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[6/18/2015: GemCraft: Chasing Shadows is now available to play on JayisGames.] What are you doing with your free time? No, shut up! You're wrong, and a liar, because you're about to have every single scrap of your life taken over by the newest installment in Game in a Bottle's smash-hit tower defense GemCraft games, GemCraft: Chasing Shadows. (Also available on Steam if you would like to support the developer with a purchase!) What makes a GemCraft game so much more special than your garden variety tower defense? Glad you ask, person about to have their life enriched. While you use towers to defend against incoming waves of monsters as usual, the core of the game comes from the unique ability to create and fuse gems. Different colours have different powers, and even the size of the gem matters, but combining them is where it gets interesting. Take a poison gem and drop it into a tower with an electric gem, and suddenly you've got a defense that paralyze and poison foes. Not only that, but if you place gems in traps on the ground, they have different effects than they would plopped in a tower. Pretty swanky powers, huh? Well, you're gonna need 'em, since the forces of darkness are nipping at your heels, and you'll need to think strategically to hold them off, learn new skills, and level up to gain access to bigger, badger jewels. Initially, it might seem like the biggest change are the visuals, but there's a lot more going on under the hood despite first impressions. While the basic gameplay remains unchanged, apart from the fact that you can now manually choose what type of gem you want to create, and the additional speeds you can set levels to, there are a lot of tweaks and additions. Instead of battle modes to set difficulty and experience bonuses, for instance, you need to apply "traits" to fields which can only be found now as rare drops from monsters, and new skills to upgrade are unlocked in the same way. You can now find fragments with special bonuses that you can slot into a talisman, or upgrade using the game's new secondary currency, Shadow Orbs. Shadow Orbs are earned from battle, though along with a special item, they can optionally be bought for real cash via in-game microtransactions if you're impatient. In field battles, you'll also now have to contend with Wizard Towers, whose locks must be disabled before they destroy your base, and special treasures that can only be unlocked if you kill a specific number of enemies a certain way within their radius. Chasing Shadows is not a game you can simply charge through as fast as before, and for some players, the difference between grinding for levels and grinding for treasure is going to be a point of contention. What hasn't changed is that Chasing Shadows is just as rife with challenging levels and strategy as its predecessors... there's just significantly more time spent trying to unlock it all. While having big buttons nagging you to buy things is perhaps a little obnoxious, gameplay doesn't feel like it's reliant on subtly forcing you to want to do so, and besides, the \$4.99/USD price tag for the Magician's Pouch, which grants bonus areas and skills, should be an acceptable price to pay for literally years of free entertainment for fans. The visual changes are gorgeous, especially in regards to the environments, but the monsters themselves tend to look a little small and muddy and indistinct compared with how