
Waves Of The Atlantide Cracked Download



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About This Game

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



- 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.



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)

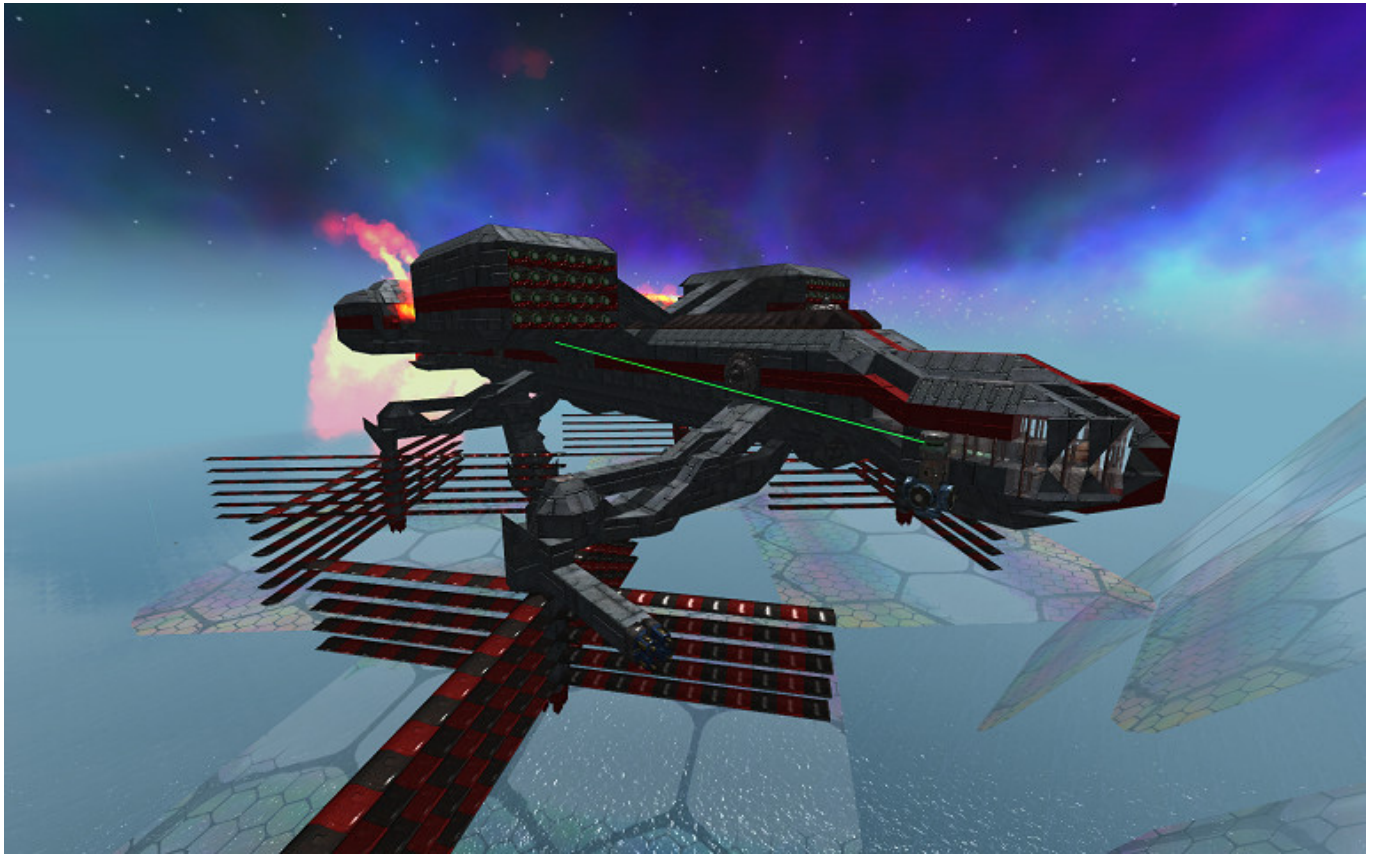
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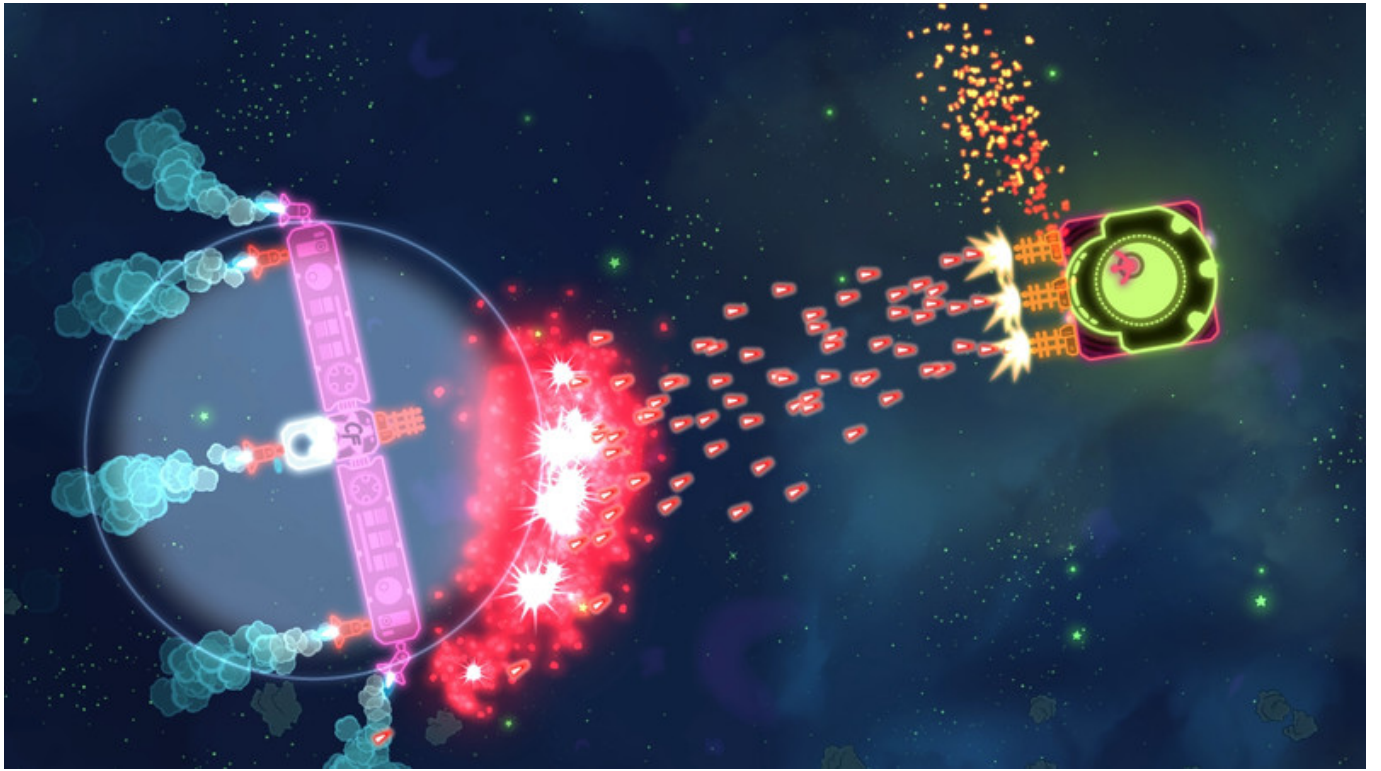
Title: Waves of the Atlantide
Genre: Indie, Strategy, Early Access
Developer:
Metaphore Games SAS
Publisher:
Metaphore Games SAS
Release Date: 26 Mar, 2019

