results page. Plus, I'll add other features that have been asked for a lot during our time here. ON TOP OF THAT! We will have new daily gift prices, new game angle prices, new capabilities, new achievements and new level cap! New Multiplayer Card (100%)Level Layout (100%)Pokemon Team Defense (100%)Pokemon Team Offense (100%)Implementing New Changes in Server Code (100%)New Mysterious Gift Avatar (100%) - For Monday! New Pokemon Center Layout (50%)Layout and Graphics (100%)Implement PHP (0%)New Pokemon Center Features (75%) Layout and graphics (100%)Implement PHP (50%)New Daily Gift Prices (100%)1 SnD Coin Implemented (100%)Random Non-Developed Shadow Pokemon (100%)New Game angle Prices (100%)Random non-developed shadow Pokemon (100%)New Performance (100%)Implement in game (100%)Implement in server (100%)New Capabilities (100%)Ability Guts – Increase attack if there is a status problem. Implement ability in the game (100%)Add to Rattata, Raticate, Machop, Machoke, Machamp (100%)Level cap up to 72 (100%) - New Chapter means more level caps! Implement in Game (100%)Implement in Pokemon Center (100%)Implement in Save Code (100%)TM (100%)Shadow Rush (100%) - Only usable by Shadow pokemon. 55 Attack Power, 18 Cool, Shadow Type. (Normal efficiency against all types.) Adding move names to the Pokemon Center Move List (100%)Shadow Pokemon (100%)Implement in Pokemon Center (100%) Display shadow with a dark purple background (100%)Allowing coaches to request and search for Shadow Pokemon (100%)Implement in Game (100%)Programming (100%)Graphics (100%)Change Seaking's Attack in Route 12 of Week to Aqua Ring to Avoid pokemon in the fly only places can go (100%) Added the ability sharp eye to Hitmonchan (100%) Fix problem with Shadow pokemon pokemon so shiny when you learn or develop a new move (100%) – Thank you everyone who let me know :)Hilos the amount of energy the attacker gets in the multiplayer card (100%)PTD First look is below! Check it out! That's what we have for now, let me know what you think and keep coming back to see our progress and PTD First Look by Graphic Power. Thank you! Welcome to Hero Tower Defense Tuesday! Go here to read the Day 11 of Hero Tower Defense Tues. For this update I want to book pets, specifically pet placement. Right now with pets is still a concept as far as development goes, but we're getting closer to the point where we'll have to have it figured out so it can be ready for programming and so. Since much of it is still up in the air, it means any ideas and suggestions from you are even more useful. However, as I mentioned above, I'm just going to talk about pet placement. Not pets overall, we'll get into those details later. So let me throw some ideas to get things going and then see what you guys have to say in the comments. First, let me explain that I'm referring to active pets. Those who attack, level, have skills, etc. In other words, not the ones that just follow behind you. We'll have those too likely, but it's much easier to implement for obvious reasons. Another thing is every character can essentially have a pet because it will be a class skill and as I mentioned in another post, your class is dynamic based on the skills you choose. So you can basically put one point in pet skill and now have the ability to fight with a pet. Granted you need to invest a lot of points into the pet skill and probably other pet related skills to make your pet feasible if you are equal. In other words, you can easily have a pet, but if you do not invest many points in your pet skills, it will be rather flawed. Having pets in a TD game is a bit difficult. For example, where do they go on the field? If you put them in the same place as your character would probably seem a little weird because they would practically be on top of each other. They may be next to you, but then what happens if there's no available area around your character? For example, you're a ranged character on a small island safe from melee, but just enough room for your character, where does your pet go? Having just showing up at the nearest place probably won't work too well and would be a problem. It may be possible that if there wasn't enough room for your pet, then it just wouldn't be out, meaning you need to think a little more about character location. However, this most often applies to grounded pets. Flying Pets get away with a lot more, but we need something that works for both unless we just go with the idea that flying pets are more versatile because they're in the air. There is also the option to place the pet manually just like Character. It doesn't have to hang you maybe, but the downside may be that certain pet skills your character has may have limited range. So if your pet is on the other side of the map your pet buff might not reach it. Another solution is to only make the pet appear when attacking. Almost like