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## About This Game

In a world of growing xenophobia, Scotsmen living abroad fear for their right to practice their culture. Already, reports are emerging of foreign governments and vigilantes shutting down the haggis factories that were once the lifeblood of local Scottish communities. One Scotsman has the power to stand up to the world. His name is Alfredo.

A humble barman from Northern Scotland, Alfredo rose to prominence when he conquered England, Wales, and Ireland, after the English cricket team and a group of Irish potato farmers trashed his pub. Taking on the whole world however, will not be so easy. So Alfredo gathers together the finest fighting Scotsmen and sets forth in his Bagpipe Airship, on a mission to liberate global Scottish communities, one haggis factory at a time.

- Fight 24 zany enemies, from gun-toting Rednecks to Kangaroo Riding Aussie Shielas in bikinis.
- Face down 6 evil bosses, including Napoleon, Mussolini and Oda Nobunaga.
- Build 12 types of towers, from the traditional Scottish Porridge Cannon, to the foreign French Fondue Hose.
- Command 7 hero characters, including Alfredo, and foreign heroes such as Julius Caesar and Buddha.
- Fight through the 24 level campaign, or stage your ultimate battle in skirmish mode.
- Operate the Kilt-Lift-O-Matic, which provides a strong updraft for Scotsmen to descend from the Bagpipe Airship using their kilts as parachutes.

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- Capture and hold oat fields to produce porridge to feed your army.
  - Purchase upgrades for your Scotsmen and towers using money earned during levels.

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Title: Defend the Highlands: World Tour

Genre: Indie, Strategy

Developer:

Kilted Camel

Publisher:

KISS ltd

Release Date: 26 Jan, 2018

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**Minimum:**

**OS:** Windows XP Service Pack 2, or higher

**Processor:** 2 GHz Dual Core Processor

**Memory:** 2 GB RAM

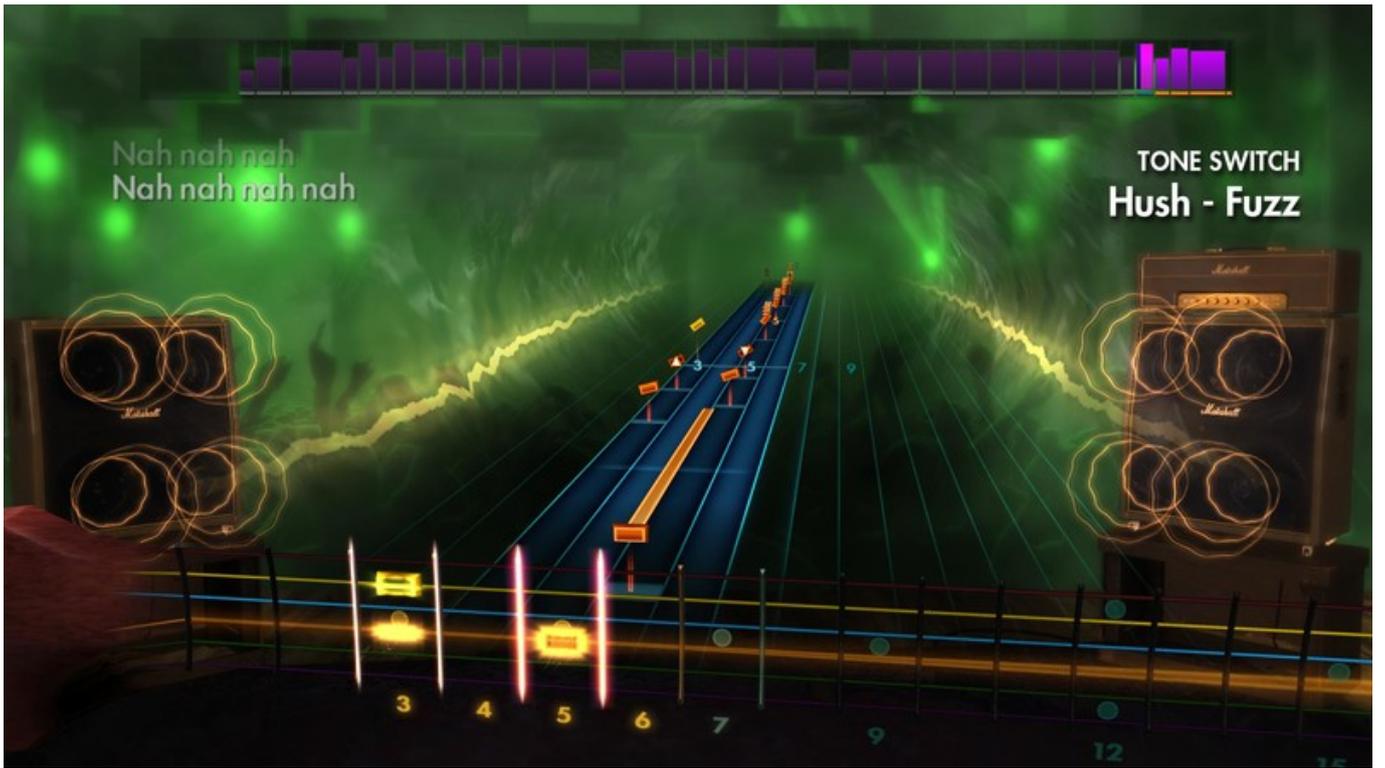
**Graphics:** Video Card with 512 Mb Memory

