
Magic Technology Activation Code

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About This Game



Prize fund: 1000 \$ + 10% of the game sales, 64 places paid, the qualification stage will last for 4 months.

A slight step into cybersport should make more players involved. We invite all the Tower defense fans to participate and, of course, new players are also welcomed to join us!



Playing this game, you will find yourself in a world where there is magic and technology. Helping an insane scientist in search of the unknown, you can visit the most amazing places: from forests, to wild and dangerous lands, inhabited by various amazing creatures, from relatively harmless, ending with ancient, incredibly dangerous creatures.

Coping with them will help you inventions and findings of this most mad scientist, whom you have to defend, while he ... invent something, well, or dig it out, it does not matter, the main thing somehow works, right?

At your disposal will be a wide variety of towers: from machine guns to mass accelerators. You will even have the opportunity to roast someone with lightning, arrange an ice field or cause meteor shower.



- Tournament "MTL".
- Autogeneration of waves on the tournament map.
- More than 400 waves of creatures in 18 missions.
 - 10 types of modified weapons.

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- 3 kinds of different skills.
 - Different levels of complexity.
 - Unique species of creatures with their own characteristics.
 - A variety of maps.
 - Everything in the 3D world.

Title: Magic Technology
Genre: Indie, Strategy
Developer:
Vulkano Forge
Publisher:
Vulkano Forge
Release Date: 29 Jan, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 64bit Service Pack 1 with Platform Update

Processor: i3 2.6Ghz or AMD equivalent

Memory: 2 GB RAM

Graphics: GeForce GTX 460 or AMD equivalent

DirectX: Version 11

Storage: 1 GB available space

English,Russian,Ukrainian,French,German

Would be a very good game except for the inability to control who your tower shoots at. It's aggravating to no end to see your tower attacking some monster at the rear when the first in the line strolls into the goal causing you to loose lives. You can designate whether a tower will attack the strongest, nearest, weakest, random or first but , unfortunately, the towers will not follow your directions much of the time. It got too frustrating for me. I just had to give up on the game.

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