Dark Ages Cheat



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## About This Game

Dark Ages was the first shareware game to support the Adlib & Sound Blaster music cards. If featured a movie style soundtrack of eight unique songs and themes.

Each volume of Dark Ages has its own unique appearance, with different goals, level designs and locations. Each volume has 10 huge scrolling levels packed with devious traps, creatures and treasures.

## Game Features

- Built in instructions

- Save and restore

- Permanent high scores

- Sound on/off

- Flexible keyboard configuration
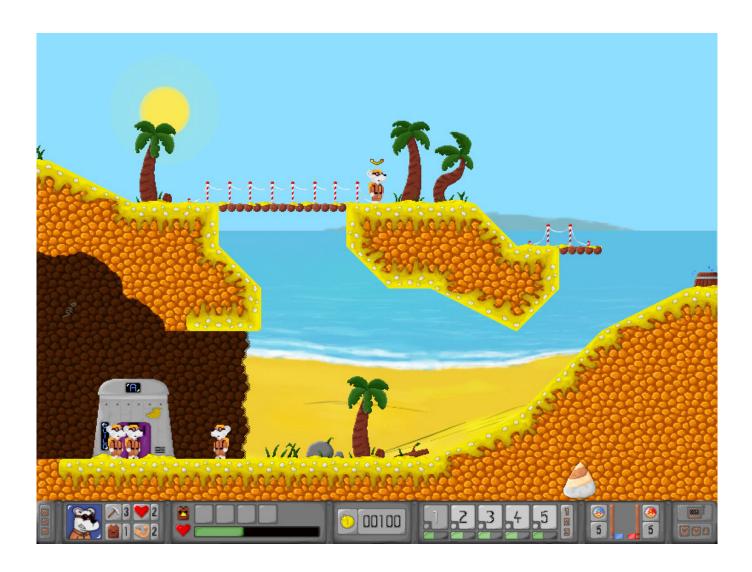
- Three skill levels

# Bonus Info

The EGA/VGA graphics are colorful and stunning, with fast scrolling screens and high-speed animation. Dark Ages has such demanding graphics and animation that it requires an 80286 (or 80386) machine to run at proper speed, otherwise it may run too slowly. (NOTE: Dark Ages runs too fast on 486 or higher computers. You will need to slow them down to play).

Title: Dark Ages
Genre: Action
Developer:
Scenario Software
Publisher:
3D Realms (Apogee Software)
Release Date: 1 Feb, 1991

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English

I originally posted a review when the demo first came out detailing the exellent presentation but lacking enjoyable gameplay. The developers replied more recently and kindly asked if I could give the demo another go. So today I did.

The demo has changed from the first time I played it, again they've stepped up the polish, it's very charming. The problem still remains, the gameplay is dull. Sorry devs, you're clearly talented guys, the visuals, style and original steampunk weapons are lovely. I played the latest demo for 5 minutes and gameplay just isn't fun. The crawling clockwork rats just aren't interesting, and the weapons lack punch when connecting with the rats. Which is odd as smashing the boxes and barrels is convincing.

It clear a lot