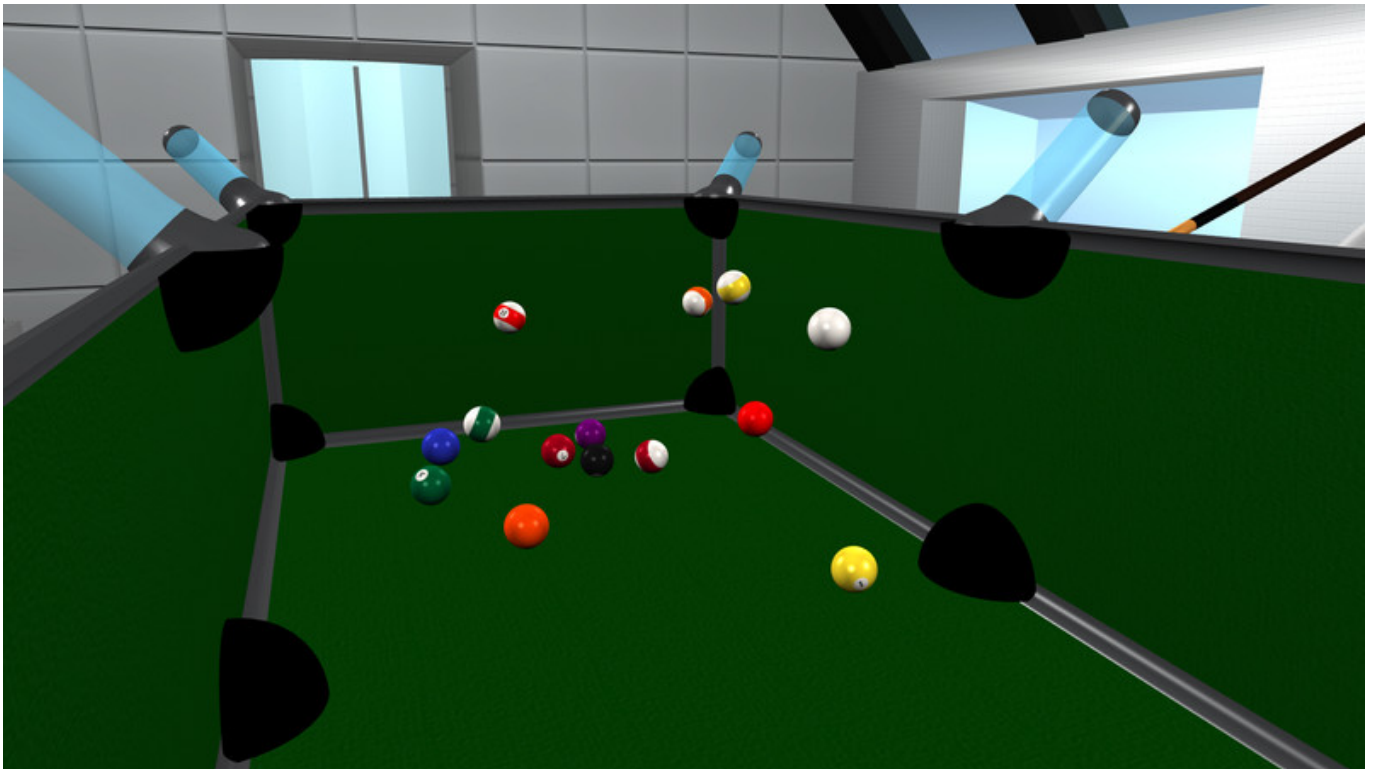Hyperdrive Massacre Download For Pc [pack]

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About This Game

Hyperdrive Massacre is an 80s inspired local multiplayer fragfest for up to 4 players. Players take control of a space cadillac and frag their way to victory against friends or can also play against AI. Both modes allow players to unlock a full crew roster. Submachine guns, sniper rifles, frag grenades, homing missiles and bullet deflectors are just some of the tools player can use to create havoc.

Note: this game requires a Controller to play.

