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Waves Of The Atlantide Download For Pc [Password]



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## About This Game

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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


Key knowledge: 1
MENU  
8:59:37
Time warp machine




Arhat 3  
location:  
open space




Rita  
location:  
o.s. 'Solar'  
section B:  
the female  
crew vault



Michael  
location:  
o.s. 'Solar'  
section 5:  
the south ship  
attack



Alice  
location:  
o.s. 'Solar'  
section 1:  
the conservatory  
and the bio  
laboratory



Boris  
location:  
the planet Sol

[Re-connection attempt]

[Connection established]

HE

That nightmare, as I die inside the beast again and again. Like a persistent dejavu. I need to shake it off. It's just a nightmare.

I'm covered in some mucus. Disgusting!  
To the shower, I need a shower!

The gravitation force is not zero, the shower has to function properly.  
I will clean myself up, and then we can talk.

Is it really an orbital station?

The station is losing altitude,  
and you want to take a shower?!

?





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"Gravity Ghost" is a delightful gem. Beneath its pleasant scenery and deceptively simple gameplay, there's a stirring game about love and loss and shifting heaven and earth - literally - to help your loved ones.

This game has a lot going for it. The art style is magnificent, and has a wonderful hand-drawn storybook feel throughout. The characters pop and the galaxy dances along. Ben Prunty's soundtrack provides a wonderful counterpoint, feeling spacey and grand without feeling too isolated, and the voice acting is solid across the board, particularly Ashly Burch's performances.

The gameplay itself has a lot going for it, focusing on physics-based challenges involving the masterful manipulation of gravity. These challenges feel good on the whole and most of them should be doable within a few tries and there are no consequences for failure, leaving you encouraged to take another swing at grabbing that star.

The story is excellent, though I hate to say too much about it for fear of any spoiling that may occur. Settle in and enjoy it.

However, there are some negative aspects to consider as well. First, while the art style is gorgeous and the gameplay animations are smooth, there are times when the cinematic animations get a bit messy. Maybe this was just my computer, but occasionally a character's mouth would lag behind when their head was moving. A minor issue, but it brought me out of the universe of the game for a moment.

Also, while the forgiving gameplay helps prevent frustration, it also contributes to a short playtime - I grabbed all of the stars and finished the game in under 3 hours. There's still a few more things to explore, but don't expect a 10-hour game going in. This game gets in, says what it has to say, and gets out.

Along those lines, I'll wrap up this review by encouraging you to give it a try. There's a lot to like in "Gravity Ghost" - I think you'll be glad you made the trip.. Overall, this was a good story, hence my positive recommendation, but there is a caveat to that.

But first I'll start with the good points:

- Very well written, I actually felt the player character was exceedingly well done in everything except the fact she's a walking encyclopedia / sherlock holmes knockoff. I found I disliked a good portion of the other characters for one reason or another with the exception being Mayuri.
- Fairly relaxing to read, meaning that there isn't an extreme amount of drama going on as there is in the VN's I normally play so it was a nice difference and I found myself laughing along with the story.
- Amazingly beautiful. The art and soundtrack are honestly the best I've heard in a while and I found myself sitting at the main menu just to listen to the music at times.

Now onto the things I disliked:

- True ending: First I'd like to admit I haven't actually finished this route personally. I got to a certain point and the massive amounts of foreshadowing turned me off from what was, up until then, essentially a happy, fluffy, mystery / romance novel. I get that it's only part 1 of 4, but I feel sort of cheated that this story (at least from what I've read around the net) doesn't have a happy true ending where most VN's I've played have both a true end, and a happy end for those who dislike unfinished business.
- Forced relationship: Up until a certain point, I had liked both the main heroines as potential candidates for the love interest. However, after choosing a route and playing along for a while, one specific event (where Rikka blackmails you by threatening to reveal Mayuri's secret) has caused me to lose interest in completing the route for the secondary heroine. I understand that it makes sense given the social dynamics at the time, but that didn't help the loss of respect for what is otherwise supposed to be a respectable character.
- Main route heroine absent: For a good portion of the story, the heroine you are pursuing is simply absent, or not playing a major role. Sure there are scenes with them here and there, but I felt that they were oddly absent in their own route in comparison to the secondary heroine, who seemed much more present throughout. What I mean by this is that at times, I'd wonder whether I picked a wrong choice that put me on a different path, especially due to the social dynamic between Rikka and the player character in comparison to Mayuri.

