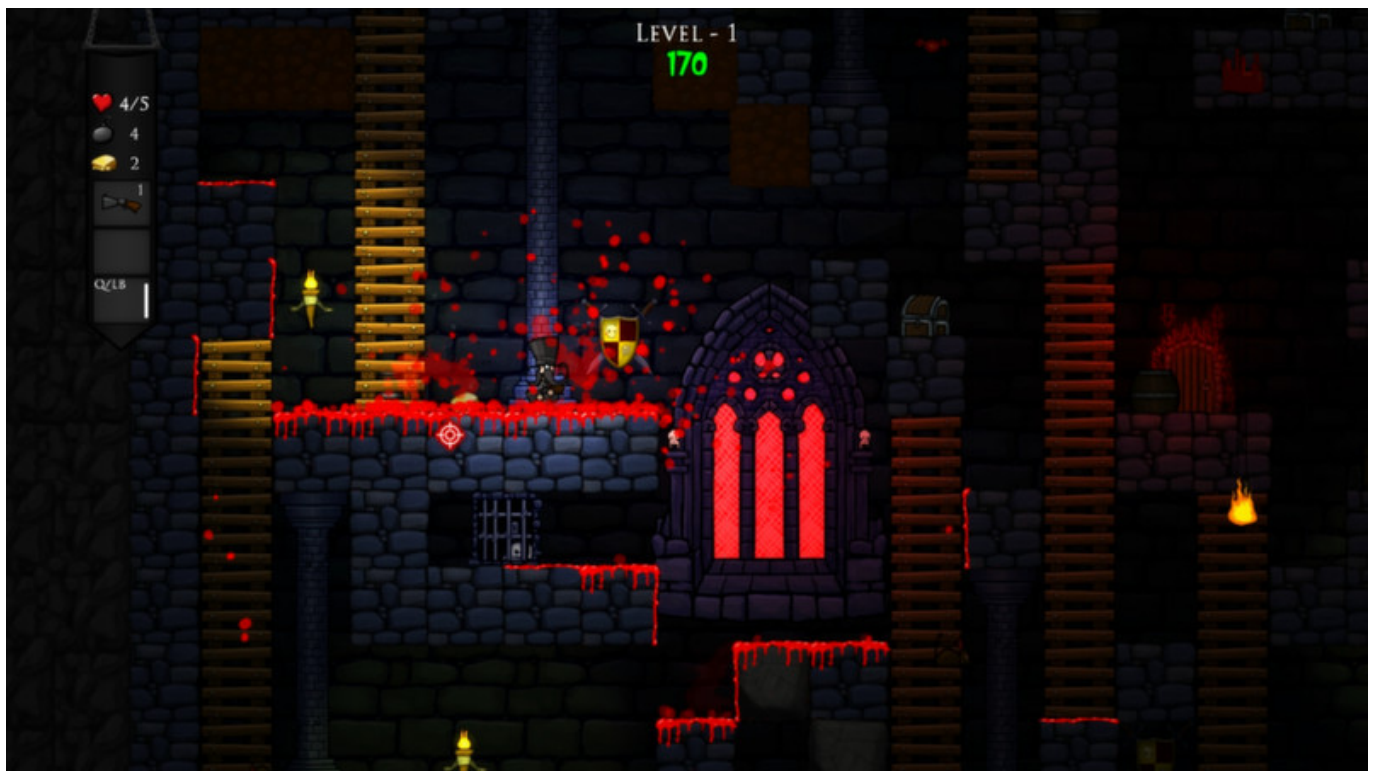


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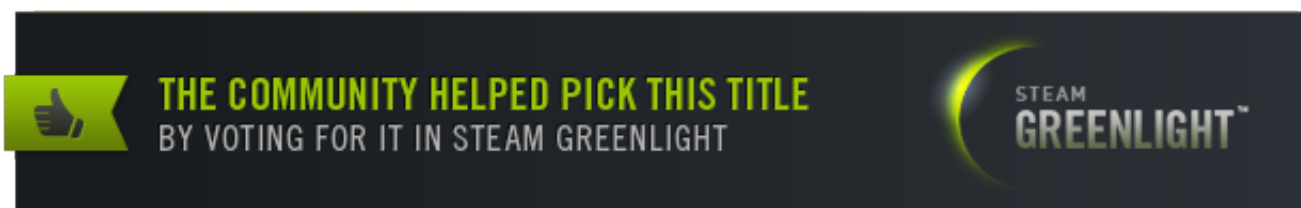
## 99 Levels To Hell Ativador Download [Password]



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### About This Game

99 Levels to Hell is a platform shooter with lots of guns, upgrades, magic, traps and monsters to kill.



99 Levels to Hell is a rogue-like, which means surviving is key and every time you play you get a new set of levels to play.

