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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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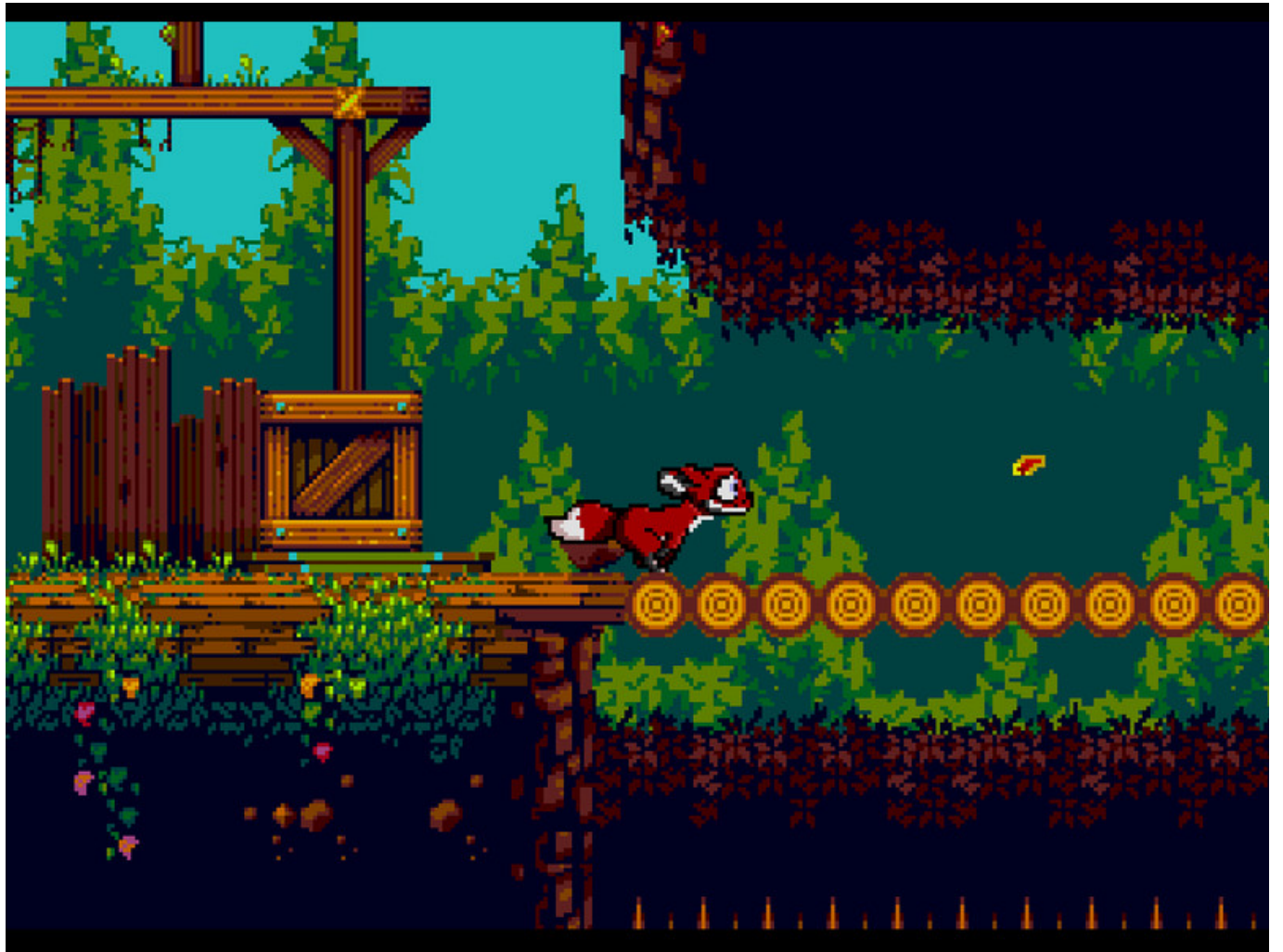


