
Commando Jack Free Download [Ativador]



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About This Game

****Award Winning Game****

A Tower Defence game, that actually allows you to sit inside the turret and come face-to-face with the enemies!

You are Commando Jack, the baddest, meanest, toughest soldier planet Earth has to offer, and it's up to you to save the world from alien invasion. Build a maze of towers to deal damage to the Aliens, and if that's not enough, jump into your turret and take those suckers down yourself!

"...unlike anything we've ever played before on our mobiles" — GameTrailers

"...deserve[s] attention." — GameZebo, 4/5

"It is just so satisfying to actually shoot at the enemies..." — 148 Apps, 4/5

Killer Features

- 46 Levels
- Campaign, Endless, Elemental, Mixed Game Modes
- 38 Upgrades
- 21 Weapons
- 3 Powers
- Multi-tier levels

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- 21 Enemies
 - 2 Mega Bosses
 - UAV - Fly around the battlefield dropping grenades!
 - Deploy HUGE nuke damage!
 - Turret Ranking System
 - Battle Technology upgrading system
 - Tower defense with first-person-shooter gameplay. Totally unique.
 - Stunning graphics, in full 3D.
 - Create your own strategic tower maze formations.
 - Tons of levels, hours of gameplay.
 - Three stars to collect per level.

For more information or support, please visit www.colossalgames.eu

Title: Commando Jack
Genre: Action, Indie, Strategy
Developer:
Colossal Games
Publisher:
KISS ltd
Release Date: 22 Aug, 2014

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Minimum:

Processor: Less than 6 years old

DirectX: Version 9.0

Storage: 133 MB available space

English







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Runs fantastic on Surface Pro DX9, Native Res Medium settings. 60FPS!. Like other reviews, I bough this thinking it would be a nice addition to my collection. I was wrong. I tried it out and found out all the sounds (engine sound, horn, AND bell are all recycled from the BNVBNSF GP38-2. I know you can change it, but still is very annoying they didn\u2019t change it. There are also a couple issues with the cab controls (the brake lever Dosent work). If you want it, I recommend getting it during a sale, it\u2019s not worth it\u2019s full price.. Here we are! One of those Unity Engine Games that's actually good! Kidding aside, this game does bring back an avalanche of nostalgic gaming not just from some platforming wonders like Aladdin, but also a bit of Gadius. The only way they could make it a more perfect reflection of a SNES game is if they actually made a proper ROM out of this and emulated it. Everything in this game just fits. I do recommend using a controller for this game as the keyboard config is not really customizable beyond a couple of presets.

Now if you excuse me, I have one last magic seed to find.. I have only played for about 7 hours, but I love this game. Its colorful and fun and light. Servers are meh, but I love playing LAN with friends. For those that remember, this reminds me of Toy Commander, my favorite game for Dreamcast. This game is worth buying especially for the price.. A short, slightly dark game that sees you play the same tale over and over again, making different choices as you go along. It's not the most amazing game, nor the longest (I got most of it done in 20 minutes), but it's certainly interesting and engaging, and the music is rather nice.

If you're after a quick game with a decent story, then it's great for that. If you are after something you can put some time into and replay, this isn't the one for you.

I wish there was a 'sort of' button instead of just 'yes' and 'no'. There's the basis of a really good turn-based game here. I liked the look of it and, like another reviewer has said, it reminded me of table-top games I played many years ago with little lead figures and some dice. The battles are fun for a while, but the campaigns lack any depth and are just repetitions of the same battles over and over. It could be improved by adding some more variety in the battle environments, additional unit types, slowing down the AI so you can see what moves it has taken, and by enabling a pass-and-play mode (as I don't know if anyone is playing this online). If the battles could be incorporated into some sort of RPG that would make a great game (something akin to Might and Magic etc). Ultimately it lacks longevity, but as I only paid 33 pence for it and it has provided cheap entertainment for a couple of hours, I have to give it a thumbs-up.. Really like this game! It was fun to play pretty scary too! Good graphics and an awesome soundtrack!. <https://www.youtube.com/watch?v=q60boQT2y64&feature=youtu.be>. There are several complaints I have of this game.

