Waves Of The Atlantide Ativador Download [PC]

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About This Game

A tidal wave is putting an end to this continent, will you make it through ?

RTS

SHORT GAMES

VS AI

EXTERMINATE 4X

EXPAND

BATTLE ROYALE

EXPLORE

REAL TIME

SEA

MULTI ONLINE & OFFLINE

WORLD'S END

EXPLORE

25 minutes per game

Strategy to Survive

Game modes

- Play versus NON cheating AI (no free units or resources, no extra vision)(offline).

- Battle versus players (up to 5 players - way more in the future)(online).

- Mix them, AI + Players in the same game (online).

Procedurally and balanced generated maps: Luck can't help you !

Economic & Technological choices make every games different.
Adapt your strategy to your enemies and to your geographical position.
Gather experience every games and choose your battles wisely.

CORE CONCEPTS

Explore the world

Find where the ocean and your opponents are to choose where to expand and settle.

Expand your territory

World is crumbling, expand fast or let your people be doomed by the ocean.

Build up your economy

During centuries of peace, military strength wasn't a concern to your people, it is now. You have little time and enormous needs so act as fast as you can.

Research technologies

The intellect of your people seems limited only by the amount of resources you're willing to throw at them. Could it be the key to your success ?

Develop an army

You are no longer safe, you will need troops ASAP to send throughout the world to explore, expand and wage war.

Defeat your opponents

It is their fault the world is dying for overusing its resources, put an end to their madness to try and save what remains.

Survive the ocean

Respect nature, and nature shall not crumble the land under your feet too fast (maybe)

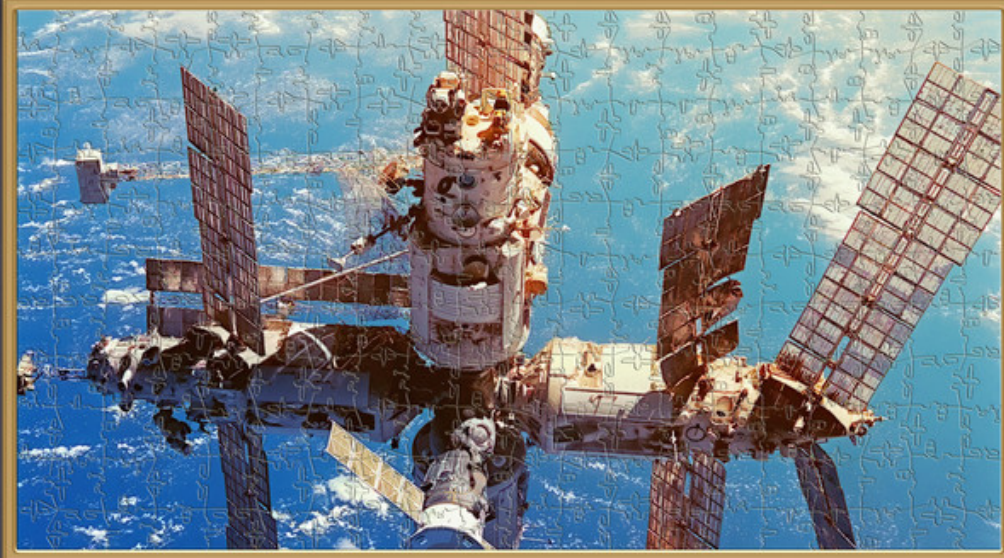Follow & support on Twitter
@WAtlantide

Title: Waves of the Atlantide
Genre: Indie, Strategy, Early Access
Developer:
Metaphore Games SAS
Publisher:
Metaphore Games SAS
Release Date: 26 Mar, 2019

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English,French,German,Simplified Chinese,Korean,Japanese,Russian

The games fun, i bout the game with the DLC pack but im kind of confused it says that you get the soundtrack but how do you access it, do you just have to open the game and listen to the game just loop through it or is stashed away in a file somewhere?
. I love Prey and while DLC have many similarities it is also a lot different game.

First of all, it is designed to be rerunned a lot. You need to learn layout of map to run it efficently.

Pick right characters in right order to pass through some points of map as diffrent characters have different set of abilities and some routes are blocked untill specific skill is avaiable. And goal is to escape finaly with all characters.

Each run is also timed and death is "pernament" as there is no option to go back to previous save.

Thats main difference vs orginal game mistakes are more punishing as to correct them you need to start over.

But also each run gives oportunity to find better blueprints, new neuromods so next one is a bit different as your characters can do more. Each playthrough is also shorter than orginal game, but you won't be able to explore whole complex on single run so it provides more than one run.

Generaly it is nice twist on orginal idea for me.. I don't usually write reviews for games I have bought, but I feel I had to in this case, just to preserve your sanity!

During the game's intro, it declares that it will cause people to 'rage again'. I thought it was a reference to difficult games, that are great, but can be frustrating at times, such as Super Meat Boy. This was probably the dev's intention, however, this was not why I raged!

Simply put this a 2d platformer, and it seems there are a plethora of these going around at the moment. The genre is going through something of a revival, and there are loads of really cheap, and excellent games of this type thanks to indie developers.

