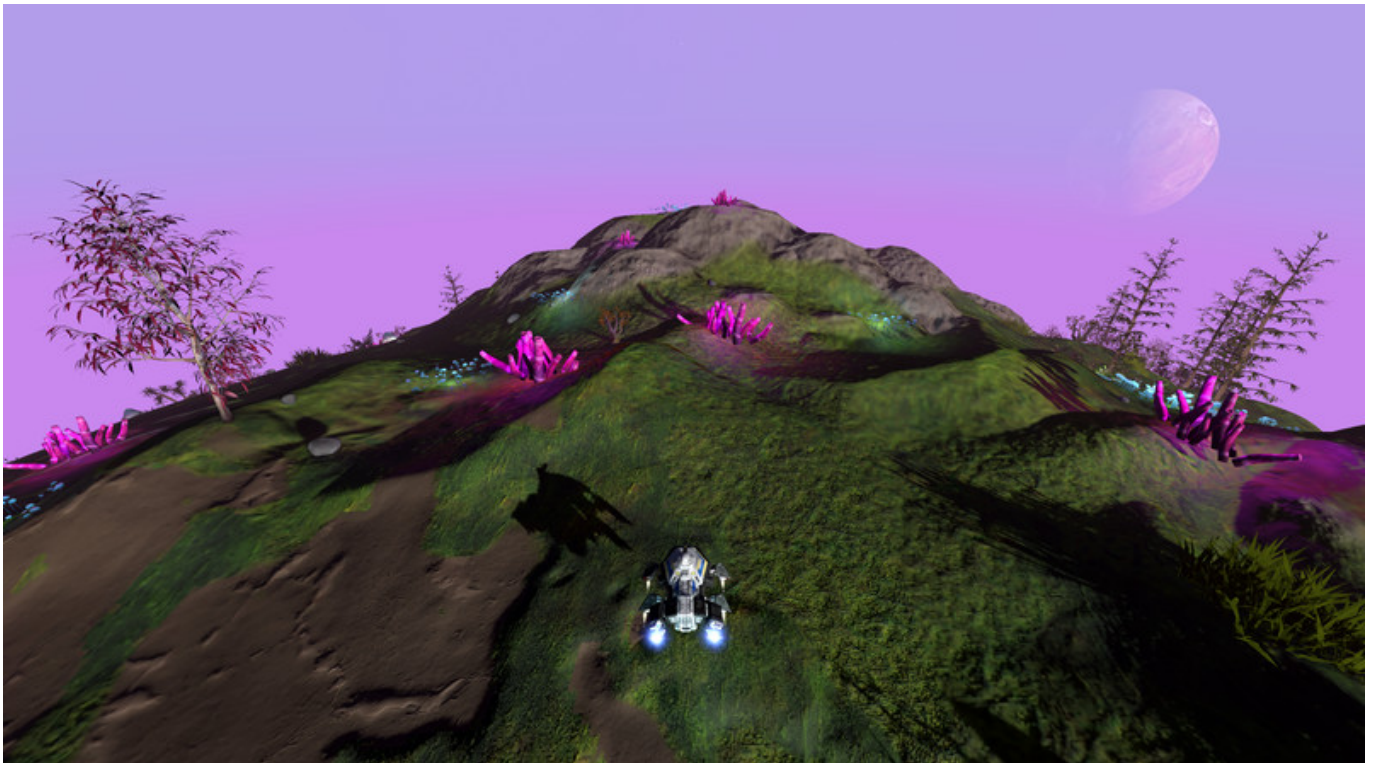


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## Mactabilis Free Download Game Hacked



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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
- 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

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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!

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

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English,French





**Try On**

3625 Credit

**IF**      **LV 2**

NEXT  39

HP  1300/ 1300

SP  80/ 1000

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**Nomad**      **LV 1**

NEXT  8

**Equipment**

- Slicer Edge
- Hard Ring
- IF Buckle
- Nine Brand S
- Leafy Bow

STR	161	UIT	143		0
INT	157	MEN	156		0
AGI	180	TEC	176		0
LUK	118	MOD	6		0

An attachment which makes the katar very pointy.

X Details    B Move    R Turn/Zoom    A OK    B Back

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best game and very cheap lol 5/10. This game pleases me more than my roblox girlfriend.. I enjoyed it for what it is: a short run through weird for the sake of weird.

