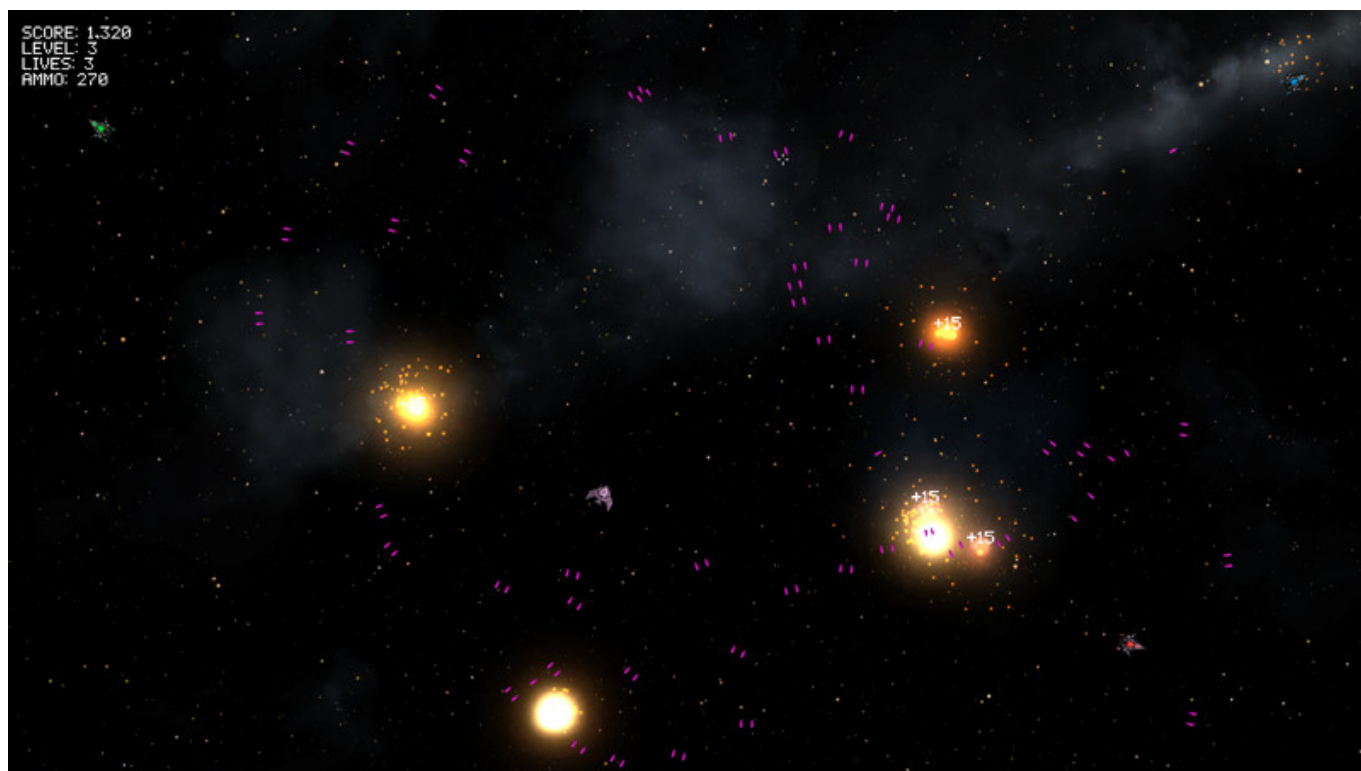

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About This Game

Every gaming generation had its hallmark -- and "99Vidas" recaptures them all!

Final Fight, Double Dragon, Battletoads, Streets of Rage... What do all of these games have in common? They all represent the glory of the "beat 'em up" genre, a staple of gaming in the 80's and 90's. Developer QUByte Interactive took inspiration from all of the the unforgettable notes from that game style to proudly bring you "99Vidas".

"99Vidas" is a brawler set in a contemporary world, but that pays tribute to both the classic and the new in the gaming industry.

Brought to you in 16-bit pixelated glory, chock-full of references to not only gaming but also 80's and 90's pop culture.

"99Vidas" takes full advantage modern era gameplay mechanics, making it the best of both worlds.

