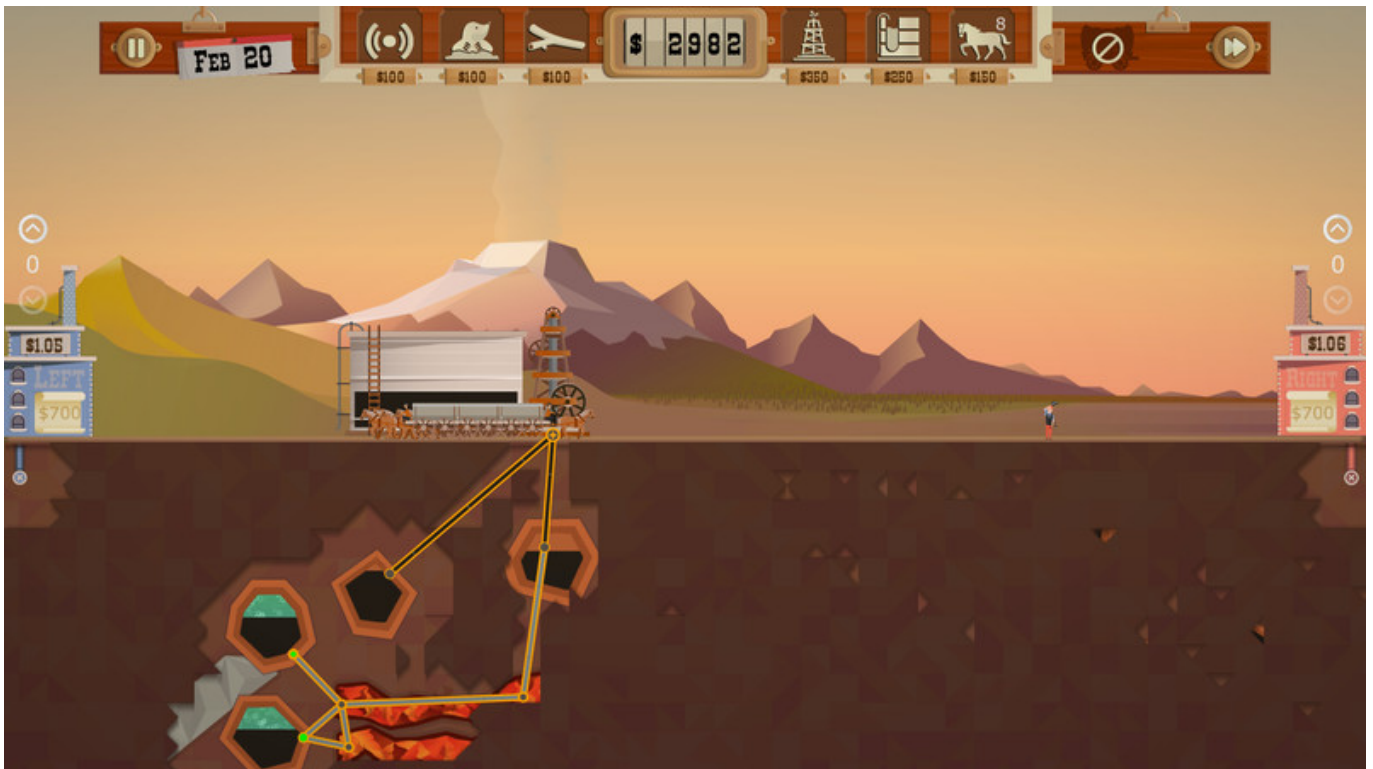


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## Happy Pong Activation Key Crack



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## About This Game

### The Introduction

Oddly colorful, yet weirdly fun. Come take a dive into trip nation. Happy Pong will deliver your daily dose of abnormal in the convenience of a video game. This visual buffet offers a wide array of animated sensory experiences for you to choose from. Whatever happens, you are in for one wild ride.

### The Gist

- 4 game modes to mix it up
- 25 effects to trip you up

### The Explanation

Happy Pong is a psychedelic arcade game with crazy visual effects. Your job is to destroy waves of campers in an onslaught of distortion; fight against the screen as you rack up points. Will you top the leaderboards?

### The Backstory

You are under attack by unhappy campers looking to get up in your grill. Your goal is to use everything in your arsenal along with those leftover ingredients to show them who is the BOSS!

### The notable improvements from the XBLIG version of the game

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- Major performance improvements
  - Insane effects
  - Better volume leveling and audio effects
  - Removed intro sequence

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Title: Happy Pong  
Genre: Casual, Indie  
Developer:  
Poppgames  
Publisher:  
Poppgames  
Release Date: 16 Mar, 2013

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English







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Great game.

I'm honestly having a blast playing a bit here and there, though after some progress through the cave I've noticed the towns folk starting to vacate, and I don't know why!

