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About This Game

TreeView Studio's **Alchemist Defender VR** is a tower defense strategy game designed from ground up to be enjoyed on high end Virtual Reality devices. The game balances tower defense mechanics with intense first person combat using melee and ranged weapons.

Take on the role of a Master Alchemist who after years of researching and crafting tools to find the Philosopher's Stone, have invented a portal to new worlds. The energy of those lands will fuel your final journey to reach the Stone.

To your surprise you are confronted by a rebellion in each world you plan to consume. Now in the midst of glory only a final resistance stands between the Alchemist and absolute power.

Will you be able to stand your ground and dominate those who resist?

Key Features

- Carefully balanced tower defense game-play.
- 4 full featured levels.
- Each level composed of 10 waves of incremental difficulty inspired in the Golden Ratio.
- Three sets of Turrets: Fast Cannon, Frost and Mortar.
- VR Diegetic Game UI displayed as the Alchemist Spell Book.

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- Melee first person VR combat using: War Hammer, Spiked Mace, Chain Flail and Ice Sword.
 - Ranged first person combat using Musketoon style firing arm, Explosive Crossbow, Grenade Launcher and Chemthrower.
 - Proximity mine power weapons including explosive blast, chemical shock, ice shot and void hole.
 - Turret relocation.
 - Multi class enemies for each level.

Community

Alchemist Defender VR was launched as Early Access in April 2007. We have come a long way from the initial Early Access launch to the current live version. We have a Discord Server with all of the Development Team and fellow Alchemists. We would love to discuss any aspects of the game including game design, game balance and bugs through our discord. Just send us a private message to join.

Credits

Developed and published by TreeView Studios

Producer and Developer: Horacio Torrendell
3D Artist and Level Designer: Maximiliano Kossyrczyk
Audio Design, Composer and Video Production: Guillermo Ferres
UI/UX and Game Design: Joaquin Guelfi
Developer: Lucas Szolno
PR: Jesus Fabre

Additional Credits:

Joaquin Amespil
Federico Marquez
mr.Necturus
Manufactura K4
Rohit Kotiveetil
Alex Gomersall

Title: Alchemist Defender VR
Genre: Action, Strategy
Developer:
TreeView Studios
Publisher:
TreeView Studios
Release Date: 22 Nov, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 SP1 or newer

Processor: Intel Core i5 4590 or AMD FX 8350 or greater.

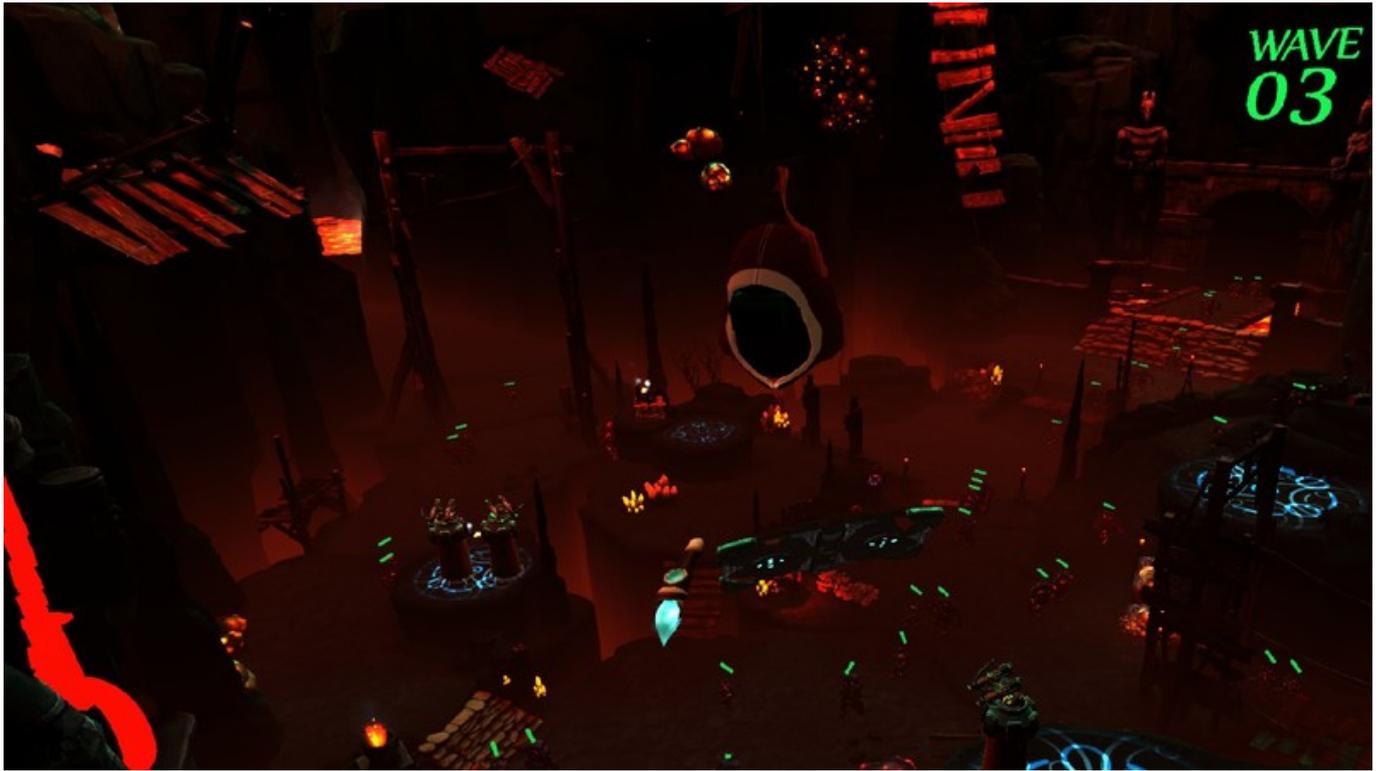
Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTX 970 or AMD Radeon R9 290 or better

DirectX: Version 11

Storage: 3 GB available space

English







alchemist defender vr

You have what can be a great game, the mechanics are great, the tower building, the first person combat system, the environment its all great but alot needs to be added, i do feel the price is abit high for what feels like 1 level of enemy waves (18 waves), but i do recommend because i do see what it can be. What needs to be added --> Bosses, more levels with the environment changing, different classes maybe for the first person part and upgrades to the current defences. i know some of these things are already plan on future updates so i am excited to see what this game becomes. Awesome, the best tower defense game in VR.... You can teleport down to the battle field and use short range weapons in first person ...really beautiful environment...you must see to believe....this game is fun...its a must play for those with VR....Game has been updated and UI is much better now, Game used to have 2 levels or stages with lots of incoming waves and it was really hard to beat...but the game balance has been modified and stages have been increased to 4, but each levels attack waves have been shortened to 10 waves so its much easier to beat..which I am not sure if its a good thing.... This game merges a simple tower defence game with first person combat. It's great fun!. Great pre release , needs more weapons or upgrade trees,also a world high score board would be great to , i like the way this is looking thumbs up :). 5/10

Meh

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