
Happy Pong Download Without Verification



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About This Game

The Introduction

Oddly colorful, yet weirdly fun. Come take a dive into trip nation. Happy Pong will deliver your daily dose of abnormal in the convenience of a video game. This visual buffet offers a wide array of animated sensory experiences for you to choose from. Whatever happens, you are in for one wild ride.

The Gist

- 4 game modes to mix it up
- 25 effects to trip you up

The Explanation

Happy Pong is a psychedelic arcade game with crazy visual effects. Your job is to destroy waves of campers in an onslaught of distortion; fight against the screen as you rack up points. Will you top the leaderboards?

The Backstory

You are under attack by unhappy campers looking to get up in your grill. Your goal is to use everything in your arsenal along with those leftover ingredients to show them who is the BOSS!

The notable improvements from the XBLIG version of the game

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- Major performance improvements
 - Insane effects
 - Better volume leveling and audio effects
 - Removed intro sequence

Title: Happy Pong
Genre: Casual, Indie
Developer:
Poppgames
Publisher:
Poppgames
Release Date: 16 Mar, 2013

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English







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HTC vive version doesn't work. The weapon will not allowed to be picked up by the trigger method. Will ask for a refund . Nice game! You can beat the game in just some minutes. Sound Track is very nice and game mood is funny.. This game is has a great concept for an arcade racing game with where you can leave paint on the ground to help teammates. I really like a lot of the mechanics in this game except where you can drive by a wall and the breaze from you car cancels your points. Besides that the main draw back of this game so far is the lack of players for online play, but the cross-platform multiplayer helps with that some.. Quake 3 Team Arena is an Expansion Pack for Quake 3, coming out in 2000, one year later. It's supposed to buff up team modes of Quake 3, probably in order to compete with other games at that time in this area. Still multiplayer arena FPS, yep.

Now, for technical side. Yep, same problems as Quake 3 on Steam.

Widescreen is not supported by default but you can edit resolution and FOV in config like in Q3.

Steam overlay conflicts with game and would result in graphical glitches by default. You have to disable "GL Extension" in game's system options. If you will encounter random crashes, then you should just disable Steam Community for this game. Quake 3 Arena and Team Arena can break each others saves. After trying Team Arena I found that my Quake 3 campaign progress and options were wiped out, so watch out.

As far multiplayer community, it's completely empty. If you go to server browser and filter it to Team Arena only servers, then you will see void, unlike original Q3.

So, what it leaves us with is single-player portion of a game. There is no more campaign with whatever progress feel, just a bunch of matches to choose to play. Pretty much Skirmish. You can either play duel against 4 new bots in 4 new maps, not much to say about it, like a bonus. Or you can play in small teams in team based modes, therea re four of them. All of them involve you getting into enemy base to score, so defence is important. Classic CTF, One flag one (grab middle flag and bring to enemy), The one where you have to destroy skull thing at enemy base and where you have to kill people and bring skull they may drop to enemy. All four use same set of maps.

Bots were improved too. At least because you can give commands individually. And because they behave better, you can relay on them not to be dumb running around cluelessly with machine gun. They feel improved in general.

And well, when it comes to bots team matches in most FPS, there is a problem that player may feel like he can't impact battle overall. Whcih is important, as he is the only real player. Youw ill feel somewhat disconnect from teambots in this game too, but at least with usual team size being 3v3 or so you will feel that you can take it on yourself. Maps are designed for such team sizes too. You can also give orders individually, though I didn't feel like these will be useful. Some matches cases can be won just by ordering all bots to go after enemy base, seriously.

It also introduces new weapons, powerups and runes. New weapons aer your everyday proximity mines, Nailgun that is like

shotgun but shoots slow nails and Chaingun. I feel that chaingun is too powerful, being hitscan and packing a punch.

