
Zaccaria Pinball - Locomotion Table Download In Parts



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About This Content

Purchase this DLC disables score limit on this table and unlocks 'Locomotion Retro' table!

Locomotion Table

Information:

- Name: Locomotion
- Theme: Railroad
- Production year: 1981
- MPU: Generation 1
- Type: Solid State (SS)

Features:

- 1 playfield

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- 2 flippers
 - 3 pop bumpers
 - 2 slingshots
 - 1 ramp
 - 3-bank drop targets (2)
 - 4-bank drop targets (1)
 - 1-bank spot target (3)

Title: Zaccaria Pinball - Locomotion Table

Genre: Casual, Simulation, Sports

Developer:

Magic Pixel Kft.

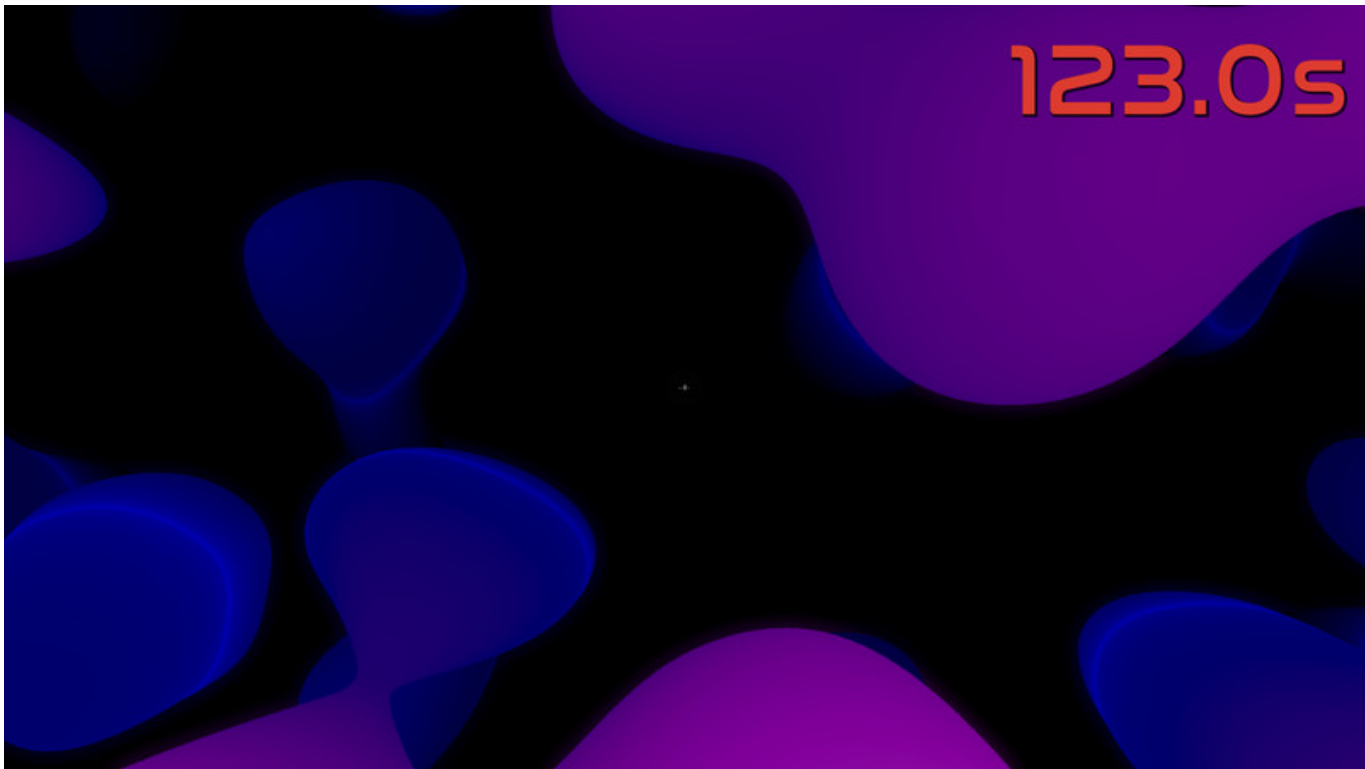
Publisher:

Magic Pixel Kft.