Overall, I love it.. Good points

It's dirt cheap

hmmm ermmm

thats about it

Bad points

you can only play the bad guys

It's dirt cheap for a reason

Its just a cash grab, a nothing game from devs who think stack it high sell it cheap

really has no redeeming features at all. Grat game and enjoy very much. THIS volume cleansed my soul and heart from all impurities of a burdened life

14V10 better than expected!. for the goodVbad points skip to the end of the review

Its worth noting the official site contains a demo (i dont know if its just one map or what not but if your unsure about the game still you could grab it and see)

Type of game

large-scale strategy (this means you will be trying to control multiple units and bases generally trying to attack while defending your own base to exploit your opponents weaknesses).

In short you will build hundreds of units fairly quickly, send them off to die (i mean take control of a area you like), train more units as your opponent counters, or exploits a lack of defence on your base, this struggle goes back and forth untill you or theyVthem break though and wipe you out

Gameplay

Like most strategy's of the war genre there is a Rock-Paper-Scissors based combat, this does not mean air kills land units, but each unit has a strength and weakness, so a helicopter with ground missiles is easy prey for a jet with high calibre machine guns, but a infantry man with anti air can happily take your pretty jet out of the sky, however if they can shoot at it, enough rocks with happily tear the paper in half

On top of that if you control special deposits of ore you can build mega units, these big boys can decimate a whole army, but like anything enough bee stings will quickly bring them down, costing the user more money than the units used to kill them, so needs a suitable force to protect them still

Sound

The music is a nice mix of HeroicVInspiring music, its a nice mix but for extended play, you will most likely turn it off and pipe in your own musicVtv over it while leaving sound effects on

Sound effects, these are not awe inspiring but are distinctive enough to tell whats shooting, and when a unit dies

AI

Due to the combat model used the AI is fairly competent, it throws a mixture of units at you and keeps up the attacks, meaning you will always have something to do, be it train more units, lead a offensive or counter attack, or defend your own bases

Campaign

At this time i havnt completed the Campaign, while described as epic i think i was Spoiled by the campaign of Supreme Commander (1), leaving me to feel abit less epic. That being said the missions have good dialogue with each mission following

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on from the last. however start of fairly short. along side this the AI here tends to be fairly restricted at least on the 1st 6-7 missions leaving you to do most the attacking, and stomping them

#### Skirmishes

you and upto 3 AI

Like most War Strategy games this (and multiplayer) is where you will spend most of your game time. It features a nice suite of options including multiple landscapes eg, islands and climates (just for a change of scenery), and a handful of "popular" game modes,

#### Multiplayer

with the nice background of units, the multiplayer is fairly equal, you have lots of strategies to use against your human opponent/s and spamming one type of unit might work, but can very quickly be countered. it doesn't support UI, meaning you can't have you and a mate battling too "robotic" AI. you have to face off another human team alone. you also cannot set it up as a private game, meaning if you want your friend you should invite them, so no one else jumps in and steals his place (granted it's a bit quite at the moment)

#### Options

most of the normal options here, sound controls etc, resolutions (upto 1080) and the ability to adjust particles (quality of the weapon's fire)

one of the negative aspects is the save option, it works but you can only save one game (although it seems Campaign save and Skirmish save is separate, but it means you can only play one Skirmish at a time, and not bounce around between several, or have a backup save incase it gets corrupted (i personally like to make a save at the very start as a map backup, incase i really enjoy that map and want to use it again, but in another way)

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This game plays somewhat like Supreme Commander (1), if you have played that and enjoyed it, you will enjoy this game, it might not be as grand or as pretty but it's a very good spiritual successor to it with plenty to keep you busy

pros:

Large amount of units to choose from

Large scale war, who likes mothering over 20-30 units, you trained them to die, they will die

Good selection of countries to pick from, not just the old fashion USA/Russia/China choice (although the campaign revolves around these)

Multiple resolutions (most of them are common ones such as 1080)

Easy to use UI, if you have played a strategy game before you will generally feel at home

Keybindings (kinda)

Plenty of map choice (eg continents/sea/ islands etc)

Cons:

Most of the keybindings are your control groups or open the map, you can't set keybindings to build buildings or train units

No repeat queue order

Mini map is in an odd place and can't be moved

Default options have the unit cap at 1000, im assuming this might be the top end cap for phones, and pc's can go higher without a high fps drop (upto 5000 units)



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Shadows seem to be a dark green which just looks odd when your near a forest

Low Res Grahics (commonly called charming or retro)

Only one Save slot (One for Campain, One for Skirmish)

No Private mode or AI in Multiplayer

Steam Overlay doesnt work. Yup, one of my favorite games so far, it does the first one proud and the devs are on top of their customer service. So if you're a fan of the Lovecraft mythos, a vaguely Ace Attorney-esque argument system, good games, or enjoying life then pick this game up if you can.. For me this game is a mixed bag. I liked Halo Spartan Assault enough to enjoy it, rate it up, and buy this game. I think I would change my rating to recommend if the save system was improved, it makes the game unnecessarily difficult once you get near the end.