**DirectX:** Version 9.0c

**Storage:** 2 GB available space

English







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**\*Post Early Access Review\*** Well holy crap, the full game finally got released. You can see my earlier review below, but now that the game is out of EA I can change my recommendation to "Yes". The game is still a stand-your-ground wave shooter, which many people do not care for and are fatigued over, but it also isn't as expensive as most. For only \$10, it's a very polished shooter with a very nice steampunk theme to it which I really like. One of the best parts of it is the local leaderboard that asks for the player's initials after every round, which makes this a great party game. My only suggestion (other than add some new weapons) would be to add in a Daily Local Leaderboard or something. Many of us will get all of the top 10 highest scores as we own this game and our VR stuff, but for the people that come over to parties and such, they are going to be new to VR and this game, so it's going to be very tough for them to even beat our lowest score on the leaderboard. Let us start with a clean slate so that friends and family have a chance.

**\*Early Access Review\*** The visuals and steampunk theme are great, the shooting feels fine, the audio is cool, the enemy types are interesting, but I still can't recommend this game as it seems that the devs have moved on. I made a post on the Steam discussions about this and they even responded talking about how they are still working on it, but that was months and months and months ago. Back when I first got this, standing, wave based shooters were par for the course in VR and this one was one of the more interesting ones, but now half way through 2017 that's just not the environment. We have shooters like Arizona Sunshine, Sairento, Serious Sam, Raw Data, Onward, Dead Effect 2, and much more.. Favorite soundtrack, favorite game. Worth every cent!. best game ive ever played. Have to say they really have ironed out the kinks on this iteration of the Anno series. Found myself 2 hours in with no breaks and I didn't feel stressed or bored whatsoever. Solid tutorial and learning curve makes this a relaxing game.. This game is Amazing!

and im not just saying that because im an awesome Cousin. Most bang for your buck. Best to get when on sale otherwise its just an ok deal.

25,000 gold alone makes this worth it. Then you got the bonus which is stack-able, Plus the fleet strength of the noob ships.

I would use gold to get a (R15)T5 Spatial scanner, and a Rockwell if you don't have a t5(R15) Tackler.

If you have enough gold left get the Mauler. Its the only premium ship that does not have a good earn-able ships counter.