As for usable-at-anytime powerups you got only two and they both are fun: Kamikaze that lets you blow yourself and enemies and push back teammates. Really good. And thing that makes you stop in one spot, even in air, creating a timed shield around you, while you are free to shoot around.

And then game attempts calsses in a really strange way. You see, one team's side of arena there are four runes. Runes can be picked only by member of it's own side and give him bonuses until he dies. It means that only four members can be classed too. Oh well, maps aren't designed for more than 4 on each side or so. Every's inle of these runes is powerful:

Guard - Gets 200 health and 200 armor. Health slowly regenerates.

Scout - Double speed and double speed of fire. Can't pick armor though.

Double - Double damage.

Ammo-Regen - Double fire speed and slowly regenerated ammo.

In all honesty, I don't like them. They don't really make you play differently, it doesn't feel like each class requiries it's own approach. More like, each class is powerful in their own way. But overall good, no big weaknesses. And well, some may get too powerful at times, it feels.

I mean, if Ammo-Regen gets Chaingun, making already powerful hitscan shoot two times faster, it will not be pretty.

And well. I can't really recommend this game. It feels more like a mod, I think that it was seen as redutant even when it was released. There is no online part due to lack of community and it's not much fun with bots either, having no campaign to progress too, sadly. Not sure of overall balance either. You can skip it.. No point to the game.. We always keep minority spirit.

An odd hidden object game, it has a surprisingly engaging story and nice atmosphere. It ends abruptly, possibly in preparation for a sequel that never materialized, but nonetheless is a cool, future dystopian game. Sometimes the puzzles are a bit obscure; either hard to find or pure trial-and-error instead of having a clear method, but fairly fun and worth a look if you like old school point'n'clicks and a decent (if unfinished) story.. This plane is a wonderful addition to your virtual hangar. Carenado pays special attention to the little detail such as moveable sun visors, windows that can be opened etc. There is an ADF and VOR, though no ILS (this is a Cessna 152). I had some trouble setting the ADF at first, but it did not take long to figure out that you have to hold the mouse slightly below the frequency numbers to set the entire frequency. The flight characteristics are exactly like the real thing, and combined with Accu-Feel, it is almost like climbing into the actual plane. A great way to see the country side from a new perspective.. I wasn't able to complete the tutorial or my first game because some of the UI windows would get stuck or in an inconsistent state. This happened when using the undo function. No Medium or Hard AI is a big minus too.. I played a fair bit of the demo of this and found a decently fun Tron-styled tank combat game. When I got around to playing the full game, I found that they took the whole Tron thing and ran with it, making about as blatant a rip-off as rip-offs go. From the plot to the obvious copy of the MCP, very little is original about this game. The walking portions are also pretty bad and only highlight the low budgetness of the game with poor animations and textures, and nothing you do while walking is very fun at all. It also proclaims to be part one of two games, and as far as I'm aware no Tank Universal 2 exists, so if you can somehow get into the story, you'll probably be left wanting.

All that aside though, the tank combat is serviceable, though I feel it really would benefit from online multiplayer. It would be a great stretch to call this a good game, as it seems to focus on the worst parts of itself, but if you can get it for cheap (I think I've seen 90% off coupons for it) and really dig tanks and Tron, it's probably worth a lark.. i may play it again. Just as coots as it was back in 1998.. Good Stuff.. idk wait until it's finished. You honestly, think at first this game is potentially mediocre, but you couldn't be more wrong, there is so much lore behind this game that it goes under appreciated. I can honestly recommend this game to anyone who wants to have a good time and love a game that can get intense!. Personaly i think this is one of the better indie games of 2016. The game is suprisingly immersive and i was suprised that i seemed to be the scared one. Although i like it there is still room for improvement. This includes a glitch where an npc who is chasing you gets stuck in a dorway. And where i think you should not be able to walk through npc's as it can ruin melee combat. I also think there should be an inventory section. BUt overall i think this is a great game and is definately worth the price. 8/10 for a recent version of the game.

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