### **Pros**

- Good graphics for the genre of top down shooters, with 144hz support.
- Good shooting and gameplay.
- Driving the warthog was cool.

### **Cons**

- Weak story
- Mostly the same weapons from Spartan Assault, and mostly the same enemies too.
- Horrid checkpoint system, many levels have none requiring you to play a trivially easy 5-10 minutes just to be defeated by a very difficult section and have to start the level all over. I feel like I'm playing an SNES game without a Game Genie.
- Difficulty is tough, and the game has no option to change this and no console commands to cheat this either. If you get stuck you're stuck; probably won't be an issue until near the end of the game.

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This is an extremely fun game...when it works. This is the most broken fighting game I have played and it seems as if the devs don't care that it is unplayable. When you're able to find a decent match it is very fun, but decent matches are rare and they don't last long since the game collapses after a few minutes. Those decent matches are why I cannot stop playing, but playing is a frustrating nightmare that I can't seem to escape.

Here are a few of the glitches I've encountered recently:

- All players freeze in the air and are unable to move until match ends
- The map doesn't load and everyone falls to their death(this happens a lot)
- Blackholes don't stop growing until they literally consume the game and you are forced to restart(also happens a lot)
- Crates from one round don't despawn and stay forever
- One player becomes invincible and cannot die even after falling off map(usually happens when a new player joins)
- Score resets for one or more players
- One Player is cloned and becomes unable to move
- Healthbar doesn't go down but health is subtracted(for bosses during boss battles)
- A player joins the match but is never able to spawn even after a round ends
- Text from chat is displayed over the wrong player(this is rare)
- Text only displays at the bottom of the map, even when the player is still alive
- Breakable ground doesn't break
- Box physics don't kick in for a few seconds after being hit
- Players keep the guns they had during the last round
- Bullets shot in the previous round continue to interact with the new round
- Gun drop rates seem to mess up, even before changing the rates in the menu
- Snakes carry over into the next round(slightly rare)

There are many more glitches, but I only decided to write them down two days ago so these all occurred between then and the writing of this review. This game is great and I really hope the devs look into these problems so that this game becomes playable.

Update: They have now censored the in-game chat. Both this game and the developers are completely worthless. Don't play this.. Very short, and it appears Project Whitecard is no longer active in developing any games at this time. This "game" is really a technology test, and should have never been sold. If they needed funding, they should have used Project Greenlight, and not sold game demos.

This replaced my positive review from Feb 2014 review back when it looked like Project Whitecard might actually extend this into a full game. Two years later, and nothing at all.... I was \*supposed\* to be part of their game testing team, and I'm yet to have any new released to test. Go figure. Just as well though, this company is dead to me now.. I really liked the first game, Hidden Roses of Athena, so naturally I wanted to play the sequel. Unfortunately, as echoed by other users, this game did not work for me. Steam did not try to resolve the issue and I contacted customer service twice about it and made a post on the community hub. There was no resolution attempt or even acknowledgement on Steam's end, rendering me unable to play this in any capacity. Left with no other option, I had to get a refund. Would be excellent if this game worked for everybody.. Very good game to pass the time in hospital or similar. The ship battle dynamics are good but the air raids need more work and tweaking.. Frog Climbers is not a game which you can play like 10 hours a day.

But if you want to kill Time it's a perfect pastime game.

I could play the multiplayer mode on the gamescom and I can say that it makes the most fun when you play it with your Friends!

Really fun party game!. Looks really fun so far!. Fort Defense is a basic, simple, TD game, where you have 4 upgradeable tower types. The base game comes with two Campaigns that each have 20 levels, and difficulty settings easy-normal-hard. Getting 3 stars on easy mode is a piece of cake on the first Campaign, but the second Campaign has a few levels that require grinding to earn enough for upgrades that are a must if you're going for 3 stars per level that you'll need for 100% Achievements that, by the way, are fun and straight-forward, and can be gotten using just EZ mode. I spent time over several days to 3-star both Campaigns on all three difficulty settings. Optional DLC is available for extra Campaigns, but not required for the Achievements, and that's good.

Beating all the levels required a balance of the different Tower types, since they all have their strengths and weaknesses against

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the different enemies. A few levels start you off grossly outnumbered and outgunned by the AI, but that made it more challenging and fun IMO.

The negative reviews seem to come from more experienced TD players that may be used to the flashy 3D graphics that so many TD games have, but frankly, it was the uncluttered layout with Fort Defense that I found most appealing. The nautical theme is a nice switch, too. While 5 dollars/euros is a fair price, I picked it up on a recent 90% discount sale, and feel that I got way more than my money's worth in gameplay. TWO THUMBS UP !! Cheers

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