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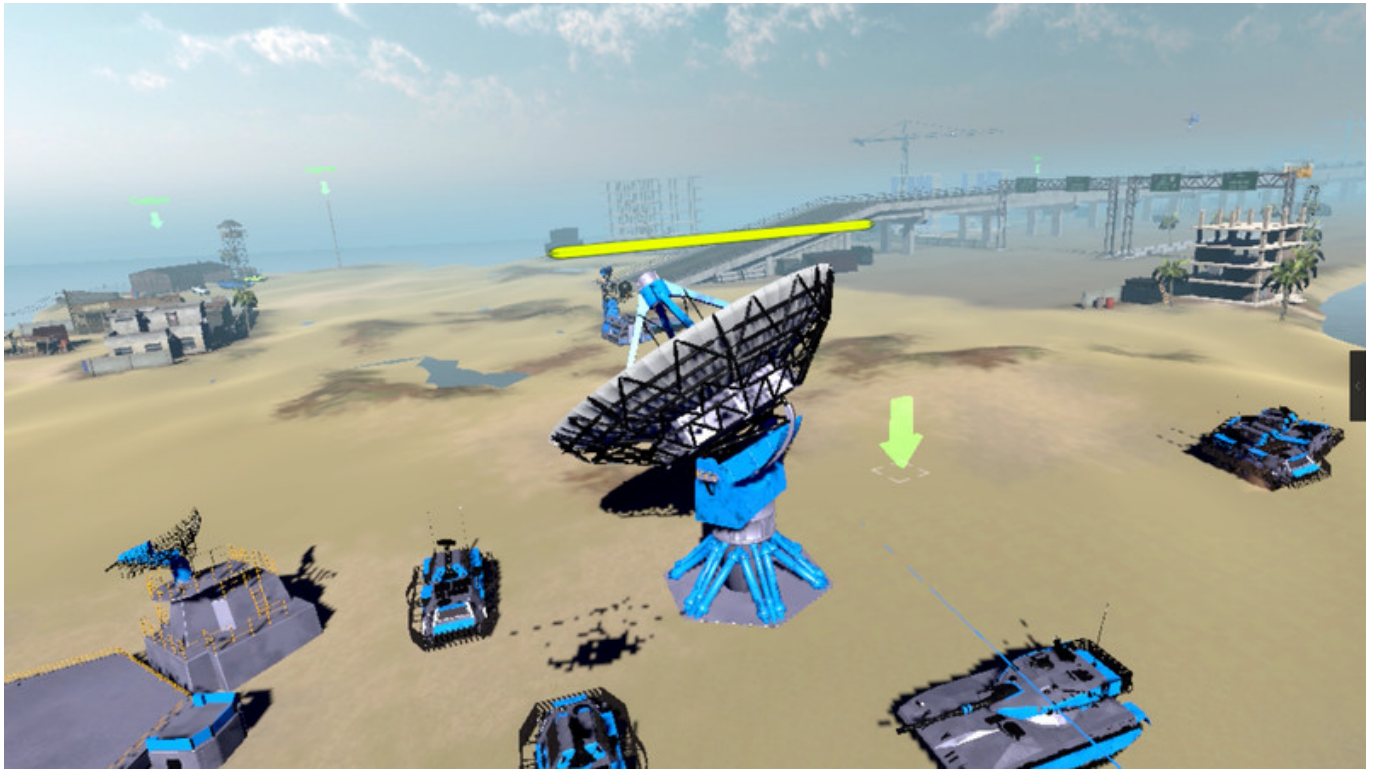
Title: Waves of the Atlantide  
Genre: Indie, Strategy, Early Access  
Developer:  
Metaphore Games SAS  
Publisher:  
Metaphore Games SAS  
Release Date: 26 Mar, 2019

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







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If you're looking for a decent, nice R-type, Katakis inspired shoot 'em up, this is for you!!