**Again best to buy ship and modules during sales as the prices are way too high**

**I have been playing this game since 2012. I have all dlc. This is the best dlc for your dollar.. Not a game and not worth paying any amount of money for!**

**This really should not be on Steam and should be a free indie experience (no gaming involved).**

**. Horrible controls and quite the crappy tutorial.**

**Started the Story and found that I couldn't die, or I at least have way too much health.**

**Overall not a great first experience, but take this with a side of salt.. A nicely conceived game. My 8yo loves playing.**

**Being a tamgotchi game, where you take care of a virtual pet, you fulfill the needs of the cat. You perform different tasks by placing the cat in different areas, where it will animate, and fulfill the need.**

**You can also purchase accessories for your animal, at a shop, with coins you earn, by playing the game.**

**The neat twist, is that you can attach your controller to a physical plush toy, and thus get the feel of a physical toy, with the in game visuals.**

**The actual interaction has you moving the plush toy\controller onto different spots, in the screen, picking up, putting down, or rotating the cat so that it's upside down. It's well done, as it doesn't require pressing buttons, so it's more like interacting with an animal, and less like a video game.**

**The game does require a quick set up by an adult, and the gameplay itself is not exactly complex, but the player does**

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need to understand the symbols, and what they mean. It's too complex for a toddler, but somewhere around 8yo is perfect, probably younger, too, depending on the kid.

Being a tamagotchi game, it is meant to be played in 5-10 min bursts per day, but there is a command option at start that you can set to reset the timer aka energy meter, so you can play multiple times, or have multiple people play in a 12hr span.

The graphics are nicely implemented, and the music is sweet, but it can be turned off if it annoys you. The animations are good, and not over the top.

The game itself seems well optimized. I can crank the SS up to 150%, and only get motion smoothing on the area selection screen, but no issues in the rest of the game. This is with a 1080ti. CPU is not an issue.

The dev has a roadmap for upcoming additions, and events. Well worth the time for a kiddo, or anyone who likes playing with tamagotchi.

Definitely recommended.

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True-to-form Devil May Cry gameplay and a worthy successor to DMC3.

Final Score: Absolutely crazy/10. A wonderful experience, albeit a short one (4-6 hours on average, I'd estimate). The puzzles can be a bit challenging, but they're mostly logical and sensible, so you'll not have to concern yourself with solutions being overly esoteric or nonsensical.

Certainly worth a purchase, especially at such a low price. One of the best gaming purchases I've made thus far in 2018.. This game...

Is the best 9p I've ever spent :)

. great game would buy it again, very fun. Great game to waste time and enjoy all of the cat like features. This game is local co-op only. Sorry.

But man does it look fun.. Played it 10 years ago. Thank God for this masterpiece!. <https://www.youtube.com/watch?v=uw-FfOsclw4&t=47s>

[We made a review if you would like to watch before you buy the game! If it helped you leave a like and subscribe!](#)

[. This game is best played in conjunction with using TeamSpeak and Skype to coordinate strategy with your group of friends.](#)

[This is a 24/7 game. You cannot just leave the game and come back to it days later and expect things to be as you left them.](#)

[What I like best: The social interaction. You meet people from all over the world and of different age groups. Enjoy leading a faction and/or being a house marshal, build villages, or work on leaderboard scores and quests. Trying to get your faction or house to be number one is very fun. If you are very social and enjoy spending a lot of time playing on the computer, you will love this game.](#)

[What I like least: It is a "pay to win" game and the customer support department doesn't really care about issues with the game function. The more crowns and cards you have, the better you can do in the game. If you don't play a premium token you won't do as well in the game. The Firefly support attitude comes across as, "I don't care." You cannot have other members of your household play the game \(your account will be banned\). When I argued a point with them, politely and with no swearing, after a temporary ban, they permanently banned my son's account. When I experienced what I thought was a bug in the game and sent in the report and explained what I did to resolve it, they sent me a generic message asking me to explain the issue more and explain what I did to resolve it. I had to remessage and explain I already did that \(meaning ... they didn't even bother to read the first message\).](#)

[Update: I had another "bug" issue to contact support about. I received a generic reply and they said they could "discern no error," even after I submitted screen shots of the reports and pointed out what happened. All they did was politely tell me, "Oh well," and didn't do anything to resolve the problem. Not a satisfied customer right now.. One of the great slashers of all time: I bought this before the XL update was halfway through...](#)

[He's also a fun, easily playable character. I use him quite a bit on the Xbox One; so I can attest to this. Don't expect him to say much though.](#)

[Now all we need is Ash J. Williams. Only then will I be whole again...](#)

[\(RIP - Gunnar Hanson, 2015\)](#)

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