how a projectile acts out of your character. I don't see it being a popular choice though because people like seeing their pets around and that would mean the pet doesn't have health, takes aggro, or protects one of your sides while fighting side by side with you. And finally, the last idea was to have the pets literally characters. The first game that comes to mind where they had it is Dragon Age. Basically, the pet would be one of your 5 active characters you have on the field. This is a slightly different route than the other solutions. I wouldn't expect them to have weapons and weapons really or maybe they just want equipment that doesn't display (we don't want to drive Kevin insanely). Also, they wouldn't be nearly as customizable as other characters, and so, maybe some skill points that could be awarded if they equalized, etc. So think of them as just more specific and less adaptive characters. It might sound like they would be fewer characters overall, but I would expect them to be very strong, just more limited. You may even have special combination moves that can only occur when you have certain pets together. For example, maybe you have one character and 4 wolf pets. Maybe you'll get a special passive skill called Pack Leader that gives all your units a nice buff. Just something like that maybe. Kevin has some new things on his blog, KXN @ HTD. He's always looking to comment on his work so be sure to stop by and let him know what you guys think about the HTD art. Here's a cool sketch Kevin got for uhh... Something: Leave your feedback in the comments and let me know which option you like best or if you have your own idea, make sure you let us know! Pokemon Fan Film Part 2 - Short by Joel Otero - Check Out Part 2 of the PTD Fan Film! New Story Level - Poke Tower 2 - What awaits us on the next level of the tower!? New Pokemon to Catch - It's a Surprise! Level cap up to 62 - Why not! New Special Halloween Avatars to Collect - Thank You Kimmy Lube and Zyon! Follow the Mysterious Hunt to get the Gastly Avatar! Play the Daily Code to win one of the 5 Halloween Avatars! Buy the Twilightull Costume with your Casino Coins in the Game Corner! Buy any of the Halloween Avatar in the Avatar Store in the Pokemon Center for SnD Coins! Implementing accuracy and evading properly - Meaning attacks that lower or increase accuracy/evasion will have the chances to hit the target. It will work with your attacks and the enemy's. Add a new effect similar to Black and White when an ability is triggered to add more for other pokemon like Eye - For Pidgey, Pidgeotto, Pidgeot, Spearow, Fearow, Farfetch'dPrevents other pokemon from lowering the accuracy of this pokemon. Changing the way the saving works to prevent pokemon from being lost due to server errors – This will also make your savings take less time as it only stores what's needed. Fixed a duplication exploitation - There was a hole in security that allowed people to duplicate their pokemon. Added security at the Pokemon Center – It's okay now to share your url with other players. Fixed an issue preventing the lowering of special attack debuff from workingThe Lower (Special) Attack Debuff will now last 1800Attacks that lower the target's (special) attack will no longer drop them the delicacy. Only bouts that lower accuracy will drop them the nicety. This leads to a shorter cooling off for this bout It's been a long week! I wasn't sure I was going to make it, but I did most of it :) My brother finally completed the second part of the PTD Fan Film and let him know what you think. Speaking of my brother, him and I are co-writing a new web series that is a moctumentary (Think The Office) about two brothers who want to work in the entertainment industry. He makes movies and me makes video games. I will co-write and do some voice work for my character and he will do everything else. You can expect the pilot episode sometime in December. For Hero Tower Defense we want to release the first version of the game by January, so look forward to it. I still plan to make an HTD tab and a Labs tab in the near future to talk about any ideas we have here at Sam & Dan Games. Now for the weekly questions of the forums. Weekly Questions of the Forums! 