
99 Waves To Die Activation Code [addons]



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About This Game

99 Waves to Die is a twin stick arcade shooter, inspired by the arcade games, and 8-bit home consoles & computers of the 1980's.

Remember when video games used to be insanely difficult?

When you used to spend \$'s in the local arcade trying to get the high score?

When having your three letter initials/acronym at the top of the table meant you were the king?

Well we do, and that is why we have created **99 Waves to Die**.

A ship, 3 lives, limited smart-bombs and scarce power-ups is all you have to try and survive the waves of enemies that rally against you.

With voxel based graphics, inspired by 80's video game classics & excellent 8-bit audio fx, **99 Waves to Die** will take you back to those seedy, dark, smoke filled arcades of your childhood. Re-live the 80's heyday of the arcade, but without the quarters.

Can you survive to see Wave 99?

Title: 99 Waves to Die
Genre: Action, Indie
Developer:
SpookyFish Games
Publisher:
SpookyFish Games
Release Date: 9 Apr, 2015

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English







I bought this game on impulse, because of the low pricetag and the inability to resist. I have to say, I'm positively surprised by what I got. Note that this game was originally released in 2008 (according to the official website) It made it's way through Greenlight and was released on Steam this week.

It's an open world boat racing game, wich takes place in 3 area's. You start in Russia and move on to Greece and the Caribbean later. You can also quicktravel between the various locations in the game, once you unlocked them. You navigate to various point on the map to start races, taxi jobs, upgrade and reskin your boat or buy a new one, acquiring sponsors etc. You start your career with a crappy, slow and ugly boat. Races can be a bit dull in the beginning but with the various ways to make money in this game, you can quickly upgrade your boat or buy a new one. The upgrading ability is limited to just a button press for a better engine, to give an example. You can't choose between various parts. At least not where I am now in the game. While racing you can pickup powerups, like nitro or weapons to use against your opponents: rockets, torpedo's, shockwaves, mines, EMP's, oh and off course, bouncing, exploding frogs :) So if you are looking for a realistic boat racing game, this isn't really your thing. Then there's a mode were you collect golden coins that are spread out over the map. So another way to make money. Graphics and sound are decent. Again, considering the pricetag, I'm just satisfied with it. Just don't expect super high resolution textures or cool lighting and particle effects. For some strange reason, the screen ratio in the menu's is 4:3. At least, on my system. However, ingame it all works with the proper resolution and screen ratio that you can configure in the game's launcher. You can set more graphics and sound options there.

I like the game's physics too. They are not hardcore offcourse but certainly not too arcady. The boats really have some weight to them.

The game has 'experimental' controller support but at this moment, you are better of with just the keyboard, wich actually works fine. The 360 controller does work. However, you can't remap the buttons and the layout is a bit odd and unusual. Gas, brake and steering is all done with the left thumb stick. The triggers don't do anything with the boats. I hope the dev will add the ability to remap the buttons in a future update. It's not a huge letdown. Like I said, the keyboard works fine too.

All in all, I'm very satisfied with this game, which costs the same as a cup of coffee and a snack. You really can't go wrong with that.. The 'game' runs like crap, even on low settings. But that's not the worst part of the 'game'. The worst thing is: there is NOTHING to do. The graphics are great (what do you expect from CryEngine?) but that is all positive there is to say about this 'game'.

Uninstalled it after 10 minutes.. No matter how well you do at the beginning of a race, the competition will catch up and make it frustrating. Deus ex Machina to the max - don't bother.. Would recommend.. The game looks pretty enjoyable in the trailer, and I like what they were trying to go for, but there are some major hang-ups with it, most notably the control scheme. The controls are mostly just infuriating, as you might think they would've elected to go for something closer to Asteroid-type controls, but instead they've gone for something closer to Zelda games. Zelda-type controls probably would've worked OK, except that when you go from left to right, up to down, or vice-versa, instead of just going the other direction, it does this little rotation maneuver that sort of makes it impossible to know where you'll end up. Aside from that, I could barely see the cursor on the screen when using a mouse, all of which makes it seem like it could only be played using a gamepad.

The graphics are adequate for this type of game and the storyline seems moderately interesting, but I personally just couldn't get passed the frustrating control scheme.

I think the game could've easily been salvaged with some other\better control scheme choices, but as it stands there are better places to spend your time.. It's a 2D top down adaptation of quake team arena basically and it's great. But like most of these indy multiplayer based games it needs more players. Failing that the single player isn't half bad and there are high score challenges that pit you vs ai bots and the better you perform the higher you score and compete in the global rankings.. Sounds, being able to customize the characters, playback the whole senario and online multiplayer would be great =). I'm likely not the target audience for this type of game, however it is a nice time waster and stress unwinder. I've played card games in the past and had some enjoyment, but often the graphics were fairly poor. The graphics here are very nice. The cards look real and like very nice decks. There are plenty of games to play and the bonus games add to the value.. Very good Add On, it\u00b4s like fly in real life

Writing this review is a bit tough, because I used to play this game's - or Maniaplanet's - predecessor day and night, and did all sorts of things next to just racing on servers.

Out of all racing games, Trackmania has always been my favorite. A long time ago it was thriving, had a healthy population, and you could do about as much in Trackmania United Forever as you can do in TrackMania titles.

So where do I start, currently there's a lot wrong with the game. Even though it still runs smoothly, there is a lot that's just wrong.

I guess the best point to start at is the population count, the past couple years there haven't been much players, which is rather bad for the game. Maniaplanet is very user driven when it comes to content. Don't expect new content if there aren't players creating them, and as far as I've seen there's not much going on anymore.