6 stages (with more to come) will take you on a journey to different parts of the world to face hordes of fierce enemies and relentless bosses, but you don't have to do it alone: you can face this challenge with up to 3 other players in co-op play, both local and online.

Key Features



Title: 99Vidas
Genre: Action, Indie
Developer:
QUByte Interactive
Publisher:
QUByte Interactive
Release Date: 22 Dec, 2016

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Minimum:

OS: Microsoft Windows 7 SP1

Processor: Intel Core 2 Duo @ 2.0GHz or AMD equivalent

Memory: 2 GB RAM

Graphics: NVIDIA GeForce 8800 (512MB) / ATI Radeon HD 2900 (512MB)

DirectX: Version 9.0c

Storage: 2 GB available space

Additional Notes: Supports Microsoft Xbox 360/One controller or Direct Input compatible controller; Sony DualShock4 controller support for 64bits version only

English







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I've played a lot of Hidden Object Games and this one is by far the worst.

The story is more or less one giant plot hole. The puzzles and riddles are often illogical. Animations sometimes are lagging massively and the cursor sometimes is too.

The main characters are all.. well.. characterless and the bonus character in expert mode appears for like thirty seconds and afterwards is never to be seen again.

On the plus side: you're done with this mess in about three hours.

If you want to spend money on a Hidden Object Game... choose any, but this one.. This VN played with my emotions like a kitten with a ball of yarn. 10/10. Purchased on steam, but cant start it. I open the menu, and see The Falcon and Unicorn there under bonus content. It asks for a redeem code, but I cant find redeem code anywhere.. This is a nice lil rpg, good humor, lots to explore. Can tell the developer put some blood, sweat, & tears in all the quirky dialogue, characters, and scenes which gives this game depth and heart and makes it well worth your time.. Do Not play with Keyboard and mouse, looks like it could be a fun indie game, but this game is Made with FULL controller support do not play unless you have 1, Controls are very "Funky", i hope other people enjoy this game. vote for GoTY, now!. This is such a multiplayer experience. So much fun and fast paced. For best results join their discord and join on weekends for maximum players. YouTube video here.

<https://youtu.be/VRLxQdu1BCw>. loving this game. Not the greatest sword swinging sim but it's coming along. The cheering mechanic is pretty fun and the chariot races are amazing.

Highly recommend this game. It's fun. The map creation shows a ton of promise. If I had something to add it would be the ability to add perks in Skirmish mode. :). Not alot of meat to this DLC its not really all that challenging and is somewhat short. The main gripe I have is that it all takes place during the colonial period. If the DLC was split into two missions one where you build up the Inquisition and another where you tear it down I feel the DLC would have been much better but as it stands the story line builds on the big bad inquisition only to end up being a boring let down.

With that said I dont regret getting the DLC as the inquisiton building can sorta be useful (it detects hidden roles and upgraded gives you money for each church on the island) however for the most part this DLC isnt really worth the price.. Great game. One of the few VR games that keeps local and global high scores. Good physics overall and nice variety of games. Easy to play for 10 minutes or lose a quick hour. Very much recommended , much fun. 10/10 would play again.. This game seems cool really but.. I just can't play this game, first of all I can't get it into full screen because there's like no option menu (maybe I missed it) and esc didn't work either. The music is really cool though.. besides that when you enter the turtorial it seems like the music is so off it sounds as if there are two songs playing, that they're both dominant on different sides on my headset doesn't help at all (no there's nothing wrong with my headset). The text slide is amazing.. but the text keeps teleporting up instead of sliding. I don't have these problems with any other games or songs. Great game and I'd love to play it.. but I just can't stand it sorry.

But I'd definatly recomend trying this out it looks amazing.. Better than Battleheart, but controls are limited and can be limiting. Someone without RTS experience may need some time to get used to it, and someone with RTS experience may want more out of it.

Pros:

- Don't have to grind too much
- Content per price is appropriate
- Backgrounds and music are good
- Challenging boss fights

Cons:

- Limited micromanagement options (control groups, shift clicking)
- Units don't auto-attack, and it's hard to tell if a unit is actually attacking in a big battle

. Equin: The Lantern is a pretty basic Roguelike game, but one that requires quite a bit of luck and planning to beat its enormous dungeon of 50 floors. The graphics aren't top-notch, but they suit the game well, especially since its low resolution and most likely even lower requirements allow you to play it on pretty much any potato you could think of, barring something from the 70s. Anyway, onto the actual review.

