Unholy Heights Torrent Download

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About This Game

Welcome to Unholy Heights, a mashup of Tower Defense and Apartment Management Simulation! The Devil has converted a tenement building into monsters-only housing, and has big plans for the future. Sucker monsters into moving into your building, charge them rent and keep them happy by buying them furniture.

Unfortunately, heroes have caught wind of the Devil's plan, and will stop at nothing to wipe him out. Knock on residents' doors to call them to battle, trap heroes in devious pincer formations, and command your troops to victory. Monsters get jobs, fall in love, have children, and even skip out on their rent. Keep them happy or you might not have anyone to fight for you when heroes come knocking. But don't be too soft: there's always prospective baddies looking to move in, so kick out the freeloaders when the time is right!

Being a landlord is a difficult job, but it can't be harder than running Hell...right?
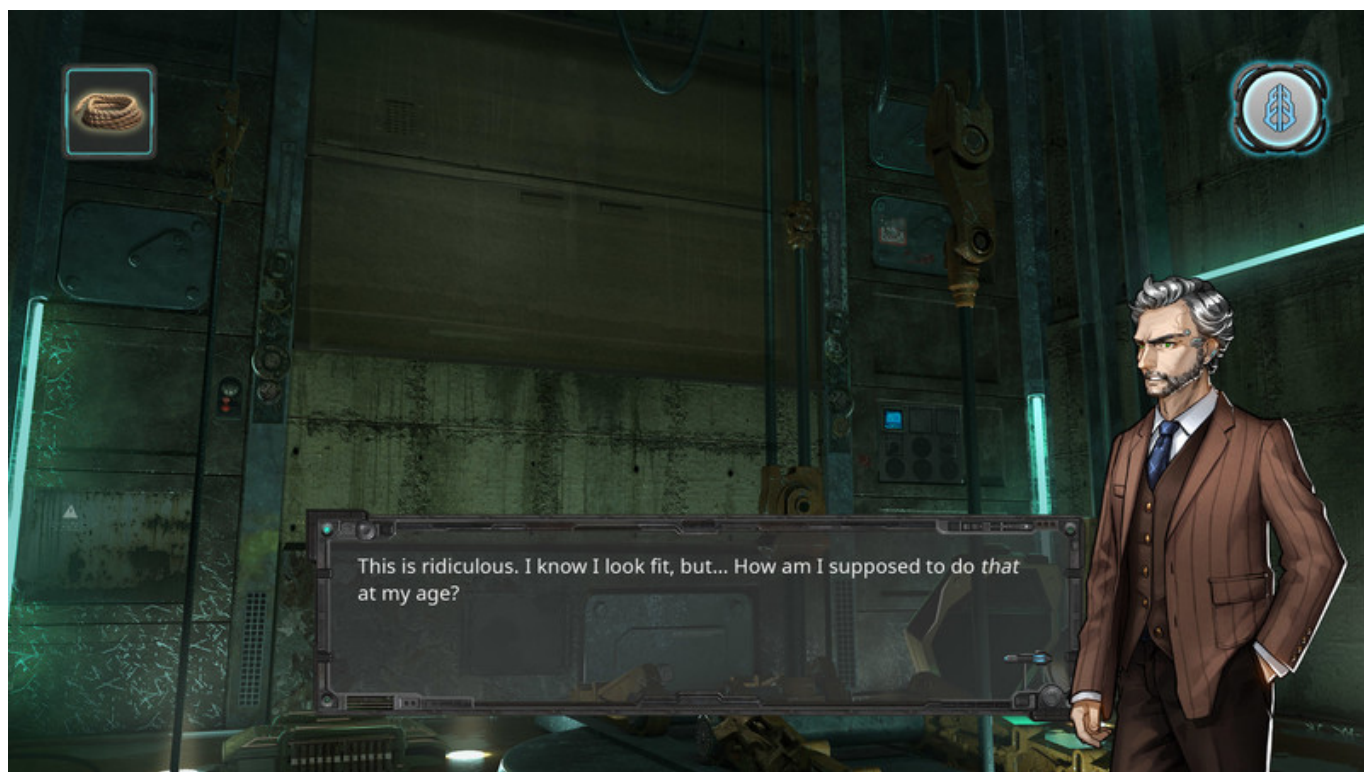
·Key Features·

- Every monster is different. Some are lazy. Some are strong. Some are perverts.

