Monster Bash Download Install



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About This Game

Monster Bash is full of scary action and haunting puzzles. No previous Apogee game has featured so much animation. Johnny can climb, crawl, shoot his multi-directional slingshot, fly a broom, and much, much more. His super-charged slingshot can shoot rocks, rockets, fireballs, and other surprises. There also more enemy creatures and monsters than ever seen in an Apogee game.

Features

Monster Memory: Over 8 megs of compressed animated and scrolling EGA graphics.

Battle Beasts: Over two dozen uniquely-animated monsters to battle with joystick suppprt.

Bash 'em 'n' Smash 'em: Boss monsters that seem invincible - find their hidden weaknesses!

Savage Sounds: Digitized sound and voice effects and awesome animated sequences.

Creature Comforts: Three skill levels; save and restore up to 10 games; built-in hints

Controller Support: Partial Xbox 360 Controller support.

Title: Monster Bash Genre: Action Developer: 3D Realms (Apogee Software) Publisher: Apogee Software Release Date: 9 Apr, 1993

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English







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It's not a bad "solve this" game. Just a little symplistic and slow pased. Not a bad game for kids though.

The english cosy setting has a nice apeal.. This plays like a lazy, fan-made Painkiller mod. Just infinitely re-spawning enemies with no story and rarely even a scenery change. I'm a big Painkiller fan, but it wasn't long before this felt more like a thankless chore than playing a game. Pulling weeds is just as fun and actually useful. The graphics are inferior to the very first Painkiller game--huge bland polygons I haven't seen since the Mid '90s. It's a shame because I think a next gen Painkiller game with a new graphics engine and story would be a big hit.. While the interface could be a little cleaner it isn't game-breaking, and the content is excellent. There are enough choices that in my battery of playthroughs I don't any conversation went *exactly* the same. I definitely see myself trying to get more outcomes and putting more time into this.. Wasted potential, the game.

First of all, it was way too short! A cleverer use of the story might have doubled the game lenght. Atleast it didn't spoil all of the comic. I intend to seek it out after this.

The original comic art is gorgeous, and in many places utilized very cleverly. Hidden object mechanics and minigames are used in clever ways to compliment the art and the plot. I even admire some of the points where the original artwork and the mediocre stock images meet.

Inconsistency in art and translation is what totally breaks this game. Most of the art created for the game is nowhere near the style of the comic and not exactly consistent within itself either. Several hidden objects aren't actually hidden in the background, but floating on contrasting backgrounds.

With a little digging it appears this game was originally published in French. Whoever translated it messed up some of the object names pretty badly.. A chill game about riding bikes down mountains, taking a jump, and immediately regretting the jump. It's a bit of an odd niche one but it's the kind of thing I use to cool off on a wrong day; plus if you want to stop relieving stress and start gaining it feel free to go on first person mode off-road on forest for a true nightmare :). Game encourages a bunch of sneaking :/ I don't like sneaking.. Choose an animal and destroy everything in a given lapse of time to unlock next levels.

- 7 Levels
- 12 Animals
- 1 hours of gameplay (more if you want to 100% it)
- Cheap

- Solo and Local Coop only
- Cards

. Awesome game, I'd love to see a game mode where you can play as the Confederacy.

10V10 (AMAZING)!

Take control of a ferry across the english channel or New York Bay and feel the power and the knowing that you are responsible for hundreds of lifes and one wrong move could kill 100+ people. It's absolutely adorable and funny. I'm waiting for the other routes to come out and i hope they hurry up, because i'm really curious how they will turn out.. Fantastic idea.! Perfect Sound.! Challenging.!

Fun.!

First it was hard for me to reach a distance of 50...! Then i found the tutorial. You want to know where it is? Try some of the easy achievements, a better practice does not exist.

This is the most simple and quite difficult "one button" game that I can recommend with ease to fans of leaderboard competition, good assessment of assets and ****** PCs.

719.623 / 1.000.000. awesome sound tracks!. I don't see anything wrong with this sprite pack, this is another good sprite pack in my opinion, and i really liked this one too.. Yet again, I'm here to talk to you about another Early Access game! Honestly, I can't get enough of them; just seeing a game evolve over the months you play it because of a passionate community and a dedicated development team is truly a beautiful thing.

'Watch This!' Is a single player puzzle-platformer with parkour elements similar to Mirror's Edge, and a touch of horror for good measure! I have to say, the guys and girls at Civil Savages have done a great job with this game – It looks up-to-date with today's current graphics, for which are superb for an indie title that is still in early access.

The game's main plot revolves around the theme that you're a contestant on a truly messed up reality TV show, having to make your way through a space station that has been rigged with death traps and monsters (If you've seen that one episode of Doctor Who with Christopher Ecclestone, you'll feel right at home!), where the aim is to survive and collect coins and keys, to allow you to escape this nightmarish place that you have chosen to be in, and win the show.

The atmosphere to this game is truly beautiful, with everything from the sounds of the metal floor clanking as you run, to the huffs and puffs of steam and pipework really give you that space station feel, mixed with the sounds of the saws buzzing and monsters screeching, the game really makes you feel a bit uneasy about the next move you make – This doesn't help, however, when the game has some randomly generated parts, meaning you cant just memorise your route each time you play – I wouldn't say this game is scary, but the way it's portrayed and drums up that feeling of tension does give you a sense of vulnerability and helplessness.

So the question is this - "Would I recommend this game?"

Personally, yes, I would – Not just because of it's low price, but because of the developers' ability to make a visually and auditorily stunning game that has so much replayability, which can only get better through its Early Access lifecycle. I cannot wait to see this game mature into an amazing indie title, even though as it stands it could be released tomorrow, for all I care, and I would still be more than happy with the end product.

Overall I'm going to give this game a cheeky 9/10 for being a truly beautiful Early Access gem.

F or more Reviews check out <u>www.respawning.co.uk</u>. I liked it. Sad that it was short. Can't wait for more!

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