Download Zaccaria Pinball - Combat 2017 Table



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About This Content

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Combat 2017

<u>Information:</u>

• Name: Combat

• Theme: Combat Adventure

• Production year: 2017

• Type: Solid State (SS)

Features:

- 1 playfield
- 4 flippers
- 3 pop bumpers
- 4 eject holes

- 2 kickback lanes
- 2 ramps
- 2-bank spot targets (3)
- 2-bank drop targets (2)
- 3-bank spot targets (1)
- 4-bank drop targets (1)

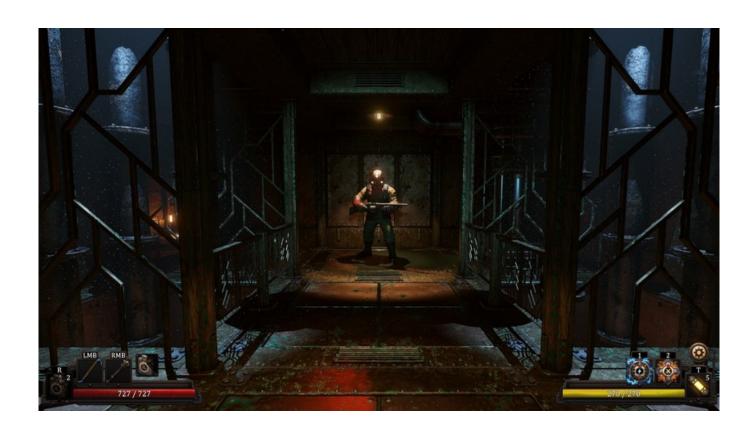
Title: Zaccaria Pinball - Combat 2017 Table Genre: Casual, Free to Play, Simulation, Sports

Developer: Magic Pixel Kft.

Release Date: 10 Mar, 2017

a09c17d780

English







This game will always have a special place in my heart <3

(It's dead by the way). das game ies vary gewd tien / tien MLG and mtn dew ferrr dayzzzzz. It's fun for me. I don't care about stories in games. Just give me a shotgun or whatever and point me in the general direction of the monsters. I like the art style, voxel graphics and dark atmosphere.. well i got the game and when it load the sreen is white and locks up how do i fix that. So that was my 1st playthrough. Yes it was a short one, cause I didn't expect some things to happen without spoiling, it was the first planet i went for.

I like that things happening on the way, very different events.

I like the sound, it made me more into the game.

its nice to travel and go for things sse what will be next. Maybe you find pirates, maybe your ship got hit. You never know.

I don't have real -/- cause its made very clear, ingame also, its still been working on.

Ofc we want more, weapons, more armor, more more more ,I think the developer knows all that and it will come with time. If there would be something maybe could be that when you buy things in the shop, that would be nice to see your squad to compare if I need something.

I recommend for me. For you I don't know.

I just wanted something abit lighter for next to my heavy strategy thinking games. I think its relax to play. Yes my squad blown all up was relax. GG.

Next playthrough

Streets of Rage defined the scrolling beat 'em up genre of its era. Having played the original countless times on the SEGA Megadrive since the age of 3, I was extremely delighted to find the port to Steam. The gameplay is just as good as it was back then, bringing a fantastic feeling of nostalgia. I used to play the game with my twin brother and my Dad as a kid, providing an amazing local co-op experience. Replaying it with a friend brought back many memories as I relived my childhood on the Streets of Rage.

Pros:

- + Simple controls
- + Local co-op
- + Gamepad support (I used a PS3 controller)
- + A feeling of nostalgia
- + Pixel art graphics (I love them)

Cons:

- Too easy to accidentally grab your co-op partner
- Still contains some glitches (was thrown by both wrestler bosses at the same time on Stage 8, throwing me out of the screen and completing the game)
- I disliked the level design of Stage 6 where squashing machinery takes up too much space on the screen making it annoying to fight in.

Score: 7V10. It will not let me full screen

. It's "different" and I like it.

Be it the 2d platformer ones or the 3d platformer one (Ultimate Mayhem), I have lot of fun playing the Worms.

It was a pretty good game back then and it still is.

If you like the original Worms and you like or do not mind 3d platformer then you should like this.

Has a decent amount of customization for both worms and gamemodes.

Has random generation map and a map creator.

Gameplay is pretty good overall, worth playing.

8/10. As wave shooters go, Eternity Warriors VR is certainly one of the better ones, purely because of how awesome it makes you feel. Blasting your way through the hordes of demons with your guns, slicing them with your sword and shiedl, or maybe picking them off weith your bow and arrow, no matter what you pick it's fun as heck. Also, seeing an arrow sticking out of your forehead is one of the most disorienting experiences I've ever had in VR.

[More detailed review may appear in the future]. Hardcore gameplay, that's fun! Game does not forgive mistakes! Try it out!. The first / true Carmageddon game released back in 1997!

Never actually played this one, started with Carmageddon 2 and played TDR2k so yea.. but i'm playing it now!

Its actually very fun, u can notice that the graphics are a bit behind of the other two games but as a true carmageddon fan that i am, i easily ignore that hehe.

I'm actually surprised this game has 6 more levels than the 2nd game but way less tracks, its basically different versions of the same, same, same tracks!

But since i'm playing it for the first time, what the hell, frack it!:D

Ok, now the real review...

Been playing it on DosBox, its very playable, until now i haven't met any problem, besides game crashing when i messed with the files to change the draw distance, but hey, u dont need to mess with the files to begin with!

I'm surprised that the cops on this game are so frickin' hard to kill and since i'm playing on Hard difficulty(commonly known as Difficulty 3) the APO, most known as Upgrades of your car, are very very expensive on this difficulty.

I'm almost level 4 in all of the APO as of now, and i still find it hard to wreck a police car, dang.

I love the rank system on this game, u start out at rank 99 and your goal is to hit rank 1.

If i'm not mistaken i'm in between rank 59 and 55, when u get the hang of the driving in this game, its really easy to get several ranks from a single track(by "farming" alot of credits with combos from killing pedestrians) and thus, u can buy several APO. Also, something that every carmageddon game has(and some u buy cars dont steal) its the stealworthy feature, some cars that

are stealworthy u can wreck them to add them to your garage, but its not 100% chance rate to add them to the garage when u wreck them, so beware of that.

I'm trying to reach the latter levels so i can steal "The Supressor" the ultimate and most armored car on the game, like the normal cop cars. but this one has like 8 wheels or something.

So like i said before, for an old game its been running great, without problems(on dosbox ofc!) and i've been enjoying it, so far i've played for around 20 hours and i'm still a bit far from the end of the game.

I highly recommend this game!

Too bad the multiplayer is basically impossible to work at this time.

It would of been too fun!

But for that u can play the new carmageddon game, Carmageddon: Reincarnation!

Hugs and kisses for everyone!. Game takes about 15 minutes, there's no options (neither in form of a menu nor in form of interaction). Also the graphics are bad, 3D models are not greatly made and textures are low resolution. The most annoying part of it is actually the "crosshair", cause it doesn't stick to the middle of your screen and you have to point at things sometimes. Kinda horror themed, so if you are into that, then go ahead and buy it.

Note: You can also glitch out of the game and you have to restart then, just saying.

And for my part, I don't recommend playing it:)

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