clear they were displayed before. All of these changes and tweaks, big and small, means Chasing Shadow might have a bit of an uphill battle winning over diehard fans who preferred it simpler and with less unlocking, but it deserves the chance. Despite the emphasis on grinding and the nagging to spend money, Chasing Shadows is still an incredibly meaty, challenging game. There's no denying that GemCraft: Chasing Shadows does a lot of things differently than its predecessors, but every bit of it has been done with enhancing the experience. If you're an old fan, it's going to take you a little while to relearn the ropes and develop strategies for levels that can be absolutely brutal even on the simplest difficulty. If you're a newcomer, you might be a little overwhelmed by the plethora of elements to play with and take into consideration, setting Chasing Shadows head and shoulders above virtually every other game in the genre. Whatever the case, GemCraft: Chasing Shadows is still an absolute titan of a game that will take a lot of time to beat, but is well worth the investment. Play GemCraft: Chasing Shadows in: Gemcraft Chapter 2 (Chasing Shadows) Edit The following is a list of fields in GemCraft Chapter 2: Chasing Shadows. Maps[] Map in GemCraft Chapter 2: Chasing Shadows. Map with field letters and the swiftest route to the final field. Levels[] Level Waves First wave hp Gem types available Special Challenge Unlocked by Orig. Steam Orig. Steam Hextile A A1 A1 35 34 Don't use any strike spells. E6 E6 A2 A2 37 38 Don't build any towers. A1 A1 A3 A3 40 47 Tome Chamber (Armor Tearing) Have 33 gems on the battlefield. A2 A2 A4 A4 50 41 Don't have any gem higher than grade 6 on glaring difficulty. A2 A2 A5 A5 48 49 Don't have any gem higher than grade 4. A3 A3 A6 A6 60 91 A4 (glaring) A4 (glaring) A7 48 49 A6 V15 V15 28 24 Vision A5 A5 Hextile B B1 B1 30 32 Beat 60 waves. E7 E7 B2 B2 25 38 Story-Related (Markings and "1 tower + 8 amplifiers" combo) B1 B1 B3 B3 32 35 Deliver 140 one hit kills.Don't use any strike spells. B1 B1 B4 B4 40 41 B2 B2 B5 B5 35 37 Tome Chamber (Mana Leeching) Break a tomb open before wave 24. B3 B3 B6 B6 30 79 B1 (glaring) B1 (glaring) B7 46 41 B4 V21 26 82 Vision(Features 4 Arcane Guardians) B7 Hextile C C1 C1 45 84 Don't use any gem enhancement spells. G3 G3 C2 C2 50 88 Tome Chamber (Fury)Mysterious Compass Create a grade 9 pure slowing gem.Have the giant domination trait set to level 7. C1 C1 C3 C3 60 90 Beat 75 waves. C2 C2 C4 C4 60 80 Story-Related (Beacons, Indestructible Monster Nests) C2 C2 C5 C5 75 82 Destroy 2 monster nests before wave 13. C4 C4 C6 55 102 C5 C7 45 162 C3 V3 V3 228 84 Vision C4 C4 Hextile D D1 D1 30 42 Build 18 amplifiers. H3 H3 D2 D2 36 45 Don't spend any points on skills. D1 D1 D3 D3 32 48 Don't use any strike or gem enhancement spells. D1 D1 D4 D4 28 47 Tome Chamber (Beam) Don't have any gem higher than grade 4. D2 D2 D5 D5 35 52 Tome Chamber (Demolition) Open the tome chamber before wave 12 starts. D3 D3 D6 D6 54 192 Secret Compass D7 65 284 D6 (glaring) V4 V4 19 24 Vision D5 D5 Hextile E E1 E1 20 15 Beat 45 waves.Don't have any gem higher than grade 1. F4 F4 E2 E2 22 18 Don't have any gem higher than grade 4 on glaring difficulty. E1 E1 E3 E3 24 17 Mysterious Compass Don't spend any points on skills on glaring difficulty. E2 E2 E4 E4 24 30 Tome Chamber (Poison) Open the tome chamber before wave 7 starts. E2 E2 E5 E5 33 24 Apparitions Introduced E4 E4 E6 E6 30 28 Wizard Tower (Adaptate Carapace) Create a grade 6 pure mana leeching gem before wave 2. E5 E5 E7 E7 32 28 Don't have any gem higher than grade 2. E6 E6 E8 E8 38 E4 Hextile F F1 F1 3 4Steam: 10 Wizard Hideout Don't spend any points on skills on glaring difficulty.Have 295 monsters on the battlefield at the same time on field F1. Start F2 F2 7 6 Create a grade 6 pure bloodbound gem before wave 6. F1 F1 F3 F3 9 8 Don't have any gem higher than grade 3 on glaring difficulty. F2 F2 F4 F4 16 11 Wizard Tower (Haste) Destroy all wizard locks before wave 2 starts. F3 F3 F5 F5 11 11 Don't have any gem higher than grade 2. F3 F3 F6 F6 10 10 Tome Chamber (Traps) Kill an apparition. F5 F5 F7 16 18 F6 V14 V14 32 423 Vision G3 G3 Hextile G G1 G1 35 74 Story-Related (Corrupted Mana Shard) J3 J3 G2 G2 40 64 Tome Chamber (Curse) Open 3 drop holders before wave 5. G1 G1 G3 G3 42 67 Build 60 walls before wave 3. G2 G2 G4 G4 45 118 Use only slowing gems. G5 (glaring) G5 (glaring) G5 G5 50 70 Don't use any strike or gem enhancement spells. G2 G2 G6 G6 43 68 Have the swarming domination trait set to level 7. G1 G1 G7 52 128 G4 V16 V16 46 42 Vision G5 G5 Hextile H H1 H1 25 28 Story-Related (The Scythe Gate) Don't build anything. I5 I5 H2 H2 30 32 Harvest 1.300 mana from shards before wave 2 starts. H1 H1 H3 H3 40 40 Wizard Tower (Giant Domination)Specters Introduced Destroy all wizard locks before wave 10 starts. M3 M3 M6 M6 40 45 Don't spend any points on skills. M5 M5 M8 42 68 M7 Hextile N N1 N1 40 58 Use only suppressing gems. M5 M5 N2 N2 40 64 Kill an apparition. N1 N1 N3 N3 35 68 N1 N1 N4 N4 50 72 Tome Chamber (Ignition) Have 22 gems on the battlefield before wave 9.Use only poison gems. N3 N3 N5 N5 30 75 Don't build anything. N1 N1 N6 N6 42 70 Don't use any strike or gem enhancement spells. N2 N2 N7 N7 44 97 Secret Have the Hatred trait set to level 3 or higher. Compass V10 V10 36 25 Vision N6 N6 Hextile O O1 O1 50 78 Story-Related (Ruined Ensnaring Socket) K4 K4 O2 O2 30 74 Story-Related (Corrupted Mana Shard) Don't get any mana from mana shards on glaring difficulty. O1 O1 O3 O3 39 77 Mysterious Compass Don't use any gem enhancement spells. O2 O2 O4 O4 43 79 O2 O5 O5 48 77 Story-Related (Sealed Gem of Eternity Replica) O4 O4 O6 O6 60 80 Wizard Tower (Corrupted Banishment)Spies Introduced Destroy all wizard locks before wave 18 starts.Use only bloodbound gems. O5 O5 O7 44 84 O3 V20 45 78 Vision(Features 6 Arcane Guardians) O7 Hextile P P1 P1 64 88 Story-Related (Ruined Summoning Socket) Use only mana leeching gems. O6 O6 P2 P2 70 94 Story-Related (Sealed Gem of Eternity Replica) P1 P1 P3 P3 44 102 Tome Chamber (Barrage) P1 P1 P4 P4 25 96 Story-Related (Sleeping Hive) P3 P3 P5 P5 57 103 Story-Related (Ruined Ensnaring Socket) P4 P4 P6 P6 74 223 Secret Build 60 walls. Compass P7 44 143 P5 P8 55 308 P6 V2 V2 99 52 Vision P1 P1 Hextile Q Q1 Q1 45 82 Have the mana lock trait set to level 7. M7 M7 Q2 Q2 40 89 Use only poolbound gems. Q1 Q1 Q3 Q3 50 98 Q2 Q2 Q4 Q4 48 96 Harvest 48,000 mana from shards before wave 24 starts. Q2 Q2 Q5 Q5 44 110 Tome Chamber (Suppressing) Q3 Q3 Q6 Q6 64 115 Wizard Tower (Hatred)The Forgotten can enrage 2-3 wavestones Q3 Q3 Q7 Q7 54 141 Secret Build 30 traps. Compass Q8 77 334 Q7 V7 V7 40 24 Vision Q4 Q4 V19 38 620 Vision(Features 5 Arcane Guardians) Q8 Hextile R R1 R1 60 86 Tome Chamber (Critical Hit) O6 O6 R2 R2 62 90 R1 R1 R3 R3 59 106 Story-Related (Sealed Gem of Eternity Replica) R1 R1 R4 R4 52 97 Use only armor tearing gems. R1 