When you complete 10 levels, the 10th being a boss-fight you unlock a door to the next dungeon.

Hidden in the darkness of the dungeons are shops, casinos and elevators. And if you search the dungeons carefully, you might find secret rooms that unlock more of the story, and free new adventurers, you can play as in your next game.

But best of all you get to kill the devil to a killer metal soundtrack!



## Key Features

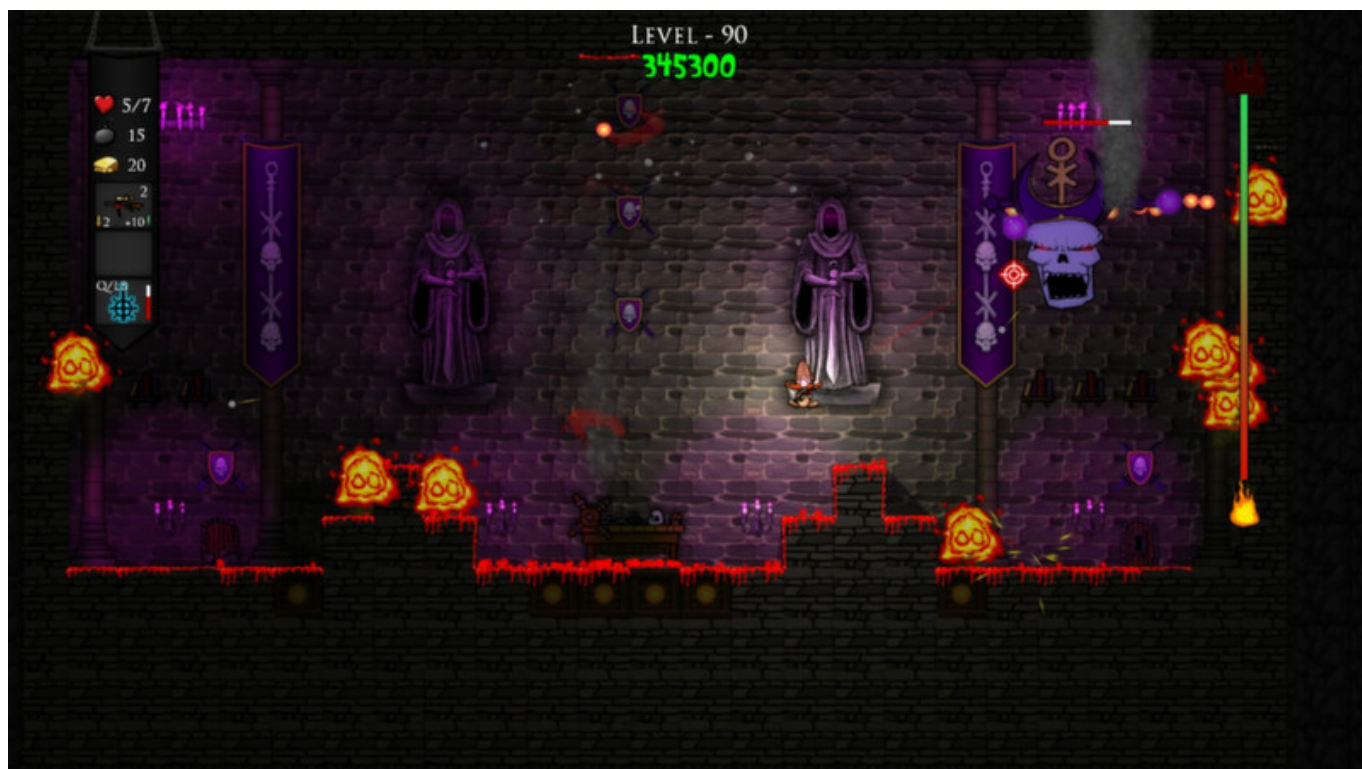
- 10 different dungeons.
- 10 bossfights.
- 100 levels that spawn at random.
- 25+ monsters.
- 50+ powers ups and weapons.
- Shops, portals, casinos and elevators.
- Unlock the story of two brothers
- And blood, a lot of blood.