1. Mitha: How important balancing for you? Since most stats and moves are given by the original, you don't have much leeway, but you can balance a little by how the animations work etc. Or don't you care about this at all? Sam:I care a lot about balancing the game, once the game is done I'll go back and try to resolve any imbalances, but for now I'm loosening up as I go.2. Robert Conley: Would you ever consider coding the Pokemon Center's trading system using javascript (link that as javascript: void when poached over) so we don't have to wait for a page load (instead possibly with a pop-up that says the pokemon have been removed, put up, or received) to deposit, delete, or receive Pokemon and then return to the trading page? Sam: I don't have a lot of experience in javascript, but as time goes on I'll try to make the Pokemon Center more intuitive.3. Crazymerio: Will you finally refurbish some of the levels and features so that a new game can better understand/give the game more continuity. The best example I can think of is adding the main character that doesn't appear in the beginning of the game. It is odd for the main character to go from you (outside the computer) to an avatar in the game. Sam:Yes! I plan to do things like this little by little but. The level rebalance is for this thing. Even though I didn't finish it this week.4. Mudkipz: Are we going to see more cameo-esk characters? For example Maruto – The majority of people know who it's supposed to be, and I like the idea of them. If so, will any of them see soon? Sam: Yes! I'll try to fit in here more and there':)5. Coach Red: What do you have to say to all the people trying to hack PTD right now? Sam: Stop! Please :)6. NinjaGod: Are you planning for avatar chat to become the main chat for PTD? (do you expect it to replace the IRC channels when done)? Sam: No, I don't want it to replace the IRC chats.7. Djm1997: What do you plan to make flying since we can go anywhere immediately? Will it give us special levels or what? Sam: I'm still thinking about what it might do exactly.8. Xehanorto: Are you planning certain capabilities that can't work for a tower defense game? Sam: I usually remove moves that don't fit or try to change them. An example of this was Sand Attack not lowering accuracy, as the enemy couldn't attack you before, but now that they just want equipment that doesn't display seem a little weird because they had it is does in the game. So some of the missing moves will show up at possible.9 later. ZKS: Are you planning to change how Helping Hand works? Right now, it's extremely overwhelmed and makes all other statistics promotion moves (Quiver Dance, Baton Pass, Dragon Dancing, etc.) worthless. And, do you plan to enable BP to pass a Sub or Water Ring like the games do? Sam: Helping Hand is overwhelmed right now, to really make things interesting I would have to make buffs/debuffs stack 6 times. I want to make Baton Pass more useful in the future.10. Stripe: Did you consider special sprites/versions of certain Pokemon? Ex. Ash's Squirt (Wearing the Squirt team glasses) or Gary's giant Krabby? Sam: Yes, I considered it, but I never get the time to add them. If you want your question to appear on next week's blog now, check out our forum (check out the fan links on top) and submit your question. So we had a lot about things to do from last week so let's start there. I won't be able to work a lot today (Saturday) and tomorrow, so I'll be postponing what's left for next week and releasing in about 2 hours (1:28PM Est), thanks for making it :) Add more features to the chat to prevent spamming (100%)Added names found in a blue color to prevent users from impersonating other people (100%)Satoshi users will now name Satoshi1, Satoshi2... etc (100%)It is now possible to ignore someone by ignoring the nickname (Postponed):) -They will be ignored while in the chat room, so the chat room will restore the chat room a new layout to the trading centre (Postponed):) - Thank you Nssvelocity! Go back and make the game less grind for new players (Postponed):) - The latest level will always be top end and require a high level team. Allow players to change their email and/or password in the pokemon center (Deferred):) - You will have to provide your own email and password in order to change them to prevent hackers from changing it. Change the way to find shiny pokemon in the wild works to avoid hacking shiny pokemon (Postponed):) - Adding a new way to find shiny pokemon. New Pokemon to Catch (100%)New Moves (3) (Skip One For Now, but Will Add It Once I Fit All the Mechanics in The Game for It) (100%)Implement Graphics (100%)Implement Shiny Graphics (100%)Implement Metrics (100%)Implement Move/TMs (100%)New Story Level (100%) Training Level Intro (100%)Level Layout (100%)Level Waves (100%)Level Ends (100%)New TM (100%)Level cap up to 64 (100%)Acid Armor (100%) - Vapor PeonAdd a exp marker when leveling (100%) - This is a technical solution. This is included in v4.7.1Made the Waterfall attack animation faster (100%)Made Waterfall attack shows the correct attack type (not effective, super effective or normal) (100%)Fixed Zap Cannon does Shadow Ball instead of Zap Cannon (100%)Make Destination Bond and move like that only works on pokemon that are at lower level than you (100%)Fixed Onix leather Double-Edge twice and don't learn Stone-Edge (100%) Made both Nidorans have a unique name ingame (Nidoran F and Nidoran M) (100%) It is no longer possible to put pokemon in type specific locations if they do