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About This Game

OVERVIEW

Carmageddon the original classic is back!



Carmageddon is the original freeform driving sensation, where pedestrians (and cows!) equal points, and your opponents are a bunch of crazies in a twisted mix of automotive killing machines. The game features anarchic drive-whenever-you-like gameplay and over-the-top surreal comedy violence. It's the racing game where racing is for wimps.

Now the same Mac & PC classic that was BANNED AROUND THE WORLD is back!

Carmageddon features real-world environments that have been turned into killing fields, where the locals stay out on the streets at their peril. As well as using your car as a weapon, every level is sprinkled generously with power-ups that have a vast variety of mad effects, adding a whole extra level of craziness to the proceedings. In every event you have the option to "play it your way"... Waste all your opponents, kill every pedestrian, or (perish the thought) complete all the laps. Oh and watch out – the cops in their super-tough armoured patrol vehicles are lurking, and if they catch you being bad they'll be down on you like several tons of cold pork.

FEATURES

Car combat and splatting grannies!



"Ladies and gentlemen, start your engines! Members of the public, you have ONE minute to reach minimum safe distance!"

- Crazy range of vehicles and drivers, each with their own personality and driving style.
- The game that pioneered true 3D physics,
- The game that pioneered dynamic vehicle damage
- The game that pioneered splattering grannies. And cows.
- In fact, splatter a wide range of seriously scared pedestrians.
- 28 dangerously deranged Opponents
- 11 wildly exhilarating Environments
- Career Mode featuring 36 satisfyingly violent Levels
- Race and Wreck opponents to unlock 30 playable cars!
- Over 40 fun-packed Power Ups and "Power Downs".
- Great open world track design allowing complete freedom to explore.
- Hidden bonus areas to find.
- Ludicrously satisfying, arcade-style gameplay.

GAMEPLAY

Waste opponents, kill peds and complete laps



The aim is for the player to work their way up the ranking system, from 99th place to first. The player vehicle is pitted against a number of computer controlled competitors, in locations such as cities, mines and desert towns. Levels can be beaten in one of three ways:

- Completing all the laps of the race course, as one would a normal racing game.
- "Wasting" (wrecking) all the opponents vehicles.
- Killing all the pedestrians in the area.

Each level has a time limit, but more time may be gained by passing through checkpoints, collecting powerups, damaging/destroying the competitors' cars, and by running over pedestrians (with bonuses awarded for style).

These actions also reward the player with Credits, which can be used to make instant repairs or recover the car (after falling down a chasm, for example). They can also be used to upgrade Armour, Power and Offense stats in the Parts Shop between races. This is also the time to switch which car to drive if others have been obtained.

As well as opponents partaking in the 'race', some levels also contain a number of heavily armored Cop Cars, which will activate their sirens and hound the player when provoked. They can be attacked and destroyed, but do not count as opponents. A single "Super Squad Car" exists in one level, and it can be claimed if destroyed.

An Action Replay with multiple camera viewpoints is available at any point during a race.

REVIEWS & AWARDS

Media reviews.



Carmageddon won the "Game of the Year" trophy in the 1997 **PC Zone** Reader awards.

Carmageddon 1 & 2 were "Driving Game of the Year" 1997/1998.

SELECTED REVIEWS OF THE ORIGINAL GAME

Originally released for the PC in 1997, Carmageddon was an instant hit and the titles went on to sell over 2 million copies worldwide. Here's what a sample of the gaming press thought at the time:

"Carmageddon is visceral, violent, vehicular fun..." - **GameSpot** 8.8 out of 10

"Carmageddon, to get straight to the point, is one of the best computer games I've ever played... Carmageddon is God!" - Duncan McDonald 95% Classic Award **PC Zone Magazine**

"Carmageddon is one of those games that only come along once in a blue moon. An essential purchase." - **Escape Magazine** 6 out of 6

"The gameplay is spot on and anyone with a dark enough sense of humour should give it a go." - **Computer Gaming World** 4 out of 5

"So next time you gun down coppers on GTA VI, just remember, Carmageddon's controversy was there first, and you have a lot to thank it for." - **RetroGarden**

HISTORY

Blast from the past



Carmageddon is the first of a series of graphically violent driving-oriented video games. It was conceived and developed by Stainless Games, published by SCi and released June 30, 1997 on PC & Mac. It was, and remains, a poster child for video game controversy. The controversy surrounded the game's central premise; that of earning reward for running down innocent pedestrians. The game was notable for its realistic and ground-breaking physics, and for its in-game action replay features. It was also one of the earliest examples of a sandbox 3D driving game, and may have influenced other later games including the Driver and Grand Theft Auto series.

ABOUT STAINLESS GAMES

Stainless was founded in 1994 by Patrick Buckland, a veteran of the games industry going back to the Jurassic period of 1982, and Neil Barnden, who used to have hair like a mammoth. A team of 8 worked on the original Carmageddon at Stainless, and 5 are still with the company today, although a couple of them are now kept manacled in a small padded room in the cellar.