- Use an intuitive mouse-based control scheme to command your troops into battle.

- Encounter more than 20 different monster species, and take their money.

- Build a reputation with different monster families based on your performance and play style.

- Take on quests at your pace to unlock new monsters and furniture.

- Build a stronger army as residents have children far stronger than themselves.

- Get monsters in the mood for love with inappropriately shaped erotic cakes.

- Look on in horror as lovingly hand-drawn monsters and humans horribly slaughter each other over money.

- Monster occupations, hobbies and desires are all procedurally generated to keep you on your toes.

Title: Unholy Heights
Genre: Indie, Simulation, Strategy
Developer:
Petit Depotto
Publisher:
AGM PLAYISM
Franchise:
PLAYISM
Release Date: 16 Aug, 2013

 a09c17d780

English,Japanese

This is ridiculous. I know I look fit, but... How am I supposed to do *that* at my age?

If you tell people about a game where you play as satan, they'll probably think of torturing innocent souls, razing cities, fighting against god… You know, wreaking havoc on an untold scale. That could work, but it probably wouldn't be nearly as fun as what Unholy Heights' developers thought of.

"The Devil's spent his savings on a place in the projects!" is the line that opens the game. Satan now owns an apartment building, and has to bring monsters in as tenants to not only get some cash, but also to protect the place from foolish adventurers looking to slay him. Priorities, see, **after** all those folks are dead, and we've some money in the bank, then we'll talk about that havoc, and about world domination.

You have a side view of the building. Whenever you're attacked, the adventurer party will climb floor by floor, attempting to reach The Devil's room, and you have to call on his tenants to prevent that from happening. When you're not under attack, you'll need to recruit more tenants and keep them happy, so they'll fight better and pay more rent. Of course, you aren't above evicting them if they fail at either of those things.

It's very engaging, not only because of the gameplay, but the cute cartoon-ish presentation keeps you attached to each monster as they form their families and advance in their careers. It's hard not to like them, or not feel slightly saddened when they die or leave. But, back to mechanics, the engagement also owes a lot to the surprising amount of depth to the game.

Higher tier monsters have to be unlocked, and each has its own demands for that to happen, demands which aren't always simple to meet. As you unlock those monsters, you'll also need to mind the room allocation for battle: some monsters can tank more hits while others work better shooting from afar. To say nothing of the stat growth mechanics.

Still, you can learn most of it in a few hours, without worry. It is truly a gem of an indie game, bringing together management, tower defense and real-time strategy, and still remaining quite accessible. You will need to read guides if you go for 100% completion, but whether or not you decide to, Unholy Heights still offers incredible value for its low asking price of four dollars.. Fun game that has you managing an apartment complex...as the devil. You fill rooms with different types of creatures(demons, elementals, etc.) to pay you rent while they live their daily lives... until the noble heroes show up to slay the devil(that's you!)! Then you need to send your minions out to protect you! It gets pretty difficult later on, so you have to make your minions mate to have stronger children. It still stays fresh though, it never gets old sending adorable chicks out to their death mwahahahaha.... Very cute and not overly easy to win. With the various achievements its a fun little game at the price.. Pretty addictive and charming management sim/tower defense hybrid.

Like the fact you play as the villains not the generic good guys.

Gameplay is simple but fun, with intuitive controls.

For little over a dollar (SGD), you can't go wrong with this game if you like these two genres.. Really cute and fun little management sim, with an amusing premise.. its a cute game, but cute only gets you so far. the game is repetitive and doesn't get more interesting later on, you will still be doing the same thing you did in the first 5 minutes 7 hours later. clicker games are more dynamic than this, and calling this a tower defence game is an insult.. really addicting, but it was only interesting for me for a few hours and it doesnt have much replayability imo. but for the price its worth picking up, id recommend it

If you have the patience to stare at your screen for at least an hour and grind for gold to make your residents happy, who you will eventually kick out for being late on their rent, then this is the game for you. However, I am not one of those people and wouldn't recommend buying this game.. I lost two families to a single boss. It left me in tears 10/10.. An extremely adorable if somewhat poorly paced tower management game that does no favors for the genre. You can practically feel the free to play elements lurking from within, and while I will say I like the idea of my tennants fighting heroes and what not, the general difficulty curve moves a bit too fast at first. While it does boil out as you figure out strategies, Unholy Heights tends to tread towards "miserable," especially if you don't plan in advance for the inevitable ruination of your hotel via heroes.

