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## About This Game

iBomber moves to the Pacific as you fight a whole new enemy across the Pacific rim to regain freedom.

**iBomber Defense Pacific** takes tower defense to a whole new level and makes you feel like you're right there and part of the incredible action. iBomber Defense Pacific has all-new tactics, all-new strategies, all-new maps, all-new weapons and all-new enemies.

## Key Features:

- Victory Points, Perks and Stats
- Earn victory points and spend to upgrade all your turrets
- Specialize your turrets for extra overall fire power
- Win Perks (12 to unlock and assign)
- Progress your Rank (14 ranks to achieve)
- Follow your stats (20 stats to track & watch)
- Try to collect all 25 Achievements

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- Compete against your friends across all the campaign missions and 2 Bonus missions using Steam Leaderboards
  - Full Steam Cloud support for taking your save game with you

### **All New Weapons**

- Discover flame throwers, rockets and individual turret targeting
- Build bomb bases and drop bombs and depth charges directly onto enemies
- Use bombs to Discover Hidden targets on maps

### **All New Tactics**

- Dig in, dig your turrets in to increase fire power and armor but you reduce your field of view!
- Sneak attacks, watch out! for enemy sneak attacks from the Jungle and by Sea
- Combine Canon, Rocket and Radar turrets to extend your total fire power
- Use Flame throwers to cause damage and mayhem to enemy units
- Drop Bombs to target your enemy from above
- Aim to achieve the Secondary objective on all levels

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Title: iBomber Defense Pacific  
Genre: Casual, Indie, Strategy  
Developer:  
Cobra Mobile  
Publisher:  
Cobra Mobile  
Release Date: 1 Mar, 2012

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**Minimum:**

**OS:**Windows XP

**Processor:**1.5GhZ

**Memory:**512 MB RAM

**Graphics:**OpenGL compatible. ATI, NVIDIA or Intel HD. Older Intel graphics cards may have slowdown issues.

**DirectX®:**8.0

**Hard Drive:**150 MB HD space

**Sound:**Windows or mac

English







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I normally don't complain about 5 dollar games.....but, there is way too much random stuff happening around the map making it impossible to strategize on a first play through. I repeatedly find myself playing through a map just to see what unexpected things will be thrown at me so I can play it again with a better idea of what needs to be done. This alone ruined the game for me! As far as gameplay goes, I have no complaints. I love the upgrade and level system, as well as the graphics and sounds.. 8.5/10 After the first iBomber gave decent value for the price I decided to see if the sequel would do as well.

It didn't, it went **FAR BEYOND expectations with new features aplenty. If you ever see the bundle on sale, grab it and enjoy. For the cost of a sandwich it'll keep you going for a few days.. Great tower defence game, based on real world past events. Can be annoying on the hardest setting.. This is an average tower defense, for 1.25u20ac it was an OK game.**

**If it is above the average free browser TD, it's way below the best PC game in the genre like Defense Grid or Plant vs Zombie.**

**On most levels you cannot build paths with your towers and are limited to a few emplacements. And with only 7 tower types, some of which are only unlocked in the 2nd half of the campaign. This gives for little variations and low replayability.**

**Basically you use similar tactics on most levels.**

**There are a few neat ideas, the campaign plot which follow the historical events, perks, customizable towers, surprise events. But in the end they didn't add that much.**

**15 hours to complete the campaign on medium difficulty. Hard difficulty don't add much.**

**With all perks unlocked, the game balance is partly broken. And with the proper perks replaying the campaign on hard was actually easier than the first playthrough on medium difficulty.**

**Decent for a low price but there are much better TDs available.. If you like tower defense games that are focused on the Towers then this is your game. It is a simple one. While you are not running around and shooting things like you are in sanctum you still have to stay on your toes and keep those towers up!. Very fun game, had it on my phone about 5 years ago.**

**Pros:**

**+fun.**

**+kills a few hours of time.**

**Cons:**

**+does randomly freeze or cannons don't work till you restart the mission.**

**I could see this as pretty cool co-op team working game.**

**(maybe a future game like this could include it?)**

**Pretty cheap in the sales. But still worth the full price.**

**8/10 solid.. Its a solid TowerDefense. Probably one of the Best out there. The first was good this one is even better. With small objectives and secrets, this game will keep your interest for awhile. Then you can buy iBomber Attack and enjoy another great game!. They definitely learned from the first one on many things. For starters the campaign, once you complete a mission you can go back to it any time to get a higher score or the secondary or hidden objective. The speed up button, unlike the first game it actually speeds things up, and makes that 40 waves go by so much quicker. The addition of other weapons were sorely needed, I found the bombs most useful, but the flamethrower is great as well. The dig in feature is great, but not for every situation.**

**Unlike last time, because of being able to play any mission completed in the campaign there is no quick play. Instead you get 2 Bonus missions which are cool but not a big deal.**

**I rated the first one 5/10. This is definitely the better overall game. It feels like they tried to boil down what they wanted tower defence to be and refine it from the first one.**

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**7/10 only because I feel there isn't much long term replay grab it if it goes on sale**

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OH SNAP MICROMANAGEMENT ORGY! This is a sick and twisted expansion to what was a masochistic, tedious, uninspired, and broken original. Like extreme micromanagement and clicking 6000 times per level? This might be your thing, if you also enjoy "connecting the dots" of the "strategy" the fools that made this rubbish desire.

