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## About This Game

Protect your bee hive fortress against the hornet menace by building the best Bee defense: a BeeFense! Command your Bees to get beesy. Let them collect honey dew - the most precious resource in the world to upgrade your tower and train heroic Bee fieldrunners. Defend your bee hive fortress against the evil Queen Hornetta, who has been genetically modified in order to vanquish the bee colony and steal your honey.

### FEATURES:

**ENGAGE:** Intense TD! Tower defense style gameplay inspired by fieldrunners!

**BUILD:** Customize your defense strategy with 12 different tower features!

**MANAGE:** Collect different resources with your bees to provide your bee colony!

**EVOLVE:** Decide which upgrades you want to improve your defense.

**SPECIAL TASKS:** Play all levels a few times with different targets and get extra honeycombs.

**SINGLE PLAYER FUN:** Hit the enemy back and try to master the 20 single player levels successfully. Save your beehive from the evil hornets!

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Title: BeeFense  
Genre: Action, Indie, Strategy  
Developer:  
ByteRockers' Games  
Publisher:  
ByteRockers' Games  
Release Date: 13 Apr, 2017

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English,French,German







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Great tower defense game, but unlike other tower defense games you gather resources at the same time.

8.5/10.. A little and unknown Tower Defense game between an average and good quality. Graphics are well done, bees, towers and foes are good designed and depicted, but shown a very few sort of background elements, so all maps have the same look like. Mechanics is basic, but fine: there are 6 kinds of towers, each one with 3 upgrades and 2 specializations, also there are permanent enhances and limited power ups that can be acquired by collecting certain resources. Player must use the bees for operate the towers and collect resources at once, so gameplay is challenging. But in otherwise, there isn't pause ingame option, all maps are preceded by a boring chat and sadly there are only 20 maps, so experience is fun but short: finish campaign with almost all ingame achievements takes less of 24 hours. Although its looking suggests the opposite, is not recomend for children, because it could be too hard for them, and maybe its cartoons and dialogues are too naif for adults. Hopefully developers make a better second part.. Tower defense, with some RTS.

So far I am only 7 episodes in. Each episode (map) has been fairly short (less than 10 rounds).

The RTS adds some interesting elements. However, I prefer my TD to be a leisurely contemplation of strategy while I do other things such as watch TV. In this game, the RTS element requires more active attention, such as making sure that while the bees are flying back and forth harvesting, they don't run into the MOBs (which results in the bees becoming imprisoned).



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