Release Date: 16 Jun, 2016

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English







I would like to see more skirmish and campaign scenarios, and how about some HUGE/EPIC maps?. Pretty good only got it for the level 5 badge. Finished all at 5*, Normal to Master

Things that were good:

1. Awesome song choices, not just because they're great tracks from 1000DaysWasted, but they fit the game well and the beatmaps that MadFellows have synched to them are awesome too.
2. The new tracks also include some new mechanics, little ribbon bumps, repeated loops and some slow drops that require a little finesse show they've done more than just bolt a couple of new levels together.
3. They're FUN! you can tell that they built this stuff with a smile on their faces, knowing guys like iTheli and Strider would be reacting with a "woah" as soon as things started
4. Some nice bits of storytelling, showing some new "invaders" and throwbacks to some old scenes.
5. Slight increase in difficulty from the previous stuff.

Things that were not so good:

1. Seemingly no secrets in the levels?
2. No boss battle - was kinda expecting the third one to be a boss to close off the pack
3. No Foxache in the master rankings! show yourself! - Appreciate that you play too and do well at the game, going the extra mile!
4. Had minor download issues on both PS4 and Steam version to do with repurchasing and re-downloading respectively. (note: Madfellows stepped in on the PSN issue via Twitter, which was really awesome of them. Never known devs that engage so well with their playerbase, can't be said enough.)

Things that could be improved:

1. Add Secrets
2. Close DLC chapters off with bosses
3. Honestly, I'd pay more for this, especially if it included either/both of the above improvements
4. Possibly bundles that include the soundtracks/licenses for the tracks on itunes etc?. Long, tedious and at the same time not really compelling. There were many COG games for which I would've wished for a similar length, but here it just felt like a chore to finish. Choices matter little to not at all. The writing style is okay, but the story simply isn't that good.. This is one of those occasions where the thumbs up or thumbs down system is ineffective in actually articulating how I feel about the game.

A.R.E.S. Extinction Agenda EX is indeed a Mega Man clone that does enough to such that lacks the jank one might expect from a small Thailand-based company, in addition to including enough polish to distinguish it from a "mobile" game, though with its animations and graphical assets, I'm certain it could be ported to Android/iOS.

If you are a fan of Mega Man and just can't get enough of games of this type, you won't be upset by dropping \$10 here, especially if you enjoy rock-and-roll music. It does not do anything special; it does just enough to be above average.. No point buying this as the developers have decided to release the sequel (finished Game) added a 2 to it and are selling it for twice the price on Viveport, so if you want the complete finished game this is not it and by the programmers actions I am guessing this will now not ever come out of Beta.

On the flip side its fun and half the price of the full release, just a pity they did not honour their beta buyers with the completed game. This is the PC port of a mobile game adaptation of one of the best board games around.

What's the game about? You're a TRUCKER IN SPAAAAACE. But you're not just flying any old truck through space, you're flying a precarious structure that you've bolted together yourself out of prefab homes and sewerage components!

Start with a main crew cabin, bolt on some cargo holds, maybe some guns, definitely an engine...of course there are multiple connector types for joining components, so it can be a bit harder than you'd think to find a component that will plug in.

Once it's all duct-taped together, you fly it through space! Get smashed up by asteroids, shot at by pirates, kidnapped by slavers, and watch your carefully crafted ship get mangled in hilarious ways.

I bought this for the multiplayer, but so far I've been too engrossed in the single player campaign to try the multiplay.. my game doesn't even work like at least test it and then release it. this game is so fun but i wish it had an solo mode. have most player need

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