
Subject: Shock Defence

Posted by [Renerage](#) on Sun, 13 Jul 2008 21:11:48 GMT

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Found this game awhile back, been mastering it since.
Now it's way to easy for me.

Anyways, if you can beat it, here's the link.

<http://www.gamesvine.com/action/ShockDefence/>

I'd like to see some scores too, my final score after I beat the game (level 35) is 8011

Subject: Re: Shock Defence

Posted by [Ryu](#) on Sun, 13 Jul 2008 21:44:01 GMT

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I don't get Tribute stats..

Subject: Re: Shock Defence

Posted by [luv2pb](#) on Sun, 13 Jul 2008 21:44:54 GMT

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<http://arcade.itch.com/games/random-defense/>

^much better version of that.

Subject: Re: Shock Defence

Posted by [Renerage](#) on Mon, 14 Jul 2008 07:44:14 GMT

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Ryu, you do after every 7 levels.

And, I love the new version m:D

Subject: Re: Shock Defence

Posted by [Nightma12](#) on Mon, 14 Jul 2008 17:45:25 GMT

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2550, fully completed =/ - How do you get more points? is it kill them quicker?

Subject: Re: Shock Defence
Posted by [jnz](#) on Mon, 14 Jul 2008 18:23:04 GMT
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I couldn't beat those with 20,000HP

Subject: Re: Shock Defence
Posted by [Renerage](#) on Mon, 14 Jul 2008 20:10:52 GMT
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Nightma12 wrote on Mon, 14 July 2008 13:452550, fully completed =/ - How do you get more points? is it kill them quicker?

No, let your interest go up. Save your money level to level.

Anyways, how far have people gotten on Random Defence?
I've only been able to muster level 48 (nine tries in a row)

1945HP Millicent FAST (or w/e) = lvl 48
At first, it doesnt look hard.
Until they dont stop coming

Subject: Re: Shock Defence
Posted by [luv2pb](#) on Wed, 16 Jul 2008 00:53:52 GMT
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Renerage wrote on Mon, 14 July 2008 16:10Nightma12 wrote on Mon, 14 July 2008 13:452550, fully completed =/ - How do you get more points? is it kill them quicker?

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1945HP Millicent FAST (or w/e) = lvl 48
At first, it doesnt look hard.
Until they dont stop coming
Rondom defense has 51 levels.

Subject: Re: Shock Defence
Posted by [GEORGE ZIMMER](#) on Wed, 16 Jul 2008 00:54:14 GMT
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Didn't take me very long to beat random defense on easy. Eventually worked my way to hard, and, well, I'll let the pictures do the talking.