Hperdrive Massacre is best played on a couch. Although its content is family-friendly, it also makes for an excellent drinking game.
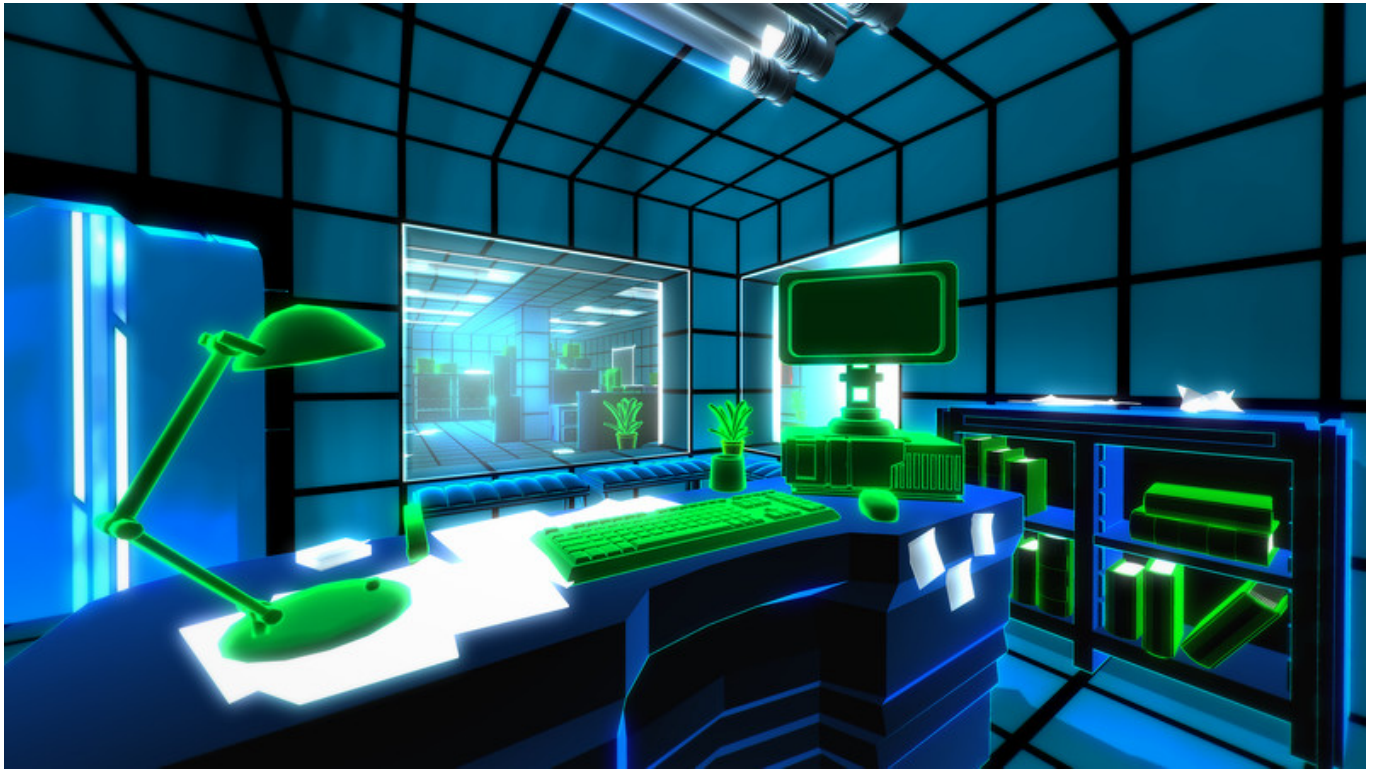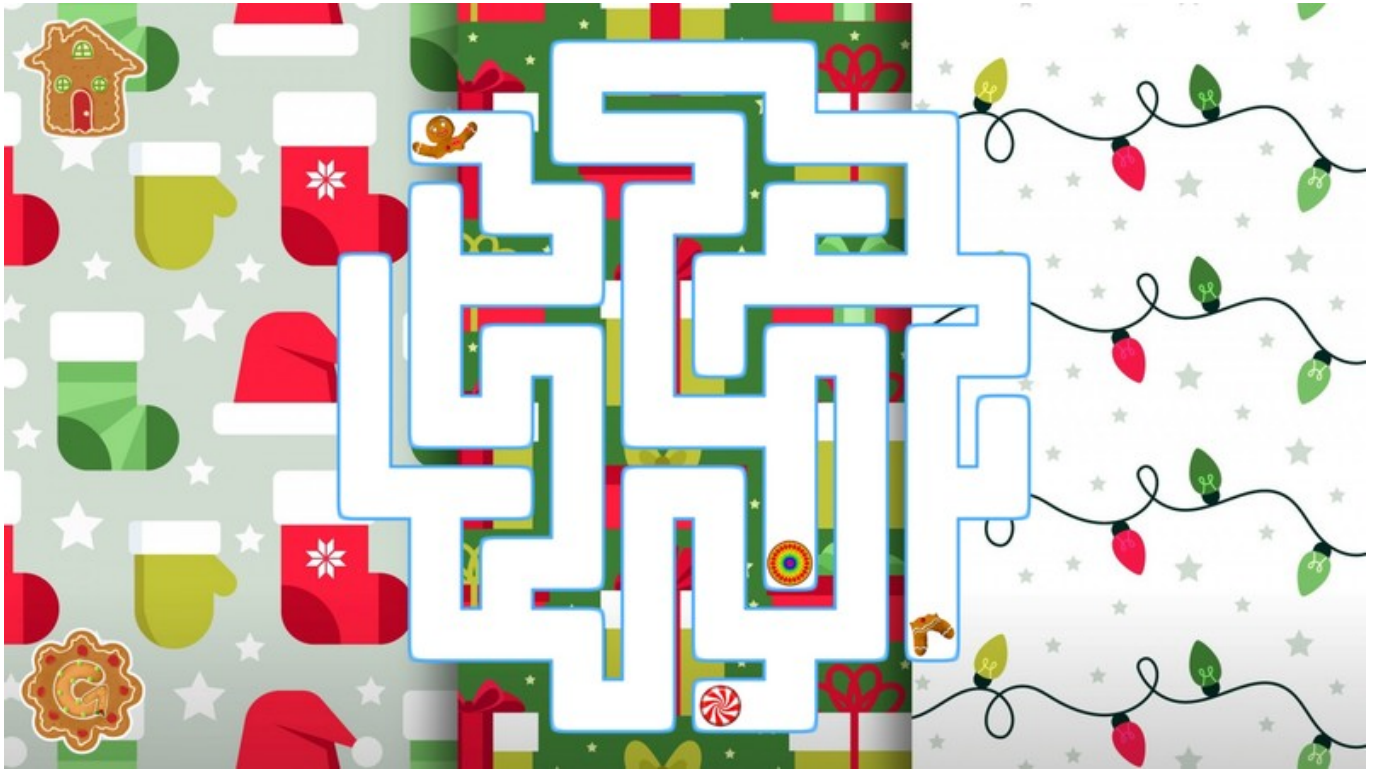
- 3 solo and local multiplayer game modes: Deathmatch, Death Race, Last Man Standing.