3.2.1. Grenades is definitely a good first showing from Banyango. It feels like a weird mix of Super Mario 64 and Goldeneye with the colour palette and jagged lines of Megaman Legends. It's a little rough around the edges & lacking polish in some places, but the music is catchy, and there is a good variety in the multiplayer. The boss fight(s) feel fun, and the main mechanic is kept fresh with different power-ups, match mutators, maps, and game types. If you're looking for a one-off party game for a party and you have a few extra xbox controllers, this is a decent choice.. quite fast and quite accurate does what it says

a card with good amount of VRAM is a near must , else displaying the rendered mesh can be a problem. although there are work arounds.

8gb ram is the stated minimum, 16 gb is more like the real normal.

and yes ,you need a NVIDIA graphic card..!!!!.

AMD buffs should get ready to miss out on some of the features.

its graphics card does bulk of the work .... CUDA cores essentially.. The visuals and animations are nice. The gameplay is I wouldn't say hard, but it seems the controls are a bit sluggish. The ugly part of this game is that the only options for the game are at the start. Changing from windowed to full screen, animation quality and resolution. They're no options at all for anything else like insanely loud music, so headphone users beware. I haven't gotten far but so far the levels are simple and clean. I'm gonna give this game a yes in the hopes they update it in some way because right now its a meh.. Gotta admit that I didn't finish the game. I got bored.

At first I liked the game, but the more I played it, the more I disliked it. The battle system was interesting, but player couldn't change or upgrade the deck and that was a downfall for me.

I also didn't like when you have to fight alone, yet the magic card still came. It was annoying.

The story and character development was ok though.. 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



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make you feel better. Your friends and family are worried about you.. I like the game but i think he need more personalty because the persons always say the same words. I used to say i would never play a game like this with the 2D world, But when i was told David Brevik made it one of the founding fathers of Diablo i just had to try it and WoW was i surprised as how addicting this game can be and i cant wait to see how much farther he takes it. Well worth the price in my opinion

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Right now, it's very early. Literally everything it's prone to change, but I can say, with my little time in it, that it's totally worth it right now. Sure, it's a little bit broken, but I've screamed more than once. The monsters, the colors, the music, the sounds, the atmosphere, everything fits very well, and I actually have faith in this project. Please check it out and support the devs; they deserve it.. some of my absolute favorite tables, literally thousands of hours of gameplay here for real.  
. I was hoping for continued development, but it never came.

Story was ok, graphics were meh, mechanics could be worse. But there's just too little content to pay more than 5 bucks for.. I'd recommend it if it's on sale or if you get it as part of a bundle. The game is extremely short (about 5 minutes per playthrough), and didn't really make me feel like I was accomplishing anything, and you have to play with at least two characters. I've seen choose your own adventures handled a bit better honestly. That said, the art is well done, as is the writing. \$10 is far too much for what it is though. I do not recommend this unless you can get it on sale.. This game looked really cool. I was very excited for a new game from Artifex Mundi because I just love their games. I have 14 of them. But this game.... The story just wasn't really there. I thought it was all about finding this artifact but I found it within 5 minutes. I wanted to keep trying but I just couldn't keep playing. I would recommend buying a different game from artifex mundi they have a lot of really good games, this one just isn't one of them.. Not my favorite game in this series. It was too easy and there wasn't a lot to figure out. Took under 3 hours.. If you want to pay 4\$ for a mobile game, go ahead.. The gameplay itself is so poor and you have every vehicle in the game unlocked from the beginning, so where is the fun of playing it?. Dark emotional story that is revealed in very short dialogue pieces and interaction with some objects. The information is not in the logical order because it depends on the choices you make so that each playthrough has a different ending and a piece of the puzzle. Maybe not to everyone's liking but certainly recommended if you are open to a different way of storytelling.. I would recommend this for anybody who wants to make tracks on their own. While it SAYS that this is the broadcaster version, it does NOT allow you to include your microphone while broadcasting. I have tried. It failed. It says that is only for Pro Basic and Pro Full versions and the mic will only work in your broadcast for the first 10 minutes. So\2026 yea. While i love this program, i was VERY disappointed to find out that the mic wouldn't work.

Overall, I am going to use this without wanting to have some fun or something\2026 but since I can't stream music and talk on the microphone all at once\2026 I am just going to have to record myself saying stuff during shows. I don't know.

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