R1 R5 R5 63 101 Story-Related (Ruined Ensnaring Socket) R2 R2 R6 R6 61 148 R2 (glaring) R2 (glaring) R7 51 101 V17 R8 64 186 R3 V13 V13 40 134 Vision R6 R6 Hextile S (The Spiritforge) No levels in game Hextile T T1 T1 56 125 Story-Related (Corpse of a Fellow Wizard)Wake of Eternity Don't build any towers. Q6 Q6 T2 T2 60 142 T1 T1 T3 T3 66 156 Have the haste trait set to level 7. T4 T4 T4 T4 14 14 176 T2 T2 T5 T5 70 170 Tome Chamber (Resonance) Use only critical hit gems. T3 T3 T6 T6 70 180 Wizard Tower (Haunting difficulty)The Forgotten can now blacken the U1 T3 T3 T7 T7 68 193 Story-Related (Broken Orb Base, Corpse of a Fellow Wizard, lots of Apparitions) Destroy 8 beacons before wave 15. T6 T6 T8 T8 75 188 Story-Related (Sealed Gem of Eternity Replica) T7 T7 T9 T9 73 236 T8 (glaring) V22 40 449 Vision(Features 7 Arcane Guardians) T1 Hextile U U1 U1 60 118 Q6 Q6 U2 U2 50 125 U1 U1 U3 U3 54 132 Most intact tombs U1 U1 U4 U4 67 141 Story-Related (Sleeping Hive)Mysterious Compass U3 U3 U5 U5 51 136 U2 U2 U6 U6 66 142 Story-Related (Ruined Ensnaring Socket) U5 U5 U7 U7 42 200 U6 (glaring) U6 (glaring) U8 36 121 Tome Chamber (Chain Hit) U4 V6 V6 29 35 Vision U7 U7 Hextile W W1 W1 57 114 Use only chain hit gems. R5 R5 W2 W2 56 101 W1 W1 W3 W3 77 143 W2 (glaring) W2 (glaring) W4 W4 72 117 Story-Related (Sealed Gem of Eternity Replica) W2 W2 W5 W5 72 122 Tome Chamber (Bloodbound) W2 W2 W6 W6 72 126 W2 W2 W7 84 197 W3 V17 V17 48 76 Vision W4 W4 Hextile X X1 X1 70 200 Story-Related (Towers controlled from inside the Spiritforge) T7 T7 X2 X2 72 215 Story-Related (Possession Obelisk) X1 X1 X3 X3 75 250 Story-Related (Corrupted Mana Shard) X2 X2 X4 X4 90 280 X3 X3 X5 X5 99 299 Story-Related (Climax Level, lots of Apparitions and Specters)Chasing Shadows X4 X4 X6 X6 78 222 Secret Compass X7 X7 70 220 Mysterious Compass X4 X4 V12 V12 32 24 Vision X7 X7 Hextile Y Y1 Y1 50 180 X2 X2 Y2 Y2 62 195 Y1 Y1 Y3 Y3 56 210 Y2 Y4 Y4 90 230 X5 X5 Y5 Y5 94 268 Y4 Y4 Y6 Y6 98 300 Story-Related (Final Level)Permanent +10 Wake of Eternity Skill Level Y5 Y5 Y7 77 170 Y3 Y9 Y9 50 240 Vision Y6 Y6 Notes[] Levels that are marked as unlocked by "Compass" require that the compasses in all 7 compass fields be set correctly. Hextile S is inaccessible, and the only one that doesn't have levels. Endurance mode on any field or difficulty has 999 waves. Only the hit points vary, depending on the difficulty and the field. "Gem types available" lists only those that are guaranteed to appear for that field even if the player doesn't have any gem component skills from tome chambers or the Magician's Pouch. All Secret fields have little black dots between each of the three difficulty lights. They are all unlocked either by the Mysterious Compass or by beating certain fields on Glaring Difficulty. Trivia[] All story-related fields have structures exclusive to that associated field or event when encountered for the first time. In the original version of the game, hextiles C, L, and W are only accessible with the Magician's Pouch. Field X5 does not have an Endurance Mode, so the field is limited to 99 waves on the easiest settings. The sound effect of each secret field revealing itself is the same as in Labyrinth when a corner field is unlocked. V.1.1.0 introduced Vision Fields V5-V18. Vision Fields V19-V23 are exclusive to the Steam version of the game and feature the Arcane Guardians as the final bosses. See Also[]

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