This game requires no strategy whatsoever, it's purely a puzzle tower defense where you have to build the right sequence of towers at the right times and in the right places, but now the expansion introduces a twist: NOW YOU HAVE TO CLICK ON THE RIGHT PART OF THE SCREEN AT THE RIGHT TIME TOO!! Seriously, who thought it was a good idea to add repetitive micro to this linear slog? The art style and presentation is hugely improved from the original game but the core gameplay is as broken, linear, and rubbish as ever.. Excellent tower defense game with a WW2 theme. Superior to its original version based on the European theater. Lots of fun!. good game!!!. I'm not sure if this is an expansion or a sequel, but it is an improvement on the enjoyable game of the same name (iBomber Defense). Tower defense fans take a look!. It's a fun tower defense game for the price.

8/10.. Like "iBomber Defense" i thoroughly enjoy these sweet Tower Defense games. It's deliciously difficult, which makes you return every day for a tower-dose.

This time around in the "Pacific" edition, some new game-mechanics are introduced like the Player Rank part, that lets you gain awesome perks as you do well on the regular missions. Together with the Tower specialization options when towers are fully upgraded it all gives you nice personal feel to how you like to play.

The bonus missions are fun, with huge open fields you place towers on to make a maze for the enemy, much like "Robo Defense" on Android phones.

Of course i would like more than one campaign, but at the low price i'm overall quite pleased with the game and can recommend it to all Tower-Defense lovers!. Flash like Tower Defence that probably should have been only a dollar or even free. Doesn't have anything that I haven't seen before on Kongregate, Armoured Games or Newgrounds.. This is a simple but fun tower defense game. Gameplay is similar to the previous game in the series, iBomber Defense, but several improvements have been made.

The biggest criticism with the previous game is that gameplay became stale after 40 or so waves in a single level, and some levels were too similar to others. But in iBomber Defense Pacific there are usually only 20 or so waves per level, and each level is quite different making for better variety in gameplay.

Also, there are now secondary objectives, like having to defend an oil refinery, or having to destroy enemy bunkers. Completing secondary objectives is optional but doing so earns you points to buy upgrades.

To keep things fresh now you sometimes have to deal with enemy units that aren't rushing your base! Yes, sometimes enemy units will come out onto the battlefield and start shooting it out with your turrets. This becomes especially tricky if you're trying to defend a secondary objective: Should you put your limited resources into defending your base or defending the secondary objective?

Another improvement is that now you can drop bombs on the battlefield. Bombs are a limited use item that are gradually replenished over time. Since you'll only get a few you need to make sure each one counts. Should you use them to thin out the ranks of the baddies rushing your base? Use them to blow open supply crates to get extra resources? Use them to kill that enemy battleship that's parked outside the range of your turrets? Use them to destroy a target to complete a secondary objective? Use them to destroy the secret enemy base hidden in most levels to get bonus upgrade points? Or just start randomly dropping them on buildings to revel in sheer destruction? There are a ton of tactical choices to make!

If you like tower defense games you owe it to yourself to check out iBomber Defense Pacific!. If you like tower defense games, this one has some novel features in it. Gameplay is extremely fun. You fend off attack waves from ground, air, and water.. Some of the cool features in this game are that there are more than one route that the enemy travels to get to you, forcing you to focus on choke points first and develop out from there. There are bonuses to blow up on the map, including secrets. All units can be developed into beefier units, but also include a feature called 'Dig In' - this allows you to opt out of 360 degree attack capabilities for a cone of attack, but with greater range. You can build bomb towers to give you bombs that can work on land or water. You can construct support towers that extend the range of units in their area of effect. There are ambush attacks and other special combat scenarios, such as enemy return fire that make the game more than just a straight tower defense game. You earn points to increase maximum capability from your towers at the end of the round, depending on how well you do, PLUS you earn perks as rewards for things like 'number of bullets spent' or 'number of times you repair'.. all of these perk progressions are

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tracked so you can see how far along you are until the next unlock. All in all, I would have to say this is a great little tower defense game and I picked it up for \$2. Awesome!

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