not match the type (100%) Has the attack force at the attack description of Snore (100%) That's what we have so far, as I always let me know what you're thinking, and keep coming back during the week to see how my progress goes on the update. Like I work/finish parts I'll update the blog. Have a good week and hero tower Defense Tuesday is tomorrow so look forward to it! Tags: capabilities, Adobe Air, Android, creatures, Then, Fan Film, feedback, Flash, Games, Hero Tower Defense, Pokemon, Pokemon Center, Pokemon Tower Defense, progress list, Sam, sea, v4.7, v4.8Welcome to Hero Tower Defense Tuesday! Go here to read the Day 10 of Hero Tower Defense Tues. Time for another HTD update! This week, I want to explain our thoughts on how enemies bring to you and keep them there for a time, you'll have skills that acts like a hook that can draw a melee characters can work and how enemy actions can vary. Since HTD is an RPG/TD mix we want to try out mechanics of both genres when it comes to placing units and how they work in battle. Also, don't forget that you'll have in HTD cards where you attack, defend and some with a mixture of both. We also plan to set character (tower) posts, but many of them. So, while will not be an open field, you will have a ton of option to place your units. There are also likely to be cards with more one enemy path. All of this plays a role when it comes to the topics of this post, so I wanted to give you all a quick overhaul. Now on what we had in mind. In PTD, the melee characters are basically just alternated characters, but instead of a projectile that puts the distance you have the character dashing instead. For HTD, we thought about keeping the melee characters just stationary in their place and attack from there. However, they are likely to have a toggled weapon they automatically switch to when an enemy is far away and some skills may be alternate themselves. Since melee characters are strongest when they're in melee range with them in a place that's down to the side of a road, like traditional tower defenses, wouldn't be ideal because you'd just cover a small area. Imagine a tower with a small radius on the side of the road, it's crappy unless it's in a nice angle or tight U-turn. So we thought about just have a few posts directly on enemy roads themselves. This way, the melee characters can be in the thick of battle where they should be while the alternated characters may be in safer areas. You may ask yourself, Wouldn't the enemies just walk past him? In Traditional TDs, yes, in HTD, no. You'll taunt skills like that nearby enemies bring to you and keep them there for a time, you'll have skills that can temporarily immobilize enemies, you can also have a skill that acts like a hook that can draw a single target to within melee range from far away. And as I mentioned before, there will be plenty of places for your characters so you can move him around a little bit, whether it's to come close to an enemy or get out of trouble. Another concept we want to try is to have enemies with different behaviors. You can see multiple enemies of the same type coming off a path, but they won't all just run for your base or whatever. Some can be aggressive and actually go to your characters and drop them, others can be defensive and go straight for your base while ignoring your attacks, and then there's always the option to have some with a mix. Maybe they can run for your base at first, but once they get low on health they start attacking your characters instead, etc. This idea can be handled a few different ways. You can have all one type of enemy (they'll all look the same) with different behaviors that surprise you. You can have different types of enemies with different behaviors so you can identify how they will behave just by looking at them. For example, a werewolf is an attacking unit that will go to your characters, while a goblin can be a defensive unit that runs straight for your base. Another concept is to have a mixture, for example you have several dragon whelps coming that all look the same, but some are bigger than or have some other slight slights The bigger ones can be the ones who are aggressive while the smaller ones are defensive, etc. For those you're still not sure to check out Kevin's blog, KXN @ HTD to get the latest on HTD art development! The female hairstyle poll ended and the results are pleasing because there is nice diversity in the styles that won. Here's a nice update on the female progression with one of the winning hair styles that will be available upon release: We'd like to hear what you guys think of these concepts and any notion of your own that you have while reading. I've seen very good suggestions from people in the past and all the feedback is very helpful, so make sure we let us know what you think!

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