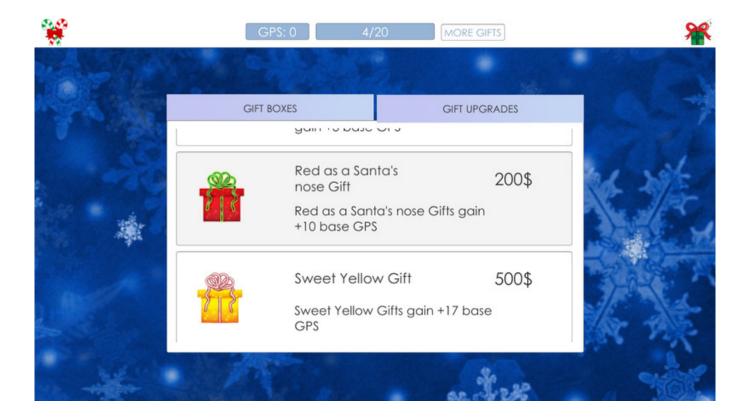
Zuma's Revenge! Download Code



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About This Game

An irresistible force has taken our fearless frog to an island where the ribbeting puzzle-action of Zuma has evolved in amazing ways... but evil spirits and tenacious tiki bosses rule the land!

Survive the ire of the island by firing stone spheres to destroy the deadly stream of balls. Conquer over 60 levels by staying sharp and avoiding hidden traps. Slide and hop for smarter shots; hit targets for exotic bonuses; detonate new power-up balls; battle six imposing tiki bosses and guide your agile amphibian to victory in four all new game modes! Will you succumb to the perilous pitfalls, or can you tame the jungle in this PopCap ball-blasting challenge?

- Conquer over 60 levels and defeat six mini-game Boss Battles
- Score explosive power-ups including three new shots
- Explore new gameplay like lily-pad hopping, slide-aiming, and more
- Take a shot at 70 all-new Challenges in the Jungle of Mystery, Quiet Village, Lost City and Mosquito Coast.
- Run the Iron Frog gauntlet beat 10 levels in a row!
- Turn up the heat in Heroic Frog mode
- Enjoy amazing graphics and effects that bring Zuma into the modern world of gaming

Title: Zuma's Revenge! Genre: Action, Casual

Developer:

PopCap Games, Inc.

Publisher:

PopCap Games, Inc.

Release Date: 15 Sep, 2009

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English







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JOGO VVVV. Edit: As of the last year or so, Blackjacket has more or less abandoned this game, which is a shame. Multiplayer is difficult to find if not nonexistent. While you can still technically play it with bots for a lot of people it isn't as fun. I will leave my review as stands because despite the tragedy of it being abandoned I still adore this game, and really wish that it can either be picked back up or that another game developer makes a similar style game. This is a warning to anybody expecting to try and buy the game now; if you are looking for multiplayer, you will be disappointed.

Metal Drift is honestly a jewel amidst broken glass; a diamond in the rough. There are too few games of its caliber out in the general PC world anymore, and most are either too expensive, too limited in what they can provide, or too broken to even be worth playing, usually any number of the three mixed together.

The general synopsis: Metal Drift is what I like to call Soccer with Tanks and Lasers. You're given two teams; one blue, Athalon, and one red, Triax; and a ball in the center of the map. Players grab the ball and try to take it to the enemy's base to goal...only it's not that simple. Players can die and explode into bits and pieces, some players can be sneaky and use power-ups to one-side you. As you play the game, you level up your skills and unlock different weapons and skills; from the starter autorepair and basic blaster, to the all-powerful shock cannon and teleportation ability, there is a guarantee that there will be a specific ability and weapon combo that will fit your playstyle.

Now, the pros and cons:

Pros:

- + Great narration Vvoice actor for narrating
- + Awesome gameplay
- + Great level variety
- + Good graphics without the cost of a high pc; my craptop could run this smoothly at 4 years old.

Cons:

- AI has a tendency to gang up on you if you're closer than the bot with the ball
- A very tiny playerbase...save for private communities there isn't much in the way of a playerbase.

This game NEEDS to be more popular. It is amazing, fun, and engrossing. The fact that it looks like a really good game that easily trumps any full-price game of its caliber currently on the market, and costs much less as well, should make it a very popular title. It's sad that nobody plays this besides the few private groups out there, and there needs to be more players. I DEFINITELY, beyond a doubt, recommend this game to any passersby, just because of how fun it is.

- -Kerian. It's the pc implementation of the tactical WWII-themed board game of the same name. Since nowadays most pc games strive to make everything "living 3D", keeping this game true to its tabletop original is, for me, extremely refreshing. If it has any downsides, they are:
- 1) The interface is sometimes a little glitchy. Sometimes the screen will seem to lock at a certain zoom level, but I can usually recover by clicking/scrolling back and forth with the middle mouse button/wheel.
- 2) Some of the in-game text is a bit off, making it clear the authors are not from the U.S. It's not a problem that affects game play at all; it's just something I noticed.
- 3) It comes with a map editor so you can create your own missions, but as far as I can tell you can only host them in games in which you are a player. it would have been very cool if the company offered some kind of service like Steam Workshop, in which players could make their own missions and upload them for others to use.
- 4) There are plenty of resources in the editor (terrain tiles, buildings, ect) to make missions, but I'd like to see them expanded at some point.