- Plus 3 local-multiplayer-only game modes: Team Deathmatch, Space Soccer and Spong

- Local Multiplayer up to 4 players

- 8 Unique battle arenas

- 16 space enabled muscle cars, each manned by its own whacky crew

- 10 instant power up weapons each allowing a different play style

- Viciously challenging AI for when your friends are not around

- Rocking original sound track

Title: Hyperdrive Massacre
Genre: Action, Casual, Indie
Developer:
34BigThings srl
Publisher:
34BigThings srl, Digital Tribe
Release Date: 12 Oct, 2015

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English

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This game feels very early access, but that's okay- it's still fun, and shows a lot of potential!

I'm excited to see what happens as it grows. :). Do not buy unless you want to figure out how to get past the first cut scene while it crashes for no reason crap port Refunding.. I gave this a thumbs down for 2 reasons. I did enjoy this game mostly but the two reasons I thumbs downed it ruined the game for me. 1st). It can get very boring and tiring. Especially that 1 and only monster in the game (Yes only 1 creature actually appears at verius times throughout the game. All it does is chase you and you better not let it catch you or your dead. This gets very frustrating after the uptenth time. And the monster was a huge let down in how it looked. very silly and nothing like a lovecraft looking creature. I mean after all every aspect of this game looks beuitiful and you couldn't spend more effort on the monster?And then there is basically just walking and walking and backtracking a lot. 2nd) reason was I was very disapointed at the end. I understand that this is very lovecraftian kind of ending but I was very into the story and all the notes and then when it comes to a conclusion.....nada. Screw all the story buildup. Its like even the developers got tired and said lets rap it up and wham bang. No conclusion of the story line (except for you). overall i give the graphics-sounds and atmospher a huge +10 . Story a -1 (only because the ending is a huge boring letdown).. concept was neato, only frustrating part was having only being able to have one window\/program open in arc at a time during the actual meat work of the game.. it is so funny i like 1st person shooters but this is a good game
. This is an excellent game, it's currently at $3.00 and totally worth it.. Definitely my favorite 4x game, with RTS elements. The most customizability of any 4x game out there, unlimited research (you'll never reach the end of the research tree, really!), huge space battles with as many ships and planets as your computer can handle. Carriers work like they're supposed to. Satellites, space stations, good AI, and the ability to customize the game code as you see fit. Search them on Reddit, where the developers stopped in a few times to talk about their game and thank the community for their support.. who needs bloodborne when PC has majestic exclusives like this
right guys
...haha
kill me. I've been reading some bad reviews of this game, I think written by people who expected something different from what they got. It's a relatively short but cute, enjoyable point-and-click puzzle game. You play a ghost, who can make items in his house move in order to scare the residents. By clicking the items in the right combinations and at the right times, you are able to construct elaborate scares that will eventually cause your unwelcome houseguests to leave. The puzzles are rarely that difficult, but they can be tricky if you don't use a little imagination. I especially enjoyed harassing the old man with a crossbow, making him shoot arrows into people's butts and set things on fire. It has an intro from Neil Gaiman and the art direction looks like something he would design, but don't buy this game solely on the Neil Gaiman name. Buy it if you like a clever family-friendly, puzzle game with some replay value and a unique art style.. I saw this trailer two days before it was released and wishlisted it. Very adorable concept and I am a sucker for the retro look and clean premise (clean meaning no sex, drugs, or other filler that distracts the player from the actual game content.) When it was released, I saw it was only 0.89...I would have paid a few bucks for it but I had no prob with this price either.

It says 1.5 hours of gameplay but I am not that clever at these types of games so I have played almost 2 hours to get to around level 25. Either way, it was nice to buy a decent game (decent in quality but mainly in appropriateness) from an indie and support something other than a AAA title for a change. I will be looking for other indie gems that are family safe and I will vote with my dollars.

For some reason this is sitting at Mixed. I think it was pretty solid for a Demo. It's the kind of thing a lot of us are hungry for. I guess the not reccomended people are happy with Wave Shooters.. Best F1 Game since the GP series. Up to par in quality with my favorite game ever, GP2.. huge improvement comparing to the first Ares version!

Grenades and repair ,now are abilities that spent resources and have cooldown.

Love the drone that gathers the resources for you so you dont have to worrye about income but you have to buy the first version to have this.

To upgrade your moves and abilities you have to find the chips first but until the last boss you will have find enough of them. to get them all you must replay the game, and it is more enjoyable with the unlocked abilities!

I enjoyed Ares Ex alot! solid platformer \/shoote!!!

If you see it on sale , buy it without hesitation and dont bother for the 1st version,.!. I loved Puzzle Quest, kinda meh on PQ2, but my god, do I hate this game.
Played for less than an hour and the computer cheats in this game more than in PQ, and I hate the game board, so confusing to try figuring out, and you are given no practice dummy to try making sense of it all.

Seriously cannot recommend this game, go play Puzzle Quest 1 or 2 instead.. Going to do a simple review.
Pros:
Online matchmaking is smooth once you have the ports forwarded and adjust the input delay at the character screen
Music is very enjoyable
Indepth training mode options
Controls are pretty straight forward
The characters each play differently even though some share similar moves such as Hina and Shimo.
Trial mode for each character

Cons:
Port Forwarding can be a headache especially if your ISP or admin doesn't give you the rights to change them
UI is barebones
Text in the game seem to overlap often such as when you get an error trying to enter a room or when you are doing challenge trials where the trials overlap the game's data(combos, hits and damage)
Two arcade modes using the exact same name. At least give one a different name.

I would definitely recommend the game if you don't mind any of the cons. I do believe that they will be ironed out in the future patches. Great thing about this game is that there is a demo being offered. So you can try the game out before you buy it. From what I heard, you can also try the online aspect of the game as well. Hope you guys enjoyed this short review :D. Greate game despite the small player base.. If you like silly fast-paced time wasters this game is great. Graphics surprised me and the gameplay is pretty smooth. There are a few times i got jammed in the rubble but i wouldn't say it's very buggy at all. Seems like it would be alot of fun online or with a friend. Hope to see more content come out in the future. More creative levels for sure.. +
LogoMaker4 makes Logos
+ LogoMaker4 has a library of usable images
+ There is a pen-like tool...

- Export options are vector-less
- The free Inkscape would be better for Logo creation from scratch. The game does not feel as fluid as a music game should. The button presses don't really match up with the beat and the game never really changes. It is pretty repetitive. I would pass.

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