So why is this game so utterly bad?

First off, there does not seem to be any controller support. In a game of this type, that is always going to be a major issue for me. So then I went into the options menu to try and learn the keys. Nope, there was no way to learn the basic controls, let alone change them! At this point I could see many red flags, before the eventual red mist.

Next, the game starts. Graphics were poor, really basic, and uninspired. It made some genuine 8-bit games of old look pretty! Music was repetitive and very grating. Yet another factor to add to the overall miserable experience of this disastrous title.

Then the ultimate kick in the balls. The gameplay...or sheer lack of it! Platformers of all ilk, live and die (no pun intended) due to their gameplay. A 'hard-as-nails' game, as this pupports to be, can be excused if it has fine gameplay, and the player knows that they died due to their mistake. It's what creates a kind of zen moment in platform games, when you zip along, with only your reflexes and guile to keep you going. Well, with atrocious level-design. clunky movement, and glitchy enemies, there is no gameplay whatsoever.

Listen I know this game is cheap. That does not mean you should buy it. In fact I think the dev should pay us all for the mental anguish that this steaming pile inflicts on the gamer!

Worst game I have played for as long as I can remember. Avoid at all costs. Trust me!. My GPU burn when i start this game. Vsyc not working in thins game..... Neat physics and body deformation

Got it for like 12 bucks during early access
Not 100% sure about the 45 euro pricetag tho. Overall, this is a fascinating experience! The Hacker Evolution series is a serious treat for the geekiest gamers. What makes it unique and positively special is that it's essentially played by in-game console commands! There are no other games I can name that utilize this as a core game mechanic. In fact, I wish Watch_Dogs played less like Grand Theft Auto and more like this.

My only complaint is that there are a number of points within levels that feel like "Guide Dang It!" Either my brain is not up to snuff, or the levels barely give a clue (if at all) on how to complete the objectives (such as figuring out the names of all the servers for each level). Fortunately, it is ridiculously easy to add content and your own levels with provided mod tools. This gets even better, because the main game levels are treated the same way, meaning they can be opened up and used as an answer key or even changed to the players' liking.

The overall scope of the game is small and simple, but it definitely uses that scale to the best measures possible. A 10-dollar price tag may be a bit iffy for some, but if it were for 5 dollars, it's a must-buy!. This Is the first review I have written for a game, mostly becase this game NEEDS more attention. First of all, if you remember any of those old tank flash games that you could play local, (Which I did back in middle school) you will be in for a pleasant suprise. this game takes the Idea of those old tank games and manages to give them an exciting twist. With beautiful, backdrops, levels, Etc. smooth-as-butter controls, and in game level modifications ranging from terrifying to hilarious, this game is worth the money for an amazing time with your friends.. hello visitor i see you have come to a disision weather you should buy this game.

WELL ILL TELL YOU ITS\u2665\u2665\u2665\u2665\u2665\u2665UNLESS YOU LIKE BEING A\u2665\u2665\u2665\u2665\u2665\u2665FLYING A PEICE OF CRAP IN SPACE THEN THIS GAME IS\u2665\u2665\u2665\u2665\u2665\u2665IF YOU HAVE JUST BROUGHT THIS GAME THEN YOU HAVE WASTED YOUR MONEY MY FRIEND. It's kind of like dust II when you're trying to call strats but everyone is a \u2665\u2665\u2665\u2665\u2665\u2665\u2665 that don't listen to you.. I am playing Bioshock Infinite for the first time and this DLC is very immersion breaking. I mean even the title screen and menus in game are so immersive, let alone the beautifully crafted areas and great atmosphere. Then all of a sudden you get notifications up in front of your face that "You get X for Industrial Revolution pack", " You found a lock pick, here's 5 more to start you off", seriously? I highly recommend against enabling this in the first play-through.

Millie is a blast to play, for the first couple of hours and if you need some time without having to think. It's a kind of remake on a large scale of the well-known snake-games, where you have to eat your way through labyrint-like levels of increasing difficulty and complexity. While Millie eats her heart out, she grows longer and longer, and so there is an ever-increasing chance of eating ... your own tail. Happily, there are several means provided to make life a bit easier: there are clocks to rewind the time, hammers to smash through walls and even scissors ... to cut a bit off your own tail. Ouch.

By going through tons of levels, one can obtain stars (needed to buy the extra items), and shoes. With these shoes, one unlocks new levels. Quite simple, well-tried, and still effective. Graphics are nice and colourful, sounds are pretty good - I love the sound of Millie eating ;-).

But it takes hours and hours to really progress through the levels, as some are really very difficult, and only the most stubborn will reach the end of it I suppose. I got bored after a couple of hours, but my daughter isn't yet ;-). The game has full controller support, which is nice, but the controls seems to be rather sluggish and get some time to get used too. All in all, a good game to kill some hours, but nothing more than that.