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Title: 99 Levels To Hell  
Genre: Action, Indie  
Developer:  
Zaxis Games, B-evil  
Publisher:  
Zaxis Games  
Release Date: 19 Feb, 2014

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English









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I picked this game up because it was cheap and I thought I could fly through the achievements. I wanted something to play that I could pick up and put down easily. Within the first 10 minutes of gameplay the game bugged out and unlocked every dungeon. To think anyone would actually spend 100 hours on this game is insane. Tonight I decided to work on that last achievement(Spend 100 hours in the dungeon). No umbrellas and no elevators, just a solid run through all 99 levels to hell. I finished the game with about 4.9 million points and I went to leave through the exit and the game bugged out at the closing animation and didn't save my progress. Even at \$0.99 during the summer sale, don't waste your money.. I'm not going to be too hard on this game. It's not too bad - it's essentially the developers showing off their weird experimentation with the formula that Spelunky was based on. Unfortunately, there's issues with tone, because it sounds like a weird mashup of 'knockout power chord' sounding metal, Haunted House Halloween Noises Volume 17, and Super Mario Bros. It forgets that the game is about descending to Hell and does the thing where it sometimes places the exit door in a hard to reach place, unlike Spelunky which puts the exit door at the bottom to give it a sense of continuity. The casino rooms are built by people that don't know what the appeal of gambling is. A lot of this game feels unrefined and like it is in need of tightening up and revision. Unfortunately, since I've been playing the recently revised 2.0 version, I'm not sure the developers are on the right track with this game. It's all right, but there's a lot of little flaws that make it a chore to play.. This game is seriously just horrible. You wonder "hey a rogue-like dungeon crawler side-scroller based on hell, that sounds awesome!" Let me tell you this game is not what it seems like. They shouldn't even be allowed to advertise this as a rogue-like game. This game is like Spelunky's mentally challenged cousin. Lets go through the pros and cons.

#### PROS:

- Its only 5 dollars.

Alright moving on to the cons.

#### CONS:

- Lack of music. Through out the levels all you get is "eerie" ambience sounds. No real music. When you're running out of time or fighting bosses, you get really cool metal music. But that's the only time you get cool music.

- Enemies. They look like they were done in MS paint by a 5 year old.

- Lack of variety. This is NOT a rogue-like game. You'll notice you're in the same exact rooms over and over again. Even in later levels, its the same exact room just looks different. You'd swear there's only like 10 unique rooms, and out of 100 total rooms? That's just sad.

- Not many items. Seriously, I've only collected maybe like 5 items total from all the time I've spent playing. All you come across in abundance is gold, but you'll be lucky to even afford something as small as a heart from the shops. You get barely around 10 to 20 pieces of gold per room, but all the items in the shop are like 500 and 600. You're only hope is to gamble it and try to get more gold from it. There are simply not enough items in this game to make it seem fun and refreshing with each play through, let alone on your first play through.

- Bosses are a joke. Seriously, usually the bosses just move from side to side summoning enemies. They literally don't attack half the time. I'm stuck on the level 60 boss right now. Why? All the boss does is fly from left to right but it summons so many enemies you can't even hit the boss. There's like 30 flying little robots on the room and still spawning, it becomes impossible to hit the boss let alone survive.

- Only 2 types of enemies every 10 levels. Yeah, and they're usually just reskins of older enemies. Just like the level layouts. They don't do sh\*t either, they usually just fly around in random patterns and, well, thats it.

- Hit boxes are garbage. You get hit whenever your character feels like getting hit.

- Developers seem to have abandoned this game. Same goes for the community. Nobody is really playing this nor talking about it in the discussions anymore. I can't imagine the developers are still polishing this up anyways...

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Seriously, save yourself 5 dollars and go get some food or something. This game sucks.... I really wanted to like this game, as it has everything a good game needs: controller support, achievements, platforms, demons, shotguns and roguelike-permadeath.

However, everything it has, it does poorly. No atmosphere at all, bad sound effects. the game, just no.

Happy I just payed 0.74 cents on this.. A fun 2D side scroller game. Worth every penny. Moreover, this game is free from bugs.. As a huge fan of rogue-like and indie games, I bought this game the moment I saw it on Steam.

While the premisses of the game is great (random levels, random loot, perma-death) the game has a low value. It is not polished enough to be recommended.

As you can see, I have played for a very short time. You should probably know how the progress in this game works: Each 10 levels you fight a boss and open a door, from where you can start your next game if you want to.

In my third run I died at level 3 and the game bugged, opening all doors up to level 60. While this is not game breaking, it ruins the "progression" and work you should do to get there, it is like cheating without wanting to cheat. It felt very cheap.

While I spent 100's of hours in other rogue-likes like Bindind of Isaac, Dungeons of Dreadmor, Spelunky, Hero Siege, Rogue Legacy, etc, I could not keep playing this game. Even some Early Alpha games are better polished and have better value than this. I do not recommend buying this game.. <http://www.youtube.com/watch?v=1s8BCmsmEJA&feature=youtu.be>  
My video impressions of the game.