That all being said, it's an interesting experiment that could be great given some better tweaking, but as it is, Unholy Heights is decent, and not much else. I recommend with the caveat of a sale.. I lead parents to thier death and evicted small children because they couldn't pay rent, I then brought my house snail a skipping rope. Didin't know they could jump rope.. I am best landlord.

Best Satan.

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Playism. **Zoultash UPDATED: Woodcarver combo**:

WOODCARVER BUILD

ZOUL'THUSH
50 10 1 1

+ UNLOCK ZOUL'THUSH SECOND SKILL WOOD CARVER

AND GET HUGE BONUS FOR YOUR TOTEM POLES:

THE GREEN TRIBAL POLE
40 0 0 0

THE PURPLE TRIBAL POLE
40 0 0 0

+100 ♥

+20 👕

HEALS
THE ORCS

SLOWS
THE FOES

NOTE: ZOUL'THUSH HEALS THE ELVES TOO, HE ALLOWS THEM TO BE IN THE ACTIVE DECK.

THE THIRD ZOUL'THUSH SKILL INCREASES HIS DAMAGE AND MAKES HIM DAMAGES ALL THE FOES!

I have tuned the second **Zoultash** skill to make him more playable. Now the Woodcarver build works perfectly :)

I am working on **two** additional **totem poles**, so, when they come in the game Woodcarver combo will be very dangerous for an unprepared opponent.. **Ideology in Friction will be released on June 14th!**:

Hey everyone!

We are excited to announce that Ideology in Friction will be available June 14th! We know many of you have been anxiously waiting to get this game and we couldn't be happier now that we are this close to making it available for you all.

https://store.steampowered.com/app/1011940/Ideology_in_Friction/

Don't forget that we've just released Alternate DiMansion Diary, which is a surprisingly fun pixel art game that is definitely worth a try.

https://store.steampowered.com/app/1015720/Alternate_DiMansion_Diary/

Thank you for your continued support and stay tuned to our steam announcements for our upcoming games.

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https://store.steampowered.com/app/1011940/Ideology_in_Friction/
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Publisher Page: https://store.steampowered.com/developer/Kagura

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Facebook: http://facebook.com/kaguragames

Discord: https://discordapp.com/invite/8Qsn5en

Website: https://www.kaguragames.com. **Orcs vs ghosts. PvE, Lvl12**:
https://www.youtube.com/watch?v=3sD-3sZLtJs
The ghosts are always troubles for the orcs. The orcs have just a few cards with magical damage.
In this fight my **Silencers** have brought me victory.. **Development Update for the past 6 months - The Sandbox mode**:
Here's an overall video of what's been developed in the past 6 months!
https://youtu.be/WTpitrtFvqI

More to come on:
- weapons system
- enemy system
- economy
- traveling
- story mode. **Announcement of Update V 1.0.10 for 【Princess of Holy Light】**:
Thank you very much for your inclusiveness and support, and for giving us feedback in a timely manner. At present, our development team has updated the version to V1.0.10. The main changes are as follows:
1. Fixed DLC usage problem
2. Fixed an important bug: after receiving the task (main line or branch line), go to the training camp to pass the customs can directly complete the task.
3. Fixed the problem that the database was stolen and affected the second-times playing.
4. Optimize the skill interface and inform the occupations that skills can be used.
5. Fixed the bug that Ling long's skill of recovery completely freezes the game(unplayable) when used .(thanks for the information provided by Nameless)
6. Adjusted the rewards of training camps. **Announcement of Update V 0.5.1 for 【Princess of Holy Light】**:
Thank you very much for your inclusiveness and support, and for giving us feedback in a timely manner. At present, our development team has updated the version to V 0.5.1. The main changes are as follows:
1、Change the rules of movement:Partners can go through each other and NPC.
2、Optimizing some battle maps.

PS:
The story will be remade soon.