You either hate this game or you love it. Look up on youtube before buying.. This game is okay plus the 5k achievements is okay but I would never buy this game alone and this math game isn't that hard. This is okay for kids first learning about math.. This game is really really fun.

If you like to play with friends and if you are competitive player in lan or online you will like it(without any doubts).

It's a game where you will get the mechanics very easy and the variety of dynasties and characters will give you many hours of fun.

If you are wondering if you should invest money in this game, my answer is YES. A VERY BIG YES!

See you in RANKED games dude! ;). Good for kids distraction XD

0,9/1. Overall it was an okay game that I enjoyed purely for the puzzles, as well as the nice graphics and animations. The puzzles were good and felt well-balanced for the most part which was nice (except for one criticism mentioned below).

The entire game felt empty of all the things that make a point and click game exciting to play. There was an initial premise of a story (which was very brief) and then there's no further plot development until you accomplish your primary goal and subsequently finish the game. The sound was severely lacking in most of the game, with certain areas having no background music and a handful of sound effects being used. There's no dialog (using thought bubbles similar to Machinarium) but it doesn't work here since it makes the game feel even emptier. All the puzzles are fairly logical but also nonsensical in terms of the whole game feeling like it uses the rube goldberg methodology of accomplishing tasks to complete your primary goal. A few of the puzzles were ruined by the fact that there aren't descriptions of items in inventory so I couldn't tell what it was to figure out how to apply it in some way. And lastly, the feedback from the UI was lacking where it was hard to tell what could/does work and so forth.

I rated this game a positive since some of the puzzles were fun - and it was only \$3 so still seems worth it.. Nice graphics, nice gameplay, nice music - Nice Game. 10/10. Cossacks II: Battle for Europe. What can i say about this game other then it is amazing. Control tons of troops while conquering lands and managing resources, Watch your coal production otherwise you have no ammo!, It might have AOE graphics but this game takes military tatics and is no doubt one of the best i have ever played although it does have some problems since it isa veery old game



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Fun game. It's very easy to learn the basics, but on the other hand the missions are quite challenging. No technical problems so far. Totally worth its money.

Until the 19th of september the game is on sale for a reduced price.. ehm.. this is a bad parodie to a zombie game, right? if you mean really you make a game thislike, i advice to trash it before someone get hurt!. Simple base gameplay+some modifiers = Fun

Largest issue: I was forced to click beer in order to use it. It was very redundant gameplay.. I am so happy someone is doing this, I loved Netstorm so much as a kid. Currently the game is playable with 2 of the 4 element factions available (Sun and Rain). It is very much still an early access title, the UI is a bit confusing and the unit animations are pretty crude, hit detection with turrets is wonky as hell, and while there is the option to play against AI - the AI is currently so bad that it doesn't even make bridges (which is how you actually expand your territory and take resources). The playerbase is... not there yet, so if you're gonna pick this up I recommend bringing a friend so you actually have somebody to fight lol. Despite the shoddy condition the game is in, I do recommend it, basically because the original was so much fun that I already know the potential that this game has, and I want it to be able to get to the point of flourishing.. The software is good (and free, so try it before you get any DLC's) The main reason I'm doing this review is because I HATE people B\*\*\*\*ing about "How many DLC's there are"... NOBODY IS FORCING YOU TO BUY THEM!

This company's goal is to keep providing content (and to get paid for it)... What's so wrong with that? They can either keep releasing DLC's or they can make it a subscription model (I HATE subscription model software, but am happy to pay for DLC's I want).

I personally wish they were still releasing DLC's because I LOVE the portrait one and I wish I could get some more of those (Maybe they are still planning on it? but I think the last DLC was put out Dec 2017).

I own, and like all of the DLC's, but this software might not be for everyone.

If anybody from Overhead Games reads this, I want you to know that not everyone are A\*\*holes about DLC's and I'm happy to keep paying for great content if you're willing to keep making it.. It's been a while since I've felt physically angry at a game that I'm pretty sure isn't designed with the intention of trolling the player.

This looks good, the environments seem consistent & apart from the horrific glare that besets Unreal Engine games, the world feels thought out & that is the end of the positives, everything else is done in the worst possible way unless this is a really inobvious troll.