The game has a ton of variety, mechanics and depth. It's feels incredibly full, especailly at it's stupidly low price of \$5.00. The graphics and music to me seem a little uninspired, but it's real strength is in it's strong mechanics.

It's 5 bucks man... what are you waiting for? JUST BUY IT!. In 99 Levels To Hell, you rampage through Hell with a shotgun, and you're out to kill Satan. There's ample shotgun, ample baddies, and you'll be ankle-deep in blood before you know it. The controls are intuitive and responsive. Truly, this is the hot, steamy (as hot and steamy as Hell) love-child of Dig Dug and Doom we as gamers have been clamoring for. I wholly encourage you to grab a shotgun and go on a killing spree. Hell awaits you if you do.. 99 Levels to "OK"

I'm pretty lukewarm about this game. It's an action-platforming rogue-lite game that provides a couple of hours of interest and fun...but not much more above that. Fans of action platformer or rogue-lite games may get a lot of playtime and enjoyment out of this, but more casual players or fans will be pretty underwhelmed. Why? First of all, instead having a lot of randomization, you'll actually begin to notice that a lot of the levels are just re-skinned versions of previous levels you have played. Also, there isn't much balancing with weapons V power-ups. The player is either going to feel frustrated that their weapon isn't doing squat or they are going to feel invincible by lucking across a stupidly strong weapon (hello green orb V bubble gun). This game is worth the price, especially if you find it on sale...but don't expect to get your socks blown off.



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An uninspired rogue-like platformer with unpolished and half\u2665\u2665\u2665\u2665\u2665\u2665graphic design.

I feel embarrassed for the Spelunky developers due to the clumping together of these two titles but it is quite necessary to note a game that does the genre extremely well to one like 99 levels to hell that falls very short on production value and polish.

The feel of movement in the game does not flow in the way that one would expect it to. The physics system is horrible to a point where at level 20 I fell from the top of the level to the bottom without taking any damage what so ever.

Assets of the game look to be drawn by a 6 year old (at best) where some texture qualities look quite well done.

If you are still unconvinced to not buy this game watch the video in the review.

Free to Play or no play at all.

Play Spelunky or The binding of Isaac for a more immersive and in-depth feel to a rogue-like.

<http://www.youtube.com/watch?v=VghweD3h8EA>. it's barely below a game that I would recommend, not terrible but not good either. at least is cheap so, up to you. For a Rougelike game i expected a bit more . enemys are as if drawn in MS paint , it lacks music (metal music appers only in boss fights)

But other then that its really good has some nice touches here and there but i wouldn't recommend buying this at full price Wait for a Sale to buy it for 0.99. They made this game fun and easy to play. This game is just terrible, a bad impulse buy based on the "roguelike" tag. Where to start? The way it feels like a half-baked mobile port? The way the graphics are horribly scaled and blurry to the extent of being a meaningless blob at full resolution? The poor controls, unskippable narration, pretty much everything else that would make the game a solid experience on PC being absent? Not ready for prime time. Maybe with a serious patch I might be able to understand what the developer intended to be fun about this, and short of that maybe some elective eye surgery specifically for the purpose of playing this game.. challenging but fun for only an hour or so, it feels like a flash game

3V10. (NB: I have played this game to completion in those 4 hours. No use of walkthroughs or prior knowledge. I am if anything below average at this genre of game. Draw your own conclusions.)

Hard call, this one. \$5 is not a large asking price; you're getting better value for money than the quarter of a movie or most-of-a-hamburger said cash would otherwise afford you, and this game Is pretty enjoyable for the first hour or so.

Problem is, It's simply not a lot of fun after that point. You will very swiftly notice yourself running through the same room patterns again and again, not looking for new weapons after the first area because throwing away all the upgrades you've accrued thus far is a ridiculous waste and likely to get you killed. Soundtrack isn't exactly memorable, what passes for a "story" is a poorly conceived joke with no bearing on the game itself relayed in doggerel verse that's almost painful to listen to, graphics just feel amateurish...

The core ideas are fun enough that you probably won't feel cheated purchasing this. But do so only if desperate: there are better games here with more potential costing just as much or less. "Spelunky" rings a bell; If you haven't already purchased that one, there's no reason to buy this in preference.. This game couldn't possibly keep me interested enough to reach the 99 levels with the lack of quality involved. Feels and plays like a flash game than anything. It lacks life and that's really the theme of this game as you somehow progress on. That's actually what the developer might've expected from the player, is to go through 99 whole levels of nothing but a shallow attempt at a game.

Pass.

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