On Maniaplanet's forums people have been asking for marketing for a long time, but some vets on the forums and Nadeo as well seem to be rather against it. They're not entirely wrong, because in its current state I wouldn't want to advertise for it, that would be a waste of potential players.

Now don't stop reading here, it's not a "PLS MORE PLAYERS PLS ADVERTISE" review.

I'm having a very difficult time to put this to words. Trackmania has been very dear to me as a game, so there are a lot of mixed feelings behind my words.

But you'd think that, before advertising their product and making Maniaplanet thrive again like its predecessor used to, they would fix the on-going issues with their game. Well, too bad. Issues like player segregation, bad UI, bugs and other issues have been around for years. The update to MP4.1 was rushed so far that there wasn't even any proper QA testing.

The UI only seems to be getting worse with each large Maniaplanet update and I have absolutely no idea what's going on at Nadeo what makes them think their UI design choices will improve the game, it has only done the opposite. I'm not talking about tools like maniascript, map editors, ingame car painters et cetera. I'm talking literally just about the menus, title system and so on.

The title system has been a mistake since the very start. It's been the core problem this game's platform is suffering from. Because there's not enough people to make the benefits work. If Maniaplanet had a couple 1000 active players average on steam charts the title system would've worked, but there's too much player segregation for the current population count. As it is right now, pretty much only Stadium is worth buying if gameplay is what you're looking for, forget about the rest. It saves you a lot of money.

But this brings me to the worst point, communication between developer and community. I'm almost shocked to say this, but the communication between developer and community is amongst the worst I have ever seen. And I've been fairly patient. Unrelated, but as an example, I've been waiting for APB: Reloaded's Engine Upgrade. APB: Reloaded's devs have ceased communication since 2014, before Little Orbit took over last year.

So here's the issue:

A lot of the issues I've written in this review are known for a long time. People have stated them before, but on the Maniaplanet forums - the only way to directly communicate with the devs - they're either getting bashed by veterans, or straight up censored by Nadeo themselves. Hylis himself even admitted he has a hard time resisting to delete posts, because it's not what he wants to read.

... I don't know if this will fall on deaf ears or not, but I'll type this up anyways. Not to be negative, but to provide criticism.

Sure, Hylis, I know, a lot of gamers are very entitled, and do not know what's going on behind the scenes. But it's not up to the players to worry about the technical part of a problem, that's why they're players, not developers.

Over the past years there has only been declines. I want to ask personally if you're proud of what Maniaplanet is right now, because it can be so much more. Players need to be more united. And the game definitely needs more players. The game needs content creators.

Hylis, the negativity you dislike reading is your own doing. You're aware of that, right? A lot of people with negative posts on the forums dreamt of Maniaplanet to be a success, but currently it doesn't look much like it. It saddens them. They're not negative because they hate your platform, they're negative because they love Maniaplanet, but are saddened to see the state it's in.

Hey, unlike the Crew 2, Ubi's other racing game, at least the driving in TrackMania is good, but until I'm seeing due diligence and proper communication from Nadeo, I just can't leave a review to recommend the game. I do hope it will happen, that I can actively play this game again without feeling bad about the state it's in, that I can look back at this review, and look be shocked how things changed.

I might be a no name, too, unlike the vets regularly on your forums, but that doesn't invalidate my opinion, even if it's not positive. I'd like to talk more, to give better insight in my words.. Loved this. Very strange and wasn't expecting this at all. A twisted story about a stange family that go through birth, death and re-birth!! Lots of puzzles, that are hard, but not impossible (had to look up 2 out of the 33 on offer as got stuck!) Well worth a play... thanks Humble Bundle!! :). + Lovely graphics and visuals very charming

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Badly executed game mechanics, heavy micromanagement needed, you have to look at all soldiers to refill ammo constantly and also to give medikits, there is quickselections at the bottom for soldiers but you cant drop the medikit or ammo there.

Speed: The game is superfast, it could have been a very tactical game if you could adjust the speed. Hopefully it will be added in a future release.

Annoying music that turns downthe atmosphere

Still I think it can be enjoyable to those people that like this highspeed game since the graphics are fun, if you are into shootemups (even though I am I cant really say its enjoyable hehe). The Last Birdling is one of the most fantastic VN's I've read. Every character is packed with personality, and throughout the story it's a treat to see how everyone changes (or doesn't change). And even though it's only a few hours to reach an ending, it feels so much longer than that. Props to InvertMouse for telling such a moving tale.. This song is so good, if you like Drum and Bass or just like fast paced songs that get you hyped up while playing, this is a must-have. I bought Pac-Man CE DX on PS3 and I this is the only piece of DLC I bought for this. It's cheap (well it's literally just an extra track) and it's a must-have if you get this game... well, actually just get the All You Can Eat Edition.. I quite enjoy this hidden gem. Thanks Sterling. The screaming bride is stressful as she hunts you down. When I bought this game I wasn't expecting how much I would end up playing. I even bought a copy for a friend.. Not *bad* for what it purports to be, but the pacing seems a bit off - lots and lots of grinding is necessary.. A B C D E F G. Single player - This game is more luck than skill. Who will get the key to the amazing shortcut first? What power ups will they/I get? Multiplayer/Co-Op - Didn't try cause I have no life.

Overall it's not a horrible game if you can get it cheap (mine was part of a Humble Bundle), like kart style games, and/or have friends to play with.

Recommendation is only if you can get the game cheap. Full price = pass.. I'll have to say "meh" to this one. The main game is basically OK, though the story is not very interesting. The voice acting is borderline and sounds like most of them were just reading deadpan from a script. The music is decent. The bonus content is bleh. Puzzles run from trivial to easy. Expect 4.5 hours of gameplay. Buy it only on a deep discount.

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