Gameplay: 18\/30
Graphics: 14\/20
Sound: 9\/10
Longelivety: 14\/20 (no multiplayer, but more levels than you'd probably ever swallow)
Technical: 7\/10 (some points deducted for the controller sluggishness)
Personal appreciation: 5\/10

Overall: 67\/100. Wonderfull game, beautifull story, all game aspects are very well-made. Graphics aren't the best but you can easily handle them. Story is cunning, very impressive and brave. Simply one of the best games out here 10\/10. Awsesome game...realy immersive and addicting, very fluent as well on my gtx 1080. well worth your money for a change in VR!!!!. Pay no attention to my short time on this version, as I have played the freeware version some time ago.

This is an early access game that is in development, as such, it's purpose is to receive feedback from the community for bugtesting as well as overall design feedback. The game as it is now, is largely unchanged from the freeware version I played before so it is familiar. It is confirmed that there will be new levels coming, and from the Twitter, it looks like enemies and weapons too.

The game is more of a strategy\/tower defense game with a twist. When the game starts it is up to you to fortify, find\/create weapons and use some crafty tactics to use the environment as another weapon.

Again, I can't stress to people enough that this is still in development, but I am confident that through early access and feedback the game will be shaped to a much better final product. Give it a shot, once you get the hang of the game it is quite addictive with its additional modes and reward system, which is actually quite extensive.. Short: The game has problems but the core gameplay is solid. It's definitely worth the current price of \u20ac0.49.

Don't expect great writing but the music is really good.

Copied from my forum post which kind of turned into a review.
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Allright, After playing it for a bit I want to add that I am enjoying it although it has many problems.

First allow me to vent my frustration: I just got a 122 combo and wanted to take a screenshot, so I pressed F12 and the game rebooted.
Please remove this reboot button :)

Allright, that's out of the way (I'll get it again later)

The story doesn't make any sense: characters are not introduced and it jumps from one thing to the other. Somehow everyone has this urge to die. The writing feels cheap, more like a fanfiction than a game. (Well, the game is cheap)
I guess it's just a recap of some memorable moments of your other games and is not supposed to form a cohesive story in itself?

I don't know how you guys came up with the controls but they were unplayable for me. I created an auto hotkey script that swaps the X and D keys. It's still confusing sometimes but works way better now. I'm using a Belgian AZERTY keyboard. This

game needs a custom controls setting. But I understand if you don't want to spend development time on that. There are many alternatives available that let the player rebind keys.

That said I do enjoy the game. The gameplay is solid. It is also a fresh take on rythm games.
Instead of the usual press this button on the correct timing, you opted for "you have limited time to input these buttons". I also like the variable speed the button prompts fall and the breathing room once in a while.

I think it's great how you guys made this possible with RPG Maker! Good luck on your future projects.
. NO TOYS ALLOWED. Bought the game on day 1.
I was expecting a puzzle platformer, but really it's more of a puzzle point and click. Not a bad thing at all, but the descrip[tion doesn't really reflect that.
I've only played through part of it so far, so I can only judge from what I've experienced.
 I like the way it looks, the art direction and the music. It has a relaxing atmosphere to it. Puzzles so far aren't extremely challenging, but I enjoy the mechanics of them, or at least the concept of the mechanics.
The implementation is a little hit or miss at times I feel, especially when you get to the point when you can control the golem independently fromthe main character.

I absolutely HATE the camera though, more particularly how it automatically recenters on the main character. It's actually most annoying as you're trying to get a wide view of the level you're in and trying to decide your next moves. In my opinion, the camera should be fixed and moved only by the player as s\/he intends to, and maybe give an extra option to recenter if desired (like right click or something).
Aside from the frustrating camera and sometimes awkward ways of controlling the golem, it's a very interesting game.
It's too early for me to tell if it's worth the price, but I don't regret my purchase.. I haven't played a ton of Fake World, but it's a pretty dang fun VR game for the price. Mechanically, it's a spatial awareness relient full surround shooter. The graphics are plain, but pleasing to the eye in VR. The throw-move system is interesting and a unique way to handle 3D VR movement with full-surround shooting. If it's still cheap (I got it for $0.99) consider picking it up for the novelty of the experience.. Fun for a bit but gets pretty repetitive pretty fast. It's an interesting idea but I'd rather play a team-based turn based tactical game like xcom or final fantasy tactics.

Would have probably enjoyed it more if there were more tactical options or more people on my team. Graphics and sound are ok and I did have some fun but $10 is a bit much. On sale for $8 is a bit more reasonable but still overpriced in my opinion.. During the first few levels, I'll admit, I truly enjoyed the concept of evolving the creatures by grouping them, However, after advancing further in, when the levels start to throw enemies at you and drop random creatures on the board, it really destroys the whole puzzle element. It becomes less a puzzle game and more a "cross your fingers and hope the game doesn't screw over your strategy by throwing the wrong creatures directly in your way" game. At that point you have almost no choice but to restart levels until they work in your favourite or spend gems to move them. Can be extremely frustating.

For that reason, I honestly can't recommend this as a puzzle game. If you don't mind there being a major luck element\/possibly restarting a lot, go for it, but for puzzling? No, don't buy.