
About This Game

The kingdom requires the aid of these four heroes with the power of duplication!

Take control of these four heroes in this strategy game inspired by tower-defense modes of a past era of real-time strategy games.

Gain experience to level your heroes, and customize them by allocating stat points.

Amass materials salvaged from the countless monsters you've slain in combat to craft weapons, armor and accessories to bolster your party's prowess.

Key Features

- Tense, tower-defense action spanning several stages with hours of content!
- Endless equipment to craft through collected components!
- Toe-tappin' tunes for dandy dudes and dudettes!
- Charmingly-cute 2D sprites and artwork!

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Title: Copierre
Genre: RPG, Strategy
Developer:
Tiny Ghost Studios
Publisher:
Tiny Ghost Studios
Release Date: 23 Jan, 2018

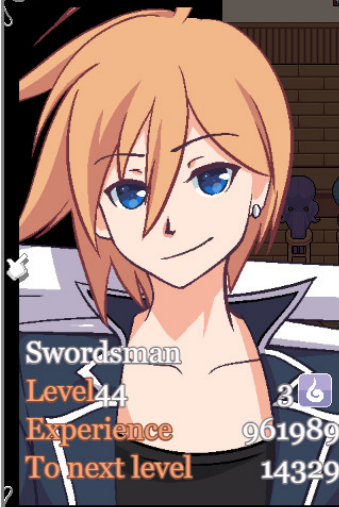
English

Equipment

Parameters

Configuration

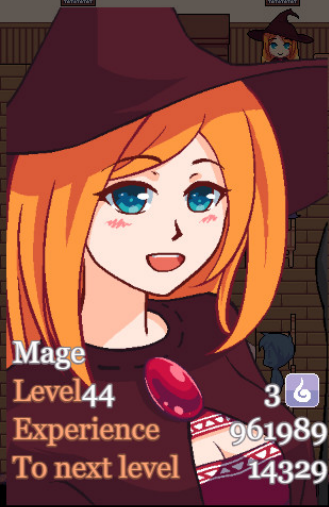
Save Data



Swordsman
Level 44 3
Experience 961989
To next level 14329



Archer
Level 45 14
Experience 987662
To next level 52012




Mage
Level 44 3
Experience 961989
To next level 14329

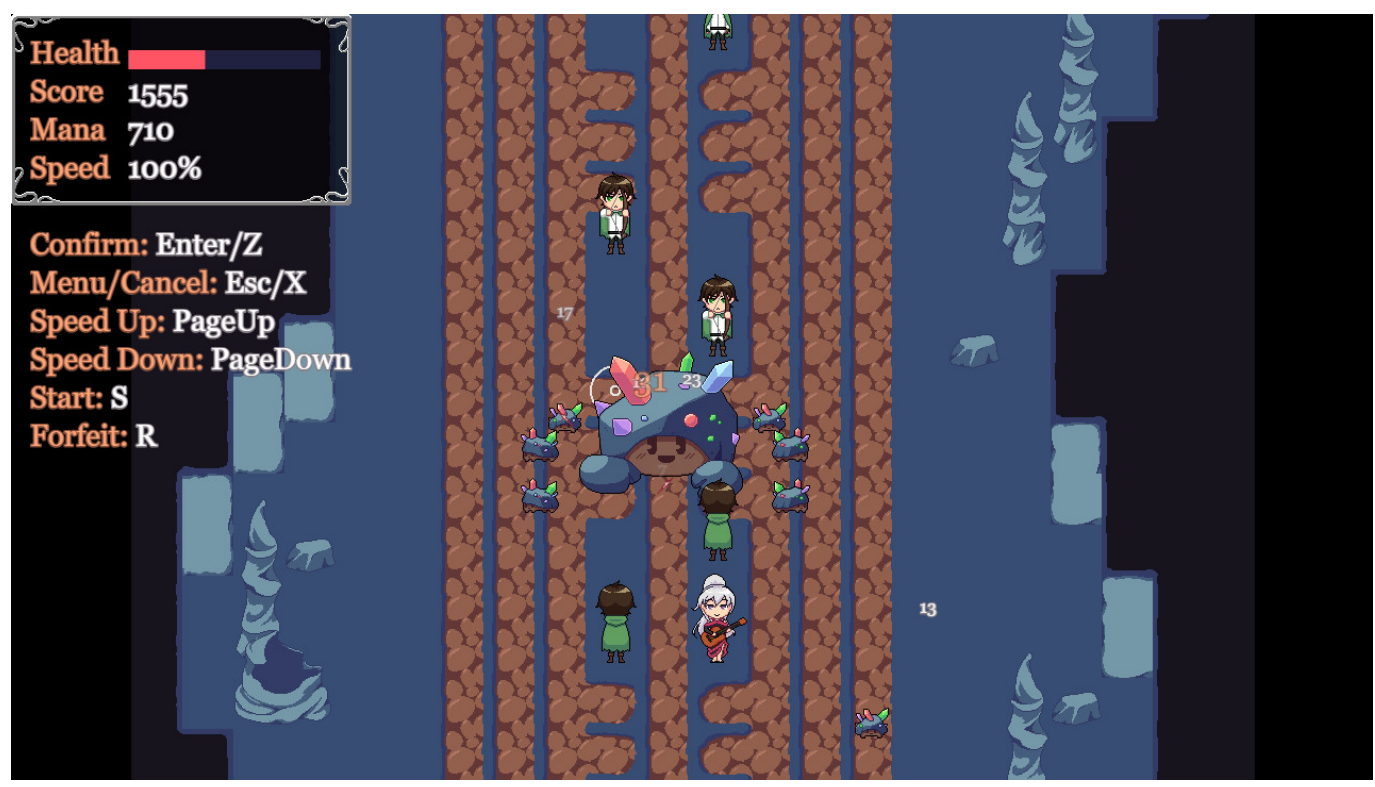



Bard
Level 45 14
Experience 992168
To next level 47506

47,944 6

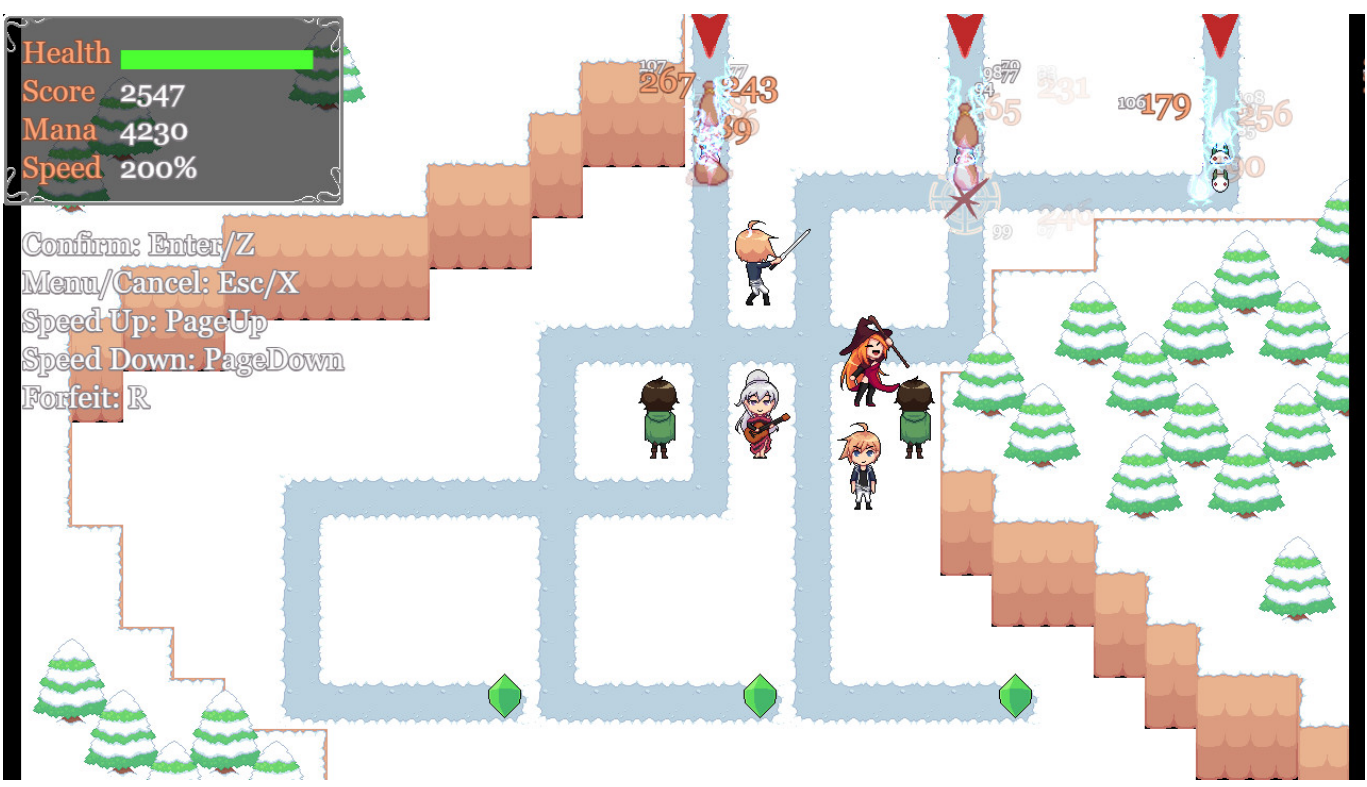
Health 
Score 1555
Mana 710
Speed 100%

Confirm: Enter/Z