There's probably more specifics that I disliked than I've written here, but these few are the ones that really stuck out to me and detracted from my opinion of the game. I may return to finish it another time, but until I know how the larger story ends and whether or not Suoh and Mayuri work out, I most likely won't.



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Happy End Tip: If you want to avoid anything to do with the "not so happy" ending, just stop after the confession cg where they kiss, and BANG! Happy ending!. really good and fun game. hello to anyone who reads this but i u should get dis game. it is an excellent point and click adventure game that is really funny. it has a great story that keeps you playing through the whole game and you have a reason to go back and play the story for achievements. there are some very tricky puzzles but they are fun.. I played this game because i have no reason to live. it cut 27min of my life in purgatory. I hope i die soon.. Dungeon of the Endless\u2122 - Rescue Team Add-on adds more heroes and modules to chose from, and new monsters to fight against. I have found the rescue team and medic pod to all be great for supporting, being of help in almsot any dungeon run.. how do u create a profile in the game so that u can play it. This game is so much fun for so little money, so stop reading this and just buy it, go buy it now.

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Very good DLC adding a new race and a campaign comparable to the base game in length. The difficulty is up, which seems to put some people off, but then one could argue the base game was too easy.

You have to plan your moves now. All units in the undead roster have a reason, and now you also have to use spells and timing. E.g. If you want your units to heal, you have to plague the enemy first and give it a few seconds to spread, then every kill heals your units. When dealing with mages you have to use your mana troops to teleport and stab them in the back to remove them, otherwise they'll do tons of damage. When dealing with the bosses you have to move your troops around to minimise area of effect damage. Etc.

Is it more complex? Yes. But I think that adds to fun and satisfaction when beating the game.

The story is fun and the humour like in the original. If you liked it, you won't be disappointed.

Thumbs up and hoping for Dungeons 3.. This feels exactly like Fallout plus Metro 2033 plus The Walking Dead. Although the writing is very good, the story is just clique, and some of the choices seemed--forced. And you can't choose to play as a female by the way. This game could be so much more if given more care and time, but I'm sorry I can't recommend it.. Super Duper Party Pooper is a rhythm game about poo, basically you have to time your key presses just right to earn poop and points. You are then able to poop that poop onto the faces of your background dancers.. At first this game seemed like a fun and different take on tower defense though in no way groundbreaking. Then the difficulty after the first few levels ramped up so I had to grind on earlier levels to earn money to level my characters and towers. Then I realized the balancing is terrible. You have heroes and towers you can level up, but if you level up a tower it becomes more expensive so if you level it too high then it may even become practically unusable, especially on earlier levels. Not to mention the towers are generally garbage compared to your heroes. In late levels the only real use they have is to slow enemies down - killing any enemy with a tower that has not also been hit by your hero is very unlikely.

The game does a fair amount of the fundamentals of TD right enough that it really makes you realize that the difference between a mediocre game and a great game is often in the small details. Let's explore what else makes MKS mediocre instead of even good with a question you never asked:

How do you progress in the game? Grind grind grind. It was not fun. I played the same level over and over again early in the game maybe 50 times so I could upgrade my weapon. I'm not proud of it. By the end of the game I found that the third to last level is the best to grind on as you can usually get blue gems and a red gem each time you play it. Those blue gems can then be spent to get way more gold than any end of level bonus will give you. So then you grind on that level 50 - 80 times because you are now so invested in beating this sucker and getting all the achievements that you just keep going.

You turn on the grind level (with the Bull boss), set up your defenses and Monkey King location then read on your phone while occasionally looking up to see if there are any blue gem treasure chests that need to be destroyed. You learn a lot about the presidential race. Finally all your characters and towers are overpowered (by human standards) and you realize that the last two achievements are impossible to get, not just "I didn't put in an obscene amount of effort or time" impossible but actually impossible. You have to score 15000 on a level and 50000 on a level. On the last level on the hardest difficulty the highest score you could get was around 9000.

Now you're upset (pretending that you weren't also upset before) and don't even really want to write a review for this game. But seeing as you have sunk so many hours into it, you feel like you should warn other tower defense addicts to stay away. It won't make you feel better. Your friends and family are worried about you.. So far not worth it... would have played longer if the game hadn't crashed. (might give it another go later)

So few words about it, the trailer video gave a really nice impression of the game, like there would be a deep story or characters with brilliant personalities. But immediately after starting the game I was stunned by the lack of, well any and all of what i consider a story. You're thrown into this world with very little knowledge of what's going on and zero backstory. I mean cmon, what i learned was basically that the main heroine is a CEO or something and the first words i hear from her mouth is "i wanna go for an adventure!". There's no story arc (atleast not in the beginning, what i consider pretty important) to immerse the player into the game, nor even clear directions, the first area is a big\u2665\u2665\u2665\u2665\u2665building and i had no idea where i was supposed to go.

