
Mactabilis Download] [Ativador]



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About This Game

Mactabilis is a modern shooter with rpg elements. Customize your ship, select from a large array of weapons or even create your own with the powerful in-game editor! Blast your way through vibrant, multi-level, adrenaline filled missions in search of loot and power.

- Unique multi layer feature adds depth to levels.
- Earn cash, find upgrades, buy or create new weapons
- Replay the game for more loot and greater challenges
- Many game modes, achievements and unlockables

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- Two player co-op and deathmatch, including local and online.
 - Accessible gameplay. This isn't a bullet hell.

Multi layered levels

The immediate thing that sets Mactabilis apart from other games of this type is the multi layered levels. At any time you can switch between the background and foreground of a level. Perhaps you're trying to obtain a bigger combo or maybe you're trying to evade deadly enemies?

Cash, upgrades and custom weapons

Kill enemies and obtain bigger combos to get even more cash out of them. Use your cash to buy from a wide array of weapons or even create your own! The game features a powerful weapon editor that lets you make the gun of your dreams. You're going to have to destroy a lot of ships to buy all of them.

Replayability

The game never ends. Once you've completed it, you can keep your weapons, cash and ship upgrades. You'll be sent back to the first mission, but enemies will become tougher. Thankfully, the rewards are also increased!

Play with friends

Play any game mode, in any difficulty, any way you want, with a friend. You can conquer the missions with a wingman both locally or on the internet!

Title: Mactabilis
Genre: Action, Indie
Developer:
Blazing Bit Games
Publisher:
Blazing Bit Games
Release Date: 10 Mar, 2011

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English,French







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i like this game a lot if i would describe it i would say its x-com but you have to work together to win the few down sides are i dont think you can unlock all cahracter without paying moneybut you dont have to worry about that if you dont play it. Best \$170 I've spent since I started 3D modelling and texturing.

Actually wrong:

Best \$170 I've spent period. Update:

I went back into the game to see if I could do better and found that I was able to get out of the first level pretty easily. Most of my original review stays the same about movement and entertainment value. The game isn't fun. I feel I got my play value out of it but again I only spent \$0.20 on it. I got all 3 card drops so I'm going to get my money back on the game but in the end I would have been better off spending the time I spent playing another game.

The short:

Don't buy this game. It isn't fun and didn't manage to pull me into it long enough to find out where I was or why I was there. Controls are easy but navigating with the character is difficult. Graphics aren't good and game play isn't entertaining.

The long:

I got this game for about \$0.20. I've only played a few minutes of it so I can't write much of a review but here is what I got from the experience I had.

It appears to be a low quality Silent Hill/Zombie game. The movement is clunky and not always easy to navigate around with. The graphics aren't that great either.

My play through was only 1 life and it went like this: Walk around in the areas I have access to. Pick up items as I see them. 1 zombie? approaches, go back the way I came. Another Zombie approaches, run the opposite way, collect some more items then get hit 1 once by each Zombie as I try to back track. I died.

There wasn't any weapon available that I saw and there wasn't a way to avoid running into the zombies. I could play again and see if the last of the 4 routes available would have given me something better but I didn't get any enjoyment from the gameplay. Without giving me any options to survive long enough to obtain the basic objectives I don't see a point in trying again. I did get a card worth about \$0.08 from playing the bit I did and I'm going to put that right up on the market to make some money back.

Even while it's currently on sale for \$0.49 it isn't worth the experience. I suggest spending your money on something else.. Alekhine's Gun has dated graphics, clunky controls and definitely is not worth \$40, maybe \$10 at best. It's like a poor man's Hitman or Hitman wannabe and should be priced as such. It's not a horrible game, just not well polished and I had fun playing it. Considering I got it in a 10 for \$1 bundle, I paid very little for it. I did have multiple crashes, so it's good to save often. I would recommend getting it in a bundle or super cheap.. This is a tough game to describe in a review, it's not really like anything I have played before; But in a good way. This is the type of game you have to experience for yourself to truly understand it and even then it takes some time. At first I was lost, the game just kind of throws you into the world and asks you to figure it out on your own. It took me a good 30-45 mins of playing to start to understand that a lot of the things shouldn't be taken quite at face value and most things seem to have a deeper meaning than at first glance.

It's not an easy game, but it's not a hard game. It's a game that require's player mastery through experience. You won't "complete" this game on your first go at it, and likely not your second or third either. The subject matter keeps you interested and often times will make you think. It's really a journey for the player character to make peace with the fact that their death is inevitable.

This certainly isn't a game for everybody, but I say if the game's premise intrigues you; then give it a go!. This game is godly.

AMERICA.. Bots everywhere and the ones that are not bots are mostly hacking. DO NOT INSTALL.. Better gameplay and a far better story than ZombiU, Dead State & other high profile zombie games out there, so yeah this game rules!!!

The narrative really makes you feel like you are there from the thrill and the dread of fighting the undead to the desperation and accomplishment of surviving in a world full of danger and uncertainty, the companionship and drama of the day to day amongst your fellow survivors and of course the excitement of new found love and friendship.

A game that leaves you doing a lot of guess work with no tutorial. If you aren't used to builder games, don't buy it as it will just frustrate you. Learning curve is steep and takes time to get used to it and the controls. Not worth full price I bought it at 51% but still contemplating if I want my money back or not. If you have the time and patience to put into the game it is worth it. If you want a game you can just quickly jump in and play this isn't it.. Action, reflex, tactics..

oh, nice color effects, also ;). Love this game 10/10 looks very nice can do whatever you want WHENEVER you want must buy game always chilling with mates on this one :). i love this game it's addictive and even though i dont really like strategy games i still love the art style and controlseven thogh its a pretty difficult game its not at all impossible and that makes this game worth more then the price. Great. Grab it on a sale and you will be fine.. Mr. Pumpkin Adventure is a very math and programming heavy bizarre Chinese-made point and click adventure with way too many references to everything the creators clearly loved. On one hand, it has a really great strange style, that can remind you a bit of Machinarium, but is, at the same time, distinctly Chinese. It looks and sounds interestingly and it's weird surreal story with little comic book cutscenes between chapters are extremely charming. But then, there are puzzles. Which start as something interesting and fun, but later devolves really heavily into advanced math knowledge, references to movies and things that you might not know and will have to search and committing other "game design sins" of puzzle making.

Which, in the end, really killed the game for me. I went about halfway without even considering to use a walkthrough, but using internet for help, because getting a set number out of a formula of 4 other set numbers is not a task I can solve on my own. But then had to almost exclusively play with the walkthrough in the later parts of the game, apart from some more obvious and not too obscure puzzles. It's charming, it's bizarre, it has all the potential to be amazing, but unless you are into the same things the creator of this game was, I don't think you'll enjoy this journey.

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