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







I got this for \$0.50 so i could utilize its resources with mods.... I definitely wouldnt pay full price for this or really use it for vanilla because everyone gets this stupid horrible blue hat. There is one cool helmet for saxons, but only characters with martial as there highest stat and a rank of count or lower wear them... Mostly the stupid blue hat.

its only worth it on sale and if you use mods.. I enjoyed playing this game so much that I finished it in only 2 sittings. It has a very charming style that keeps you cemented in your seat. It's a very casual game but it has a way of motivating you to go further. It reminds me of the days when I played Farmville for some reason. Anyway, this is one simulation\management game that you don't want to miss!. Great book, love how they all link together.. Official server admins play favorites with streamers. I was in a Mia herd when an Allo ambushed us in the night. We fought back instead of running away and soon after an admin blasted out a server announcement for us to leave the Allo alone. WHAT? We checked the official Discord and found out we were being accused by the Allo that we were stream sniping. Amazing! So if you\u2019re defending yourself against a streamer be prepared for bull**** accusations if you simply don\u2019t roll over and die. My assumption is that the streamer's ego was getting hurt due to a bunch of Mias not taking it up the **** and actually fighting back. The sad part is that the admins sided with the streamer without evidence so they eventually walked away scot-free.. Unreal Game! The art, the music, its so smooth! and fresh! Thankyou!. If you're looking for a fun little game, this isn't bad. If you're looking for a strategy game, it still needs quite a bit of improvement. Every multiplayer map suffers from severe First Move Advantage, and One on One is the way I wanted to play a strategy game like this (since I found it reminiscent of chess), but this game is currently not designed for that.

Single Player is just an excercise in manipulating the enemy AI to fight each other and not you. Not too much different than most other single player strategy game eperiences, but it includes "False Path" maps that are really frustrating and can add hours onto your play time by forcing you to replay levels you already beat.

Levels are small and there's no expandability or map maker.

For \$10 I can't really recommend it at this point in time. Wait for it to go on sale and it's a cool little diversion, or wait for the next version and we'll see if it fixes some of these problems.. My favorite! This is the Best DLC!. Note that these are PREMIUM MODULES, therefore cannot be used with mods that include hak pacs, tlks, or similar custom content

quot;Drizzlepath: Genie is to video games what long avant-garde films like Andy Warhol's Empire are to cinema."

This is how I began my very negative review for this game last night at 2am, halfway delirious from having done nothing but walk 3 hours straight in a video game.

I complained about the length of the game vs the walking speed, the repetitive scenery, and the difficulty I was having in mustering up the stamina to see the end.

I was playing the wrong way.

This is not a game you power through, and it's not likely one you should try to complete in a single sitting, let alone two. But this morning, determined to finish the game with a coffee in hand, something clicked. The sound of the constant rainfall, the soothing music, and the relaxed speed at which the scenery passed me by all combined to put me in a trancelike peaceful state, where the objective of getting to the end suddenly seemed inconsequential.

Interestingly enough, as soon as this clicked for me, I began to realize that this theme is echoed in the narration, which deals with, among many other things, what it means to be alive and live in the moment. The prose varies wildly from expository to poetic, from concrete to abstract, and it's best to let it wash over you rather than hang onto every word.

In this regard, it helped that I decided to go into the options menu and mute the narrator, which I highly recommend you do as well. Nothing against her personally, but her delivery doesn't capture any of the melancholy emotion of the text, which is actually quite well written and interesting if you read it with your mind's voice. Plus, the lack of audio helps you further immerse into the environment.

This will not be a game for everyone, but if you're the type that likes to sit on a porch and watch the rain, or walk through forest trails and enjoy nature, then Drizzlepath: Genie is a reasonable simulation of those experiences, spread out over a map that feels bigger than Skyrim.

Just be sure to take breaks to be able to fully appreciate the experience.. Yea this is good stuff. One of my favorite games on the Vive. It looks great and runs great on my GTX 970. Controls are easy to pick up and play but tricky to master. Head mounted weapon targeting is really satisfying. Even something as simple as picking up a package and delivering it to another outpost is a lot of fun. Game play is varried, with missions ranging from point A to B deliveries, check point racing, salvage operations and areial combat, all with voiced mission dialouge.