Stainless Games now employs around one hundred mad, dedicated people of assorted gender, height and width. They can all be found dangling precariously from a small chalky rock just off the South Coast of England.

SUPPORT

Help



<http://www.carmageddon.com/bugger>

MORE INFO

need to know more?

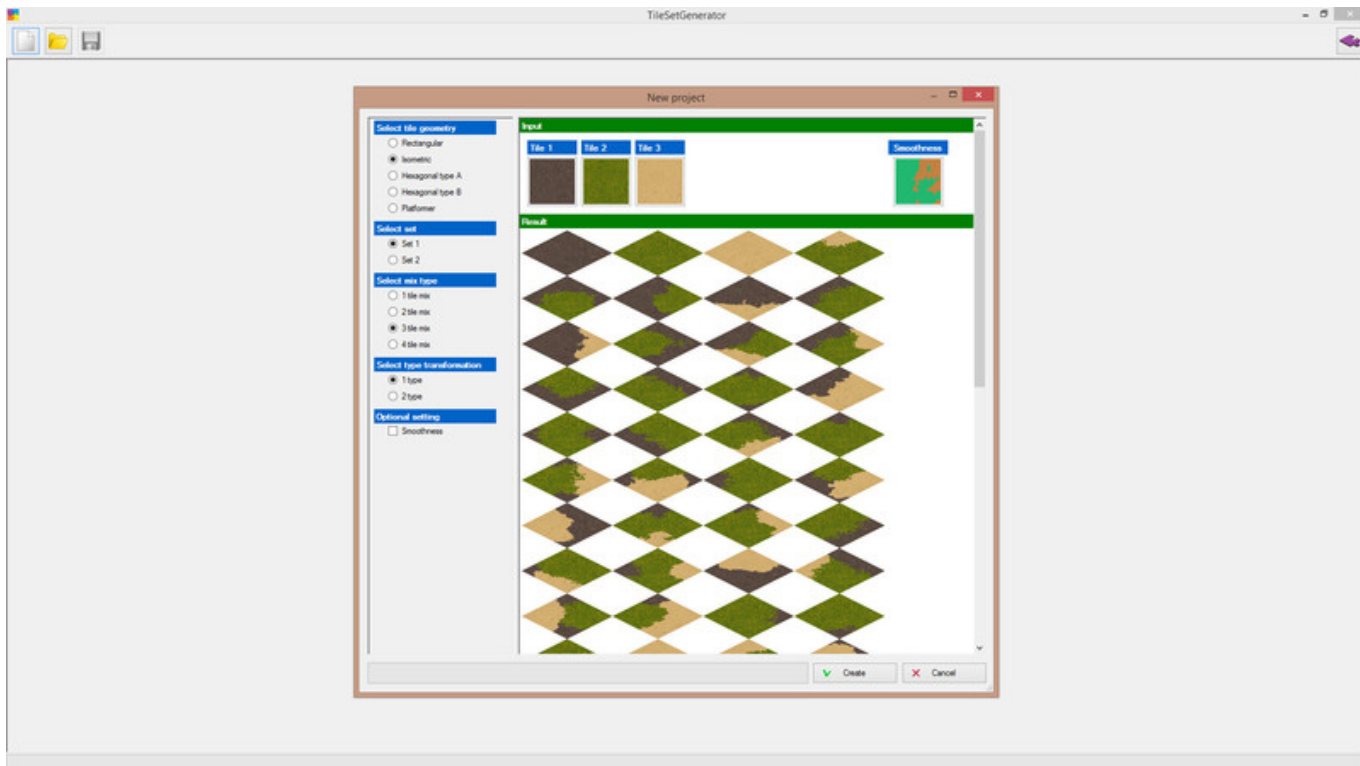


<http://www.carmageddon.com>

Title: Carmageddon Max Pack
Genre: Action, Indie, Racing
Developer:
Stainless Games Ltd
Publisher:
THQ Nordic
Franchise:
Carmageddon
Release Date: 30 Jun, 1997

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English







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100% i recomend you use this map i thought DTG is not going to make but they did i hope they make more of these kind of routes. :). *On-Rails Shooters* are fun when done correctly, **Heavy Fire: Afghanistan** is no exception. It is easy to be put off this game because of the large number of negative reviews, but most of them are people that are complaining about the fact that it is an *On-Rails Shooter*, despite the fact that it is *clearly advertised all over the store page*, resulting in the game having an unfair overall review score.

Heavy Fire: Afghanistan is fun, fast-paced and very atmospheric, qualities that you would hope for in an arcade-like shooter. The maps are really well done creating a very immersive and grim atmosphere, as you would expect in 2011 Afghanistan, the sun is blazing making it difficult for you to get a clear view of targets and there is heavy enemy fire coming from all corners of your view. The chaotic gameplay makes this game more challenging than your other average On-Rails Shooter games too, a perks system and multiple achievements are also nice touches.