-Ships will spawn at the bottom of the screen, and you won't notice them until you move your ship down and bump right into them

-Ships will spawn OFF the screen - and still fire projectiles at you

-Ships will spam projectiles at you sometimes to the point it is literally impossible to evade them without losing major health

-I even noticed once a ship firing a projectile at me that acted like a heat seeking missile...but this never happened again; either this game cheats (this missile only got launched once I got fed up with how easy it was to lose lives and started to try farming health upgrades) or that's a really nasty glitch that needs to be fixed

-Upgrades spawn chances are low enough that you're going to spend your whole time fighting off ships and trying to get another upgrade so that you don't end up with one health and base weapons for the boss

I would really like to like this game, but too many flaws need to be addressed to make this fun to play.. I got this from a friend, so I figured I'd burn through on a lazy Friday evening. I really didn't have much expectations going in, honestly, and I'm still pretty unsure of how I feel about it.

Obviously, as a self-proclaimed comedy game you're really either gonna click with the writing or just kinda endure it. I was unfortunately in the latter camp, so I ended up just grinding my teeth through a lot of campy dialogue. The character writing as a whole is unfortunately pretty shallow otherwise-- there's no big character arcs packed with emotion. At best the characters are realized, but they rarely step outside of their boxes. I realize the intention was never to be that deep and poetic, but I dunno. The cast was likeable enough for me to wish there was more to them, but nothing more ever came.

Gameplay is fairly box standard for an RPG Maker game. The beginning starts off uncomfortably boring, with next to no real strategy to employ and if you're familiar with RPGs at all there's no mechanics to learn, but by the midpoint you start assembling a proper party and get a substantial range of skills. Needless to say, figuring out how to properly synergize your characters is key to the late game fights. I really feel indifferent about the whole shebang; there's enough to be interesting enough but there's not enough to be truly engaging.

As a side note, this game makes heavy use of stock RPG Maker assets. This isn't necessarily a problem depending on who you are, but as someone very familiar with making RPG Maker games, it came off as a bit... shoddy, for lack of better word. Original assets have zero synergy with the rest of the game, and while I can completely understand why this was, it was a bit disappointing as I felt like a strong art direction could've made this game a thousand times more charming. The lack of flavor text was also a big missed opportunity, as the item descriptions were the perfect time to squeeze out some easy jokes instead often left to hamfisted comments when chests are opened.

Ultimately, though... Despite all my criticism of the game, I did actually end up liking it regardless of how many times I rolled my eyes. The game definitely has heart, and by the time I beat the final boss I oddly found myself wishing there was more. So, if you're part of the niche this game is catering to (that being the strange stoner-metal-RPG niche), you'll probably find this a pretty fun jaunt. Otherwise I'd say you're better off saving your money.. Review Key dos brode

Our reviews are simple,direct to the point that interests,an overall quality of the game and a final consideration.

Game:Weapon of Choice

Genre:Action

Graphics: 8/10

History: 8/10

Gameplay: 9/10

Sounds: 8/10

Replayability: 8/10

Final Consideration: Awesome side-scroller platformer/shooter! You control a badass guy killing monsters, rescuing people, and collecting some bonuses, soundtrack is amazing, extremely recommended game!. Cute little game. Too bad it doesn't have checkpoints or other saving system. I hate nerve cracking games where you need to be able to do a perfect run on a level; one mistake and it's all over again.. dont buy this game i wont my muney back

. I have to admit that I wanted to complete the game first before writing a review, but I can't wait any longer--

Okay, so the first two things I want to get out of the way, because they are only partly meant seriously are: 1. Where the heck is Fin's route?? We know it exists, so why wasn't it added for the Steam Version? 2. Why does Sachsen not have a route? Don't give me backstory on a character when I'm not allowed to pursue him--! And with these things out of the way, on to the actual review.

I am honestly frustrated by the people who constantly complain about a 'lack' of romance. How desperate and/or dull do you have to be to not see it when it's already served to you on a silver platter? Love and/or romance doesn't always mean hugs, kisses and the hot steamy stuff. Romance can be glances, words, actions and so much more.. so stop being so desperately in heat and actually appreciate the little gestures and wonders of love/romance again.

This game is beautiful. The translation/edit might not always be flawless, but it's still amazing. Art as in Backgrounds might be few, but also beautiful. Character Art? Beautiful. Voice Acting? Yummy. The story? Nice job. Soundtrack? It's there. We got two or so nice little songs to listen to, the rest is a bit meh, but still okay. The MC? Well, it's the MC for an Otome Game, so of course she won't be perfect for everyone, but.. a MC with an actual backbone and pride? Yes, please.

Thank you so much, MangaGamer, for bringing this Game to the West!

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