Menu/Cancel: Esc/X
Speed Up: PageUp
Speed Down: PageDown
Start: S
Forfeit: R



Health 
Score 2547
Mana 4230
Speed 200%

Confirm: Enter/Z
Menu/Cancel: Esc/X
Speed Up: PageUp
Speed Down: PageDown
Forfeit: R



Great game, simple yet fun. Fourth stage can be hard but I was able to finish it after a few attempts. Overall, I would highly recommend trying out the game on your free time or bored during class. :D. A surprisingly addictive tower defense game with a simple but cute artstyle.

On each level you'll have a certain amount of mana you can spend, with your units having varying costs and their own strengths and weaknesses, so you have to work out who will be best placed where. As you defeat enemies, you gain more mana to place more units or promote existing ones. Generally, I only promoted my units when I ran out of good spots to place more, and that seemed to work fine.

I think the game has a satisfying level of difficulty; most stages weren't too easy but not too hard. Usually, if you fail, you'll have a better idea of what to do next time to be able to beat it. There was one difficulty spike in one of the last area's levels, but I was able to beat it after upgrading my equipment and trying out some different strategies.

The bosses were all pretty difficult, each taking multiple tries before I was able to beat them. It would have been nice if the bosses had a health-bar so I could see how close I was getting to killing them. I needed to do some grinding to upgrade my gear before I could beat the bosses, but this never took too long to do and I actually enjoyed replaying older levels with different unit placements to see if I could beat them without taking any damage.

When I was levelling up my characters, I tried to give each of them a fairly even balance between 2 or 3 stats each. There's no option to reset your stat distributions, so if you messed up and, for example, gave the mage a bunch of Strength, you probably wouldn't be able to progress and would have to start a new game. Occasionally I did put a point in a stat by accident, so it would have been nice to at least have some kind of confirm screen.

Overall, I would say that the game is a little rough around the edges but still worth trying out, especially considering its cheap price.. I like this game. It's different and unique. It does smell like it was made with an RPG Maker, but it honestly doesn't feel like it. The game is very challenging and the music is catchy. The only thing I didn't like was the dialogue and lack of exploration in the main hub. No game is perfect, but in terms of a tower defense. This one sure is pretty great ^w^.. Dumped my gf for this game 10/10 worth.. Addicting game with cute anime sprites and fun music. Get to the 2nd area for the sick blues piano.

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