The aiming is a little finicky at first, but you get used to it very quickly, plus the controls are extremely simple overall so it takes little to no time to master them. There aren't many faults with this game in my opinion, just some minor things like small grammatical errors in the campaign dialog and *some* questionable voice acting, not to mention the anti-climactic death sequence, but that's about it, nothing ultimately hurting the fact that it's a fun game.

Sure, On-Rails Shooters may be from an era that is now long gone, and it isn't as popular or as good as **The House of The Dead** series for example, but that doesn't make **Heavy Fire: Afghanistan** any less of a well-made and fun game, just make sure you know what kind of shooter you're actually about to buy before you make the purchase. As far as I'm concerned it is more than worth it's £1.99 price tag, definitely recommend for a few hours of challenging and rewarding fun.. Nice idea but has a few problems. The AI does shoot back at you, despite what people say, but it seems bugged. If you avoid shooting the lead ship, it will eventually start shooting.

Thats nothing really compared to the fact that half the game that is completely missing. Thats right, check the achievements. There is absolutely no game where you can play the other side despite that being planned and the game being out for well over a year. There has not even been an update in over a year.

If you like supporting games that devs dont, go ahead and buy it. Otherwise there isnt much here to recomend.. Really enjoying it so far. Intersted to see future updates. Id like to see scenarios added in it e.g. requiring a set number of runs with two wickets remaing.

Having more fun with this than king of spin. This is probably the cutest tower defense game I've ever played and the story was actually really fascinating!. This was actually pretty fun. It's a campy little VR experience with arm swinger motion and a wide variety of neat stuff in it. I wish I had thought of it.

It has a few minor performance issues when you blast monsters, knocking the hmd environment away due to performance tanking. I think it's related to the animation when they die. Secondly, the sound is spotty and has "noise" and stutters.

If those two issues are cleaned up this is a perfect little thing to scare the kids and teens with for halloween. It was actually well done.. An interesting little puzzle platformer that has you sacrificing lives to progress. Can't jump the spike pit, die there once, then jump safely onto your corpse the next time. Nothing to write home about graphics or sound wise, but a quick little game that doesn't overstay it's welcome. Lasts around an hour.. This game is awesome!! If you love 90's point and click adventure games then you'll love this. A very nice, very casual, but highly involving resource gathering/management game.

It's not a time management game, as you can do any given task at any time, in any order, totally at your leisure.

It's hard to pigeon-hole this game to any specific genre. It's not a Virtual Villager clone as there is no set roles for your people, no skills or anything. You just have whomever is available do the job you need done.

It's a pretty long game IMO, as I've put in eight hours already and am only in the second area. It has a main storyline quest, lots of side quests, and quite a few items to buy and upgrade.

It has some mini-puzzle events, but in keeping with its casual theme, no brain cells will be harmed in doing them and they do fit in with the game, such as match-three for tunneling into mines to find ore.

All in all it is exactly as described in the description. It's a fun, addictive casual game that just wants to entertain and involve the player, and it does so very well. Highly, highly recommended.

one of the better characters. Overall a very good experience. The PT references can be a bit much though.. Good Game only if you don't rage alot. This game revolutionized the series, It abandoned the older open-world sandbox and replaced it with, dare I say the greatest sidesrollers to date, BRAVO, a msut buy and trust me it is PHENOMONAL! The story transcends reality and makes you think as much as bioshock or Deus Ex.. This game has many flaws. I cannot recommend it in its current state.

1. The movement and combat are both extremely awkward and not fluid. There were many times when I would struggle with simple tasks like opening and closing doors because it was implemented so poorly.
2. The lighting system is actually really annoying the way it is constantly shadowing things in an unrealistic way when you move around.
3. There were attempts by the devs at making classes, but you can just pick all of them and have every ability which makes it overpowered and boring. I was able to beat multiple bosses with no gear upgrades at all because the abilities are overpowered and allow infinite kiting. This also discouraged me from wanting better gear because it was not needed.
4. There is no multiplayer in the current build, although devs say it is being worked on.
5. The building system is not impressive, it is the same as every other game - build a house, build a workbench, build other utilities which then build more boring sets of armor and weapons that you don't even need to progress in the game.
6. Quests and game progress are also just plain weird. After you beat the first wave of quests, you are told to dig through a mountain that takes a while just to dig through. There seems to be no real reason to be digging through said mountain other than to waste your time. Sure you can collect some ore and kill some NPCs while you do it, but overall it feels like a task designed to waste time and is very unrewarding, much like the rest of the game.
7. The NPCs are completely cookie cutter RPG characters and the storyline is non existent, you just wake up in a mystery land and don't know where you are and are told to go start killing things, building things, and doing quests for said cookie cutter NPCs.

It feels like a mashup of diablo and minecraft, but fails pretty badly by having an awkward movement, lighting, and combat system.. Took a chance and bought the game without any prior knowledge when I saw the release sale. I'm glad I picked it up, and it's been one of my favorite games this year! This is a very tight action platformer, with plenty of depth in it's exploration and combat. There's been a lot of love put into this game and it really shows.. Fun game. Getting to level up ships is a good improvement.

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