It begins with 15 minutes of active cutscenes where the player gets frozen in place but can still move the camera, I've never really cared for that but what makes it worse is that there are times where it will give you movement control for 30-40 seconds where literally nothing else occurs, the character speaking to you leaves & you are just in a room; you wait because you get locked in place & then wander round unable to interact with anything, willing for something to happen to stop you quitting in disgust & then something will happen, a competently designed robot will trigger an incredibly drawn out explosion. It's well designed from an aesthetic standpoint but everything around it is so confusingly poor that it overshadows it. And then it continues to do it.

After the 15 minute intro tutorial of all my cutscene design nightmares made manifest, you get dumped into a locked room with the same 2 enemies who spawn & just run at you mindlessly firing, it's about 15-20 waves & it's instantly boring. The weapons have no real sense of feedback, impact on enemies, there is no HUD or reticle so it's hard to tell when I'm taking damage or if I'm hitting them because these are the bright flash future weapons that I last remember being annoyed about in the garbage of Steam classic 'X-17'. The game doesn't tell you that you're in a wave based situation either, you just slog through spawn after spawn & eventually the teleporter explodes & then there is a long pause & then for no obvious reason you spawn into an empty room and so you wander round looking for things to interact with when there are none & then after what feels like an age (about 90 seconds) a character will teleport in just as you are contemplating returning this because it is the worst paced nightmare of bad design choices.

If this isn't the most elaborate troll game I've seen, it is a stunning & really sad example of a game world idea & storyline that by accident has stumbled upon every way to\u2665\u2665\u2665\u2665\u2665\u2665the player off; every time I thought I was transitioning from a cutscene to gameplay, I would end up frozen in place in another excruciating pause for dialogue that I could pay the barest of attention to because I was so annoyed at the design decisions of it all.

I'm not going to return it, I really should; not Early Access when it definitely needs to be. I really do hope this gets fixed because



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there is something there but it is buried deep under annoying & unpleasant design choices that scream, nobody playtested this. I want to recommend this game to people who deeply love the best of bad games on Steam, this is one of those games like SuperMoose, like The Rebel where it's hard to express how baffling some of the choices are without experiencing them yourself. The sort of games that make classic Jim Sterling videos.

It almost dethrones Robert Mensah's Sins Of The Father as the most flawed execution example in my head, that isn't praise though.. An X game being finally an X game! I'll say just a simple world: TORIDE! Wow!!!! What a place! Started the Verge Explorer at Very Hard setup and man, it's awesome! Since you can't use highways or jump, and you start in empty space surrounded by enemies, you really need to manage your missiles, shields (need to be careful to not boost too much), and use almost non-stop (finally!) the Long Range Scanner! A whole new gameplay experience! And when I finally managed to find civilization, at Lacrimosa sector, I received a call: I'll not spoil the plot mission, but it's a very nice challenge!

A challenge that I accept gladly and I really recommend every space sim fan to accept it too!

X is coming back, slowly but bigger and better each version! Bravo Egosoft, you guys managed to save one of the most tragic game launches we ever saw, and that's really awesome! Now, what about a next DLC "Legend's Home"? Let's bring back OTAS to the fight!

**JUST A PRECISION FOR OLD X PLAYERS:** my experience with this game is totally bug-free (and I'm on Linux), the game is now totally playable and enjoyable, BUT it's still Rebirth, it's not a total conversion mod trying to transform it on X3 Albion Prelude. It means that you still have just one ship, you still haven't all the precise autopilots you have on X3 etc. I believe X Rebirth is something different from its predecessors, a more immersive experience where you really need to always pilot your ship: it's a space simulation game with fleet and station management features, not a fleet and station management game with space simulation features.. A game-breaking bug results in levels not progressing even after completion. This was reported in the discussions over a year ago, and there has been absolutely no developer contact.. Highly recommended! I am completely hooked despite that the game is very much still in development. The devs have been able to provide enough content to keep us interested. It is not only about football - it is about building a solid economy and a vibrant and friendly community (who to a large portion have been in exile since FML was cancelled 5 years ago). The money you put into this game quickly becomes a very very low hourly fee and I really hope the game will survive and prosper to become the wonderful product it has the potential to be.

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