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Really i will try it again because i wasted my money on this, had there been a review telling me anything above i wouldn't have bought it.. Overall I liked the game, but there were parts that needed a bit more work. I couldn't find any real romance options or even a character that you could romance, and it was a lot shorter than I expected. It is a new idea and I would play a sequel if it is released.. I've been seeing a lot of negative reviews on this DLC....

To be honest, I went ahead and bought it with the full expectation that it was going to be as bad as was stated.

However, it turned out quite different.

Yes, I lost my first attempt to play a simple skirmish match... but then realized it was the things I needed to do that was at fault. There are some major differences from the other two factions.. but overall, it's still run the same, just some new twists.

These twists may have confused some players into thinking the faction is weak, but I attest, soon as the Undead get going... they can be a Tidal wave of poisonous, infectious, freezing cold to the touch, skeletal death to any enemy.

Using the poison cloud when your troops are in a cluster and then leaping at the enemy groups simply is a sight to behold.

From what I've read there may be some misunderstandings about the Bloodsucker units...

At the start (as a bat), they are pretty weak (easy to kill).. however, they run (or fly away) until your other units begin engaging... then they swoop in and deliver some nasty hits on the enemies.

They also have a task.. hanging around the cemetery helping revive your dead. So it DOES pay to have several of them ( ended up with 6 even from the start with no problem).

One more nice little tactic... is to cast the "Summon General" spell on the battlefield (or in the dungeon)... this summons a ghost with a sword and it is a similar spell to the Summon Evil spell that all factions have (including this one). However, this one in particular can be cast outside the dungeons also...

The warrior, comes with a few skeletons to fight... they are good at causing such a diversion you can then cast a 2nd spell nearby... "Summon the Undead" which summons ALL of your heroes (or rather, villains?) to that spot.

They will rise up out of the ground like a horror movie and lay waste to the enemy which is already engaged in fighting the General.

Then cast that Toxin spell and enjoy!

The other units can be confusing but just know this, hire a couple of zombies first and go for about four. Because they are tougher to kill and hit well. They also run the Laboratory which is like the forge.

It is similar to the forges of the Orcs and Demons but with a twist... at level two you get the ability to add a second type of structure to the room. It's not a replacement structure like the Orcs had when they upgrade to the master forge... but a leveling chamber (similar to the Orc's Fighting pit).

There is where you can UP your troops.

Also, similar to the Orcs, is a "Place of Rest" area... Not to be confused with the cemetery. My first mistake was thinking that was the place my troops would heal up... and they do... but not when they are dead (lol)!

The cemetery revives them... the Place of Rest is kinda like a healing bed AND... the Beer room in one.

So not only does it restore their hitpoints (like the admiration platform of the Demons) but it satisfies the units (like beer).

The other room is where the pots are made for using in research (and traps)... it (like the Orcs' Tinker room) has a structure that can be upgraded with a better one. Just think of the Goblin room when you make one of these, however, do note that the Skeletons that run it --- are ranged (archers).. unlike the Goblins from the Orcs.

As for the traps...

There is a skeletal hand that slaps enemies around as they walk past (like those swinging blades of the Orcs -- or the tentacle of the Demons).

There are some floor traps... one that freezes enemies briefly (for the hand to slap around)... and another that releases a toxin. And another "center of the room trap" ... is a freezing blast thingy that works wonders on troops.

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The best trap... imho...  
Is the rolling snowball trap.

Like the Orc's Rolling ball or rolling explosive ball... this one rolls alright.. but it does not push the enemy back... but rather makes them stick to it as it rolls.

The laughs I had from those (sometimes my own troops would get caught in it).. was well worth the DLC price I paid.

Overall... I think this DLC is good.. it's great to have a 3rd faction to break the boredom of the other two.  
Might be tougher to some... but really it is a learning curve probably more than anything.

10V10 would Roll the snowball over my guys and the enemy again. I recommend these two, though Mira could use some improvements (has since been buffed).. touareg looks WAY TOO UGLY,there is a freaking mclaren F1 in a RAID pack that DOESNT EVEN HAVE RAID SPEC SO WHY THE HELL PUT IT HERE? just one word:DONT BUY THIS PACK UNLESS YOU HAVE IT FOR FREE IN SEASON PASS

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