**Game Description:**

Defender's Quest is a Tower-Defense/RPG Hybrid for Mac/Windows/Linux. Think Final Fantasy Tactics meets Tower Defense. DQ tightly focuses on three things: tactical depth, customization, and story. That means no random encounters, no spikey-haired emo kids, no forced time sinks, and no tedious, repetitive battles.

The battle system builds off of tower defense, with individual characters taking the place of towers. Each character levels-up, learns skills, and equips gear individually, allowing the player to customize their battle experience and strategy. The overall game structure is similar to "tactical" RPG's, but with a real-time battle system. Game speed is adjustable, and commands can even be issued while the game is paused.

Also featuring an engaging character-driven story written by an actual English Major!

**Game Features:**

**Things we included:**

* Runs on Windows, Mac, and Linux!
* Tower-defense style tactical battle system!
* Customizable characters!
* Story written by USDA certified English major! \*
* Extreme challenges for Hardcore types!
* Casual challenges for Your Mom\*\* and Dad!
* Over 200 Uniquely designed battles and over 40 maps!
* Doesn't waste your time!
* Bonus challenges, including endless mode!
* New Game+ mode!
* Multiple bullet points!

*\*The U.S. Department of Agriculture does not actually certify the freshness of domestically grown English Majors.*

*\*\*The USDA has certified, however, that your mother is a classy lady. You should call her sometime, she misses you.*

**Things we *didn’t* include:**

* 40+ hours of padding
* Zillions of random battles
* Pointless fetch quests
* Whiny emo kids
* Deliberate micro-management
* Cumbersome menus six layers deep
* $60 price tag
* Aeris dying

**System Requirements:**

* No special hardware or graphics card needed.
* Runs okay on old computers, runs great on modern ones.
* Works for Mac, Windows, and Linux!
* Windows: XP or newer
* Mac: 10.6 or newer (10.4/10.5 compatibility hopefully coming "soon")
* Linux: most distributions, see (http://www.defendersquest.com/linux.html)
* Adobe AIR (included with Win/Mac installers, see above note for Linux)

**<100 Character Message:**

Defender’s Quest mixes Tower Defense, Tactical RPG’s, and an engaging, character-driven story!

**Text for Email Marketing:**

*Defender’s Quest* is a fun, fast-paced, Tower-Defense / RPG hybrid that cuts out the fluff.

“It’s Brilliant” - Rock, Paper, Shotgun

“Incredibly Fun” – Destructoid.

Our story begins as Azra, royal librarian, is unceremoniously dumped into a plague colony with the rest of the infected. Discovering the hidden ability to walk between life and death, she fights back against the monsters of the pit, puts together a rag-tag army of survivors, and sets off determined to escape!

No random battles. No pointless grinding. No whiny emo kids.

Instead, experience an engaging, character-driven story (written by an actual English Major!), while you dive into the deep and compelling game mechanics of this hit strategy title.

Imagine Final Fantasy tactics if the battle system were tower defense. But instead of towers, you have the individual members of your party, who each gain experience, level-up, learn new skills, and equip items between battles. Place characters strategically and boost them to unlock their advanced skills, and select simple targeting AI for maximum impact.

Customize your party any way you like – you can design the look of each new recruit, and choose which battle skills they’ll specialize in, as well as what items they’ll use.

Stacked challenges let you make the game as hard or as easy as you want – if you’re just here for the story, you can get through the whole game in just a few hours playing only the “casual” challenges. If you want an epic 30+ hour quest, dig in for “normal,” “advanced,” and “extreme” battles. Once you’ve finished that, do it all over again with all-new enemy types, special advanced equipment, and even more goodies in New Game+ mode!

As the lead developer himself is disabled, the game comes with various accessibility settings to accommodate the needs of many different kinds of players.

**Languages Supported:**

English

**Legal Text:**

N/A

**EULA:**

(This is technically embedded and shown directly in the game when it is started for the first time, but it’s included alongside this file as EULA.docx just to be exhaustive)