The game basically throws you into it without a tutorial, hints, and only a choice of 4 classes (don't worry, there's Steam Guides). Each class has a unique playstyle, such as the Warrior literally being a walking one-hit KO machine if he hits late-game (IF is the keyword there), the Thief being nimble and all-around good in every category, the Wizard which has the lowest base stats but the highest early-game damage output and CANNOT MISS with spells, and the Cleric who refuses to run away from a fight regardless of how badly you want to in some cases. Oh, and he can uncurse himself during certain Latern Phases, which brings up the main point of the game.

There's a Lantern in the dungeon and you're job is to survive the dungeon and bring the lantern back (something to that effect). The problem here is that not only are monsters there to kill you, so is the Lantern in most cases. It changes colors, which inherently changes the way most of the game works. I don't know what every phase does, but some can boost your hero and most boost the enemies while leaving you most likely in a bad situation. Knowing ahead of time what they do will come in handy, but in order to do that, you have to buy hints from the shops during a run. They're cheap though, so don't worry.

Besides the basic tropes of RPGs and Roguelikes, such as random loot, permadeath, various monster ranks, etc., the game takes a bit of a different approach to the roguelike genre and plays moreso like a turn-based JRPG during combat. Bump into an enemy and you're whisked away, transition and everything, into an "Encounter" screen. This is actually slower than traditional roguelikes, but like some other RPGs, is sped up when you hit certain level thresholds by giving you an Auto-Kill mechanic, where you just bump into something and they die. Either way, you'll need to keep your stamina in check if you want to fight something. Run out, and you can't even run away.

Loot, Maps, Enemies, etc. are randomly selected from a predefined pool of information, so unlike traditional roguelikes that randomly generate a whole bunch of things, expect to see a bunch of similar things here and there, such as the same Boss encounters (although they swap out here and there), enemies having the same stats at any point in the game, loot having fixed stats, etc. This isn't a bad thing, though, as the game has plenty of content that it'll take multiple playthroughs to see everything.

Long story short, I'm enjoying the game. It's not the greatest roguelike, but for what it's worth, I'm having a lot of fun with it. It's much easier to get into than traditional roguelikes or even roguelites for that matter, so if you want an entry into the genre, I say pick this up.

TL;DR Here's a Pro-Con list:

PROS

- Lots of content for the price. 50 Floors!
- Has quite a few interesting secrets and mechanics.
- Very easy to pick up, but difficult enough to provide a good challenge.
- Controller and Keyboard support. Simple controls too!
- Has Save/Quit, saves a Graveyard file on win/loss, and daily bonuses!

NEUTRAL

- No tutorial. Hints are unlocked via shops in-game during a run.
- Classes not well described, but there's only 4 of them, so experiment!
- Steam Guides are available. It's up to you whether you want to read them.

CONS

- Can be luck-based, to an abnormal degree sometimes. I've gotten very unlucky and had Killer Plants on Floor 1. Oh well.
EDIT: As of 1.4, Killer Plants cannot spawn until Floor 3. That should help solidify a run a bit easier.
- Save/Quit does not allow you to start a new run from the beginning until you end your saved run. Kind of annoying.
EDIT: As of 1.4, this has been fixed.
- A lot of mechanics are unclear without hints right off the bat. Be sure to get hints ASAP.

. update: tried again on win8.1 and win10 and it does not work.

This is the only game I cannot launch

cannot load d3d "failed creating the Direct3D device" and "The D3D device has a non-zero reference count, meaning some objects were not released".

also it does not support joystick. This game is fantastic. A great puzzle game where you must find your way through to the door based only on the echos from your footsteps and claps. It is easy to see what you need to do for most levels but another thing altogether to actually do it. If you feel up for the challenge its definitely worth its price. The question remains: are you afraid of the dark?

9/10. Wierd. check!
Japanese. check!
Video Game. check!
Seafood. check!

The world is your raw oyster.

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