So none of my complaints are about the core game, which I think is top-notch. If you're looking for a fun WWII-themed tabletop emulator, pick this one up. It's a much better crossover than "Memoir 44". And if you really want to appreciate the characters, watch "Kelly's Heroes" before playing to find out where the authors got their inspiration!. Beyond Distortions is extra content for anyone who appreciate the progress of Distortions game development.

It includes video documentary, concept art, fanart, completed in-game journal, and making of contents.

 $Very \ warm-hearted \ DLC \ for \ supporting \ indie \ studio. \ thought \ id \ give \ it \ a \ try, \ 3 \ years \ and \ 3 \ accounts \ later \ i've \ won \ eve..$

Potential: wonderful

Do I regret buying it? NO.

Frustration factor: huge

Suggestion: see if you can find someone who owns it and try it first.

Most of the frustration could be alleviated by the suspicion that this program needs, I suspect, a wacom (or similar) tablet to get the best use from it (a mouse doesn't cut it, really - and a wacom is way down on my purchases list). Some decent tutorials and manual would help as well, especially on brush creation/modification. There are other minor annoyances (see utopius21's review) but it is in beta and it is being woked on (unlike some other software).

As mentioned in several reviews, this is nor a painter/corel/photoshop substitute. It is something _different_ in the way of art packages. Even if I can't create much in the way of 'art', its great for just plain 'fun' - annoyingly. I say annoyingly, because I can see the potential in it but - just - can't -reach The biggest problem with this game is every time you shoot a ship or a ship shoots one of the "people" it results in a large distorted explosion. Repeated explosions make it difficult impossible to see if things are coming at you, particularly missiles that kill you. You can see examples of this in the screenshots. That's on top of the confusing blue background that is nearly the same color as your ship.

I think there was a reason old-school shooters kept the graphics simple with a black background. If the dev cleared up some of the color confusion and get rid of the distortion, it'd be a decent remake of old-school space invaders. Otherwise, it's hard to recommend, even when it's on sale for a decent price.. All excitement ends when You try to play actual game after You finish tutorials.

I did try grand campaign with AI turned off and if and You might think that it makes the game "easy", Well, it does not.

Managing the order of battle (OOB) in this game is very complicated and will produce very strange results, like corps with a size of an army group (represented as XXXXX in the troop browser) and the army that is of size of brigade. The problem lies in the AGE engine that is designed around the concept of "stack of troops" and these stacks are basically Your main "game pieces", originally intended to represent armies themselves and all army/corps/division arrangements You make do not represent actual divisions or corps. It is just a game element that gives You a bonus if You manage to squeeze a certain amount of troops without penalties.

Someone could argue that these difficulties to create a regular army from the random groups of irregular troops, represent "historical reality", but I doubt that a game engine was the real reason that did not let Russian whites to stop the reds.

In the essence, why i do not recommend this game is that the game AI should be the one that provides the challagne to You and not the interface.

Also I believe that the Russian revolution setting would be great for the different kind of game focusing on the squad level engagements.. Didn't play it long, but instantly disliked it. Control are bad and cannot be configured properly (e.g. it just said BracketOff for zoom which doesn't seem to work on German keyboard). Enemies took more shots than I had ammo. You only see properly when zoomed out but then I hardly saw my own ship's rotation.

Maybe there's a good game hidden somewhere in that, but the first impression was so bad I'm not really curious enough to continue.. The concept of shifting between the past and present anytime you want is excellent, but the game is very short. I completed it in just 3 or 4 hours. Grab it only when on sale.

Bought for 20 bucks, expecting compatibility with the Rift as it claims - but whenever I launch the game it crashes immediately and freezes Steam. Not sure if this has to do with my dual GPU setup or what, but my primary monitor and Rift are on the same GPU so I shouldn't be running into any severe issues like this.

It does work fine through Oculus Home but not through Steam. The game is a ton of fun when it does work, though.. I'm not a fan of remixes, but this music got me all pumped up!. Fun and entertaining light army sim game, you go through missions acting as a leader of three other army guys, giving orders to them to assault a building or fire at will. It's really enjoyable army sim would get it if you are on the fence.. My favorite RTS of all time. Had it on disk for years before buying it again on Steam. Perimeter provides excellent story, an interesting and unique world, and fun mechanics all wrapped up into a game with far more flexibility than the average RTS. You can really choose your playstyle and adapt as the game progresses. Perimeter has immense replayability and is an excellent experience overall.

The standalone expansion, Emperor's Testament, is also worth getting. It adds a fantastic new story arc and some new gameplay mechanics to keep you going.. It's a very well done live theater sort of game. I especially liked the bit at the end about Mr. Musk. Bravo.. Very short game. Once you finish the "tutorial" levels you're literally about half-way through the game, and the difficulty from there only increases very slightly. I was never actually challenged or worried about winning. That being said, if you can pick it up for super cheap (I got it for a dime) and you enjoy little "city" builders with minimal depth and don't mind almost no replayability, then have at it. I put a few hours into it and only regret that it didn't have more to offer... 'cause it's fun forming the land and using my descructive godly powers on the enemy's village.. It's pretty fun, especially for the price.. This game told me "do you kiss your mother with that mouth?" upon hitting the quit button.. in what world does that make ANY sense

Garbage

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