The game atmospher is quite emersive, you can really tell the Dev's put a lot of love in to this game. The game has fully voiced mission dialoge and nods to sifi classics that creates a unique, yet familiar world. Missions are varied but creates an intresting story line out of seeminly unrelated tasks. It really feels like being a free lancer in a hostile planet. Floating over moon outposts feels like being in the universe of the 2001 Space Odessy or Moon films. It also reminds me of the enviroment from the lunar combat game Battle Zone from the N 64 era.

Ive played for about 4 hours so far and encountered 36 missions. With the time trial freature, theres a lot of replayability too. I've played for an extended period of time without any motion sickness that is so common with games like this.

There are a few minor issues with the game as of now. Mainly the fantasic dialoge can be hard to hear at times over in game sound effects, Dev team has said they are looking to fix this issue. The lack of motion controller support may bother some people, but the game plays well with an X Box controller and head tracking weapon controls are intuitive, just remember to lead your targets. Mission difficulty can be a little uneven, but with a practice, none are unbeatable. Dev's have indicated they hope to add multipayer in the furture.

If you are interested in sceince fiction and are looking for a novel take on space flight and combat sims, I cannot recomend this game enough.

9.5V10

. Currently playing the game and just have joined this project as a betatester.

I play the German version of the game and compared to another betatest this game has really few gamebreaking bugs. Image and sound bugs can easily be circumvented by copying a similar named file, pasting and renaming it in the same folder. For the current version I only had to do this twice!

But there are many, many passability glitches, mostly in the forests and hills with different planes.

The riddles are really innovative and medium to hard to solve. Their difficulty increases during the game. The scarcely set save point have an healing option and invite to grind near them when the boss is too strong or you need money. Some hidden paths will have to be found but are not necessary for completing the main quest. There are no sidequests as this game is really story driven and mostly linear.

The battle balance is fair as long as you don't dare to encounter a Warrior. Just avoid them until you have the means to beat them.. Where are the Eurostar 374s & 373s?. My wife absolutely screamed at the base jump one and my daughter loved the rope swing mode.

Nice showcase for some perspective based VR!. I bought Yosumin because I was looking for a new puzzle game in the same vein as all those Match-3 games. (That is, you've got a screen full of gems or ice-cream or whatever and you have to line up three in a row of the same colour to get them to disappear). The reason I settled on this one was because it's made by Square-Enix, famous for Final Fantasy and other great RPGs and I was wondering what their take on a puzzle game would be.

Turns out, not really any different than anyone else's puzzle games. In Yosumin, instead of trying to match 3 of the same, you have to match 4, but not in a row, they just have to form the corners of a rectangle. Yes, it's a game about forming rectangles. Sounds boring as hell, but it works alright, mostly. Each level you're given different goals like make 4 small rectangles, or 2 of each colour, or whatever, so there's a bit of variety.

There are a couple of gameplay mechanics that I think just don't work in this game's favour. One is that as you progress through the game you unlock more coloured blocks, so there are less and less possible rectangles to form. I get that games have to get harder as you go along, but you'll feel less like you're solving puzzles then being at the mercy of whatever random blocks fall your way. Many times there'll be just the one rectangle possible and you'll be scrambling to find it until the game gives up and gives you a hint. The reason you'll be scrambling is the second problem, each level is timed, and if you don't make it in time, it's game over. Not only that, but as your timer runs low, they give you that panic-inducing sped up music to really help stress you out.

So I found that the further into the game I got, the less fun I was having. Maybe I'm just biased against puzzle games with a timer. I don't like having to think fast. I kept playing anyway for quite a while just because as you play you unlock pieces of a stained glass window and I really wanted to complete it. But in the end it wasn't enough to combat the stress it was causing me.

So I don't recommend this game. It's not the worst puzzle game, but it's not particularly clever or unique either, and those flaws I mentioned are enough of a turn off. 2/5 stars. Buy it only if you're a super fan of rectangles.

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