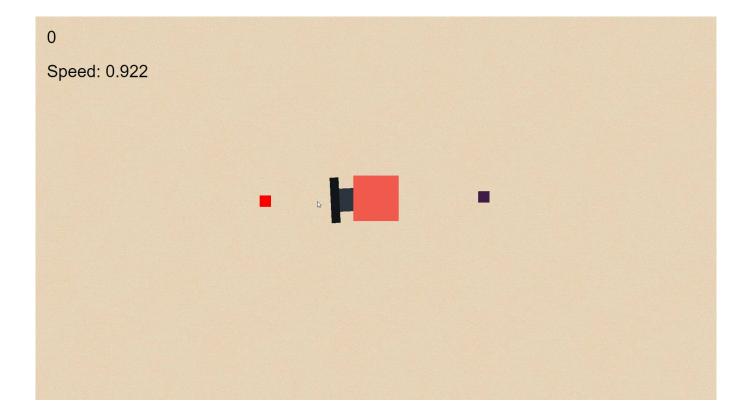
## DeFaster Download No Crack



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## **About This Game**

You have to play a cannon right in the middle of the battle, dangerous projectiles will be launched in you, which will cause damage when touched. You need to move the shield so as to reflect as many shells as possible, and this will all happen under a pleasant soundtrack. You will not get bored, because the frequency of sending shells is growing.

## Features

- Endless gameplay
- Pleasant appearance
- · Pleasant soundtrack

Title: DeFaster

Genre: Action, Casual, Indie

Developer: Nekyau Games Publisher: Nekyau

Release Date: 11 May, 2018

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Minimum:

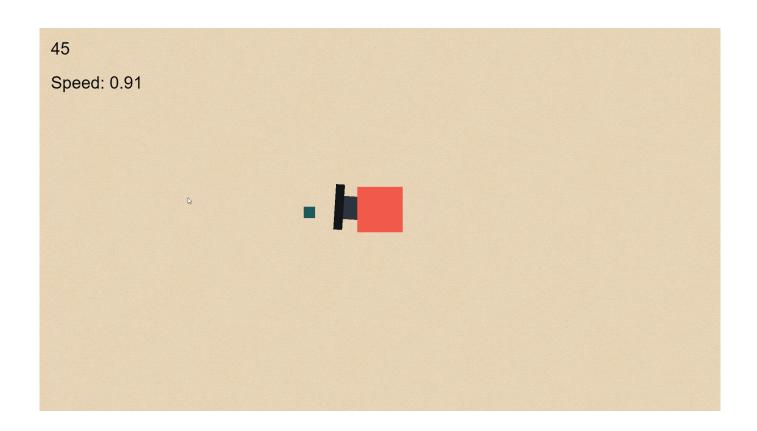
OS: Windows XP

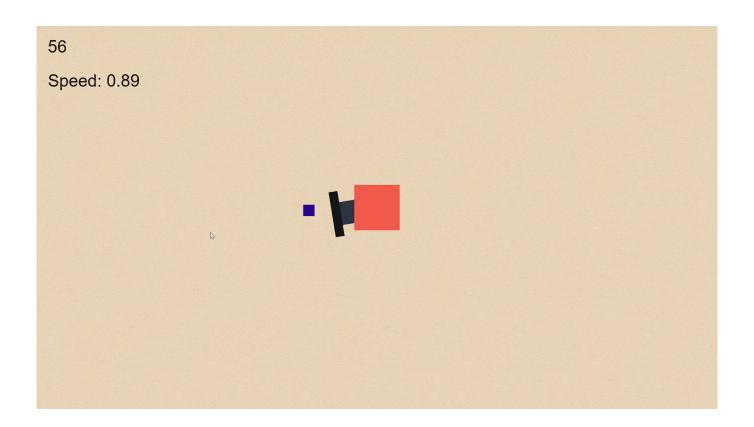
**Processor:** Intel celeron

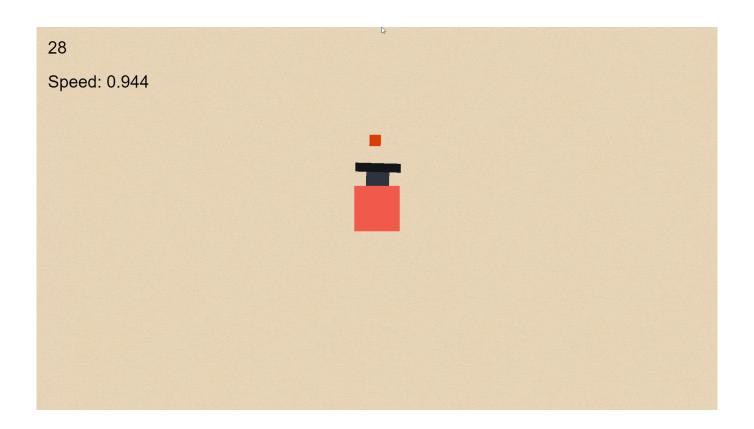
**Graphics:** GeForce GTX 480

Storage: 100 MB available space

English,Russian







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The game's fun for like 5 minutes until the gameplay gets old. Idk why I'm leaving a positive review. That was... weird. I am really curious how this game ended up being released on Steam, or why Steam Store page is in English, while the game itself is only in Russian. The game itself is something you could expect to find on the very first mobile phones (though this one is in color): there is red square in the middle of the screen, with T-looking think (allegedly, a shield), which is used to protect the red square from smaller squares flying towards it from 4 directions. You move the shield thingy with a mouse (there is no travel time, if you slide the coursor through the square, shield will "jump" through it), and every blocked projectile will give you one point, and...

Well... speed. At the begining of the session, Speed is set at 1. Every blocked projectile decreases this number by ~0.002. Countrary to expectations, the lower the number, the faster the projectiles. Out of curiosity, i tried to see what happens when Speed reaches 0. When doing it, I discovered that if projectile reaches red square, my score gets reset, but speed remains the same (and at approximately Speed=0.3 you only manage to stop at most 5 projectiles, due to their speed). When Speed reaches zero, and you block another projectile, the numbers become negative, and keep decreasing with each projectile stopped - making this solution are really bad one, not to say stupid.

There are 4 options in menu - one of them is Play, last one is Exit. I have no idea what remaining two are, since I dont know Russian, but i don't really think they contain any more content. Overally, this game has neither cards, nor achievements, and gameplay itself is bearable for 2 minutes at beast. Plus, so called "Pleasant soundtrack" is an electronic tune, appearing to be taken from some crappy club at the outskirts of Novosibirsk. Store page describes the game fairly accurately, but I can't really think of anyone who would make informed decision to purchase this product.. The game's fun for like 5 minutes until the gameplay gets old. Idk why I'm leaving a positive review.. That was... weird. I am really curious how this game ended up being released on Steam, or why Steam Store page is in English, while the game itself is only in Russian. The game itself is something you could expect to find on the very first mobile phones (though this one is in color): there is red square in the middle of the screen, with T-looking think (allegedly, a shield), which is used to protect the red square from smaller squares flying towards it from 4 directions. You move the shield thingy with a mouse (there is no travel time, if you slide the coursor through the square, shield will "jump" through it), and every blocked projectile will give you one point, and...

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