

Reviews on the Tower of the Approval - Together 'to the top'

Enter the world of Tower of the Approval, you will experience a classic rogue-like tower climbing game but with extremely cute and funny anime graphics.

Tower of the Approval is the recently launched brainchild of Anela Games Studio and creator Aecrnia. If you are a genuine Wibu or simply fascinated with creating Manga-style games, this game is worthy to be included in the list of games you should try.

Undeniably an action / adventure game, the more eye-catching graphics, the more powerful the more enthusiastic welcome, such as **Tomb Raider** . Or else, bring a little dark, mysterious colors to create more curiosity for players to explore like **Nioh 2** is hot recently. However, if you're just looking for a light, fun, easy-to-play game, Tower of the Approval is a very reasonable choice.

Tower of the Approval - strange but familiar

The game has a Manga style, so bright graphics are indispensable, there are 5 Maps for gamers to choose without fear of being bored. Certainly the familiar design like the labyrinth of Tower of the Approval has reminded some people of the graphics and images of the blockbuster once - Legend of Zelda.



Tower of the Approval (left) and Legend of Zelda (right)

Tower of the Approval does not possess the depth of the storyline, but simply tells the story of an explorer with a desire to conquer the vast world of the sea, mountains or craggy towers. risky. The explorer will have to face

with aggressive, crowded monsters, always lurking around, in order to stop the young adventurer's footsteps. With their own strength and high determination, the player will conquer the lands and overcome the tower floors to be able to stand on the top position.

Of course, the same does not mean assimilation, the Tower of the Approval game still has the colors that gamers can not confuse with other Rogue-like games or think Tower of the Approval is the Copyable.



The familiar feeling of childhood from the moment the game starts will be immediately replaced by excitement when monsters appear. Instead of letting scary monsters threaten their lives, the Tower of the Approval sends . vegetables that look more adorable than scary.

The most feared monster of the game is only to the extent that the Snail or the Wolf. However, do not let this innocent appearance fool you because only a few minutes later, they will take the quality instead of slapping the face of your character.



Mushrooms eat people, can you believe it?

Tower of the Approval's music brings comfort with soothing, melodious music that feels like being immersed in the sounds of nature. The sound effects that the game brings are also quite comfortable, not slashing on the ears

but quite gentle, playing for long without feeling uncomfortable.

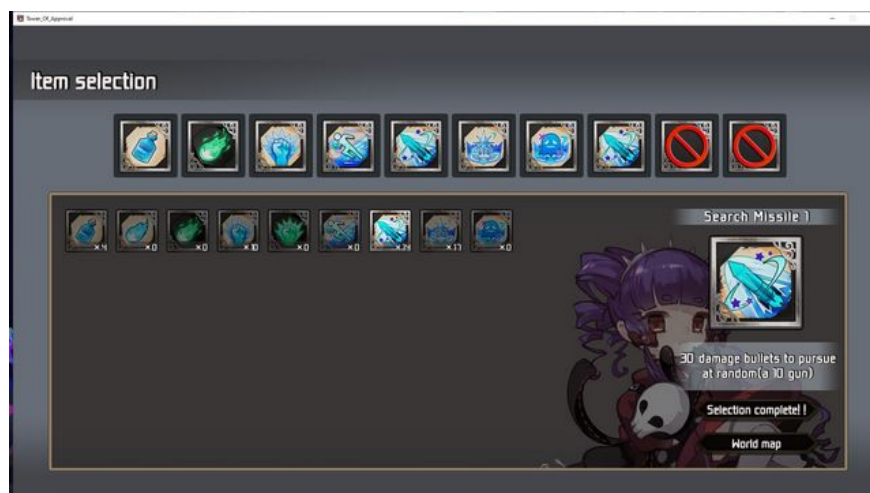
The character of the game is quite eye-catching design, a bit of the cute chibi manga. There are 5 main character routes for players to choose from such as Gladiators, Gardener, Witch, Astrologer and Blacksmith. Each character's route has different attributes, strengths and weaknesses. Players can create their own gameplay that suits the character of their choice and the map they want to conquer.



If you want to challenge yourself, choose Astrological House

Starting with the selection of the main characters for each match will determine half of the fate of victory or loss. 5 different characters have their own characteristics but strong and weak depending on the user. For example, the Gladiator is a young warrior with a sword weapon that has high base blood, ability to heal himself, dealing single damage. And the gardener with a pair of scissors is quite fragile with low base HP, incapable of healing but in return can cause fatal damage.

The game does not use money or exchange tools like predecessor adventure games but instead allows players to collect equipment during the journey. More than 50 equipment will be available, after each level of challenge, new equipment will appear to allow players to choose more diverse. Equipments are not lost after each challenge floor but will be stored in the inventory, players can choose them to prepare for the next floor.



In summary, Tower of the Approval is full of familiar features from graphics, sound to character shaping that you can encounter in many other games. So what is the reason why you will be drawn to playing Tower of the Approval? Perhaps it is in the simple gameplay but it attracts players so much that they do not want to put down the Gamepad.

Mechanism is simpler than eating candy

Comfort is what is most noticeable and throughout the entire experience of Tower of the Approval.

In general the mechanism of building the characters is quite good, there are levels for players to get acquainted from Easy, Medium to Hard. Beginners can start choosing from Easy to get used to the progress of the game. Characters are controlled conquering 5 main maps respectively Tower, Desert, Forest, Sea and Volcano. On each map there will be many doors with the difficulty level increasing steadily. Each door will have the tower floor you need to occupy, the higher the tower floor, the more monsters appear, the difficulty is also upgraded.

The way to fight with monsters at a fairly simple level, is just to use the items picked up to destroy monsters and find the destination to complete the task. However, there is a special feature that makes Tower of the Approval more interesting because the player has only 10 items and the number of storage boxes will decrease as the difficulty increases.

At first glance it may seem quite simple, but imagine if you choose too many healing equipment while few attack equipment, you will easily drown in the surrounded radish. Or battle blood, retaining full equipment that causes damage without healing equipment, before you can see the exit of the maze, you have been killed by the Wolf Dog.

So think carefully about which equipment to keep and which to leave to survive the labyrinth. It is also advisable to consider when it is reasonable to prioritize the use of large-area damage items to clear open monsters and use the healing equipment so that the last door has enough HP to deal with monsters. high level.



Don't leave me tonight when my HP is no longer here :(

The Tower of the Approval game is not overly brainy to force players to measure damage or calculate avoiding the damage of Monsters the same way many action / adventure games do. Simply Tower of the Approval is just

a gentle accompaniment to relax after stressful working hours.

But eating too much candy is easy to get bored

Many people think that Tower of the Approval is only suitable for children or entertaining women because there is no profound storyline, the gameplay is too simple. In addition, the so-called maze is nothing like the maze, so easy to find the end point. The game operation repeats in a vicious circle: 'Pick up - Unleash Zhao, Find A Way Out' makes the player somewhat boring. Not to mention, players can defy all 'run now', ignoring even the monster that rushes to the finish point and still over the door.



Review Life After: Zombie Survival game with compelling storyline

Although it is just a mobile game, Life After also has its own attractive sides, especially when it can be played on a PC.

However, it is not possible to ask too many things in a game that is not very expensive. This is a full featured game like the Classic series, simple but still not losing its own value. Do not take the standard metrics of blockbuster games to apply to every game you play. Playing games is to experience, to relax, to have some bloody PKs also have to be bored sometimes, Tower of the Approval is such a stop.

summary

Overall, Tower of the Approval is a fairly light game, suitable for most types of machine configuration. Gradually conquer each tower floor until you enjoy the feeling of dominating the highest peak of the challenge. Tower of the Approval is not a blockbuster, but the amount of money is enough for a light, fun entertainment game, beautiful graphics, funny and cute sounds. Even if the enemy is cute, there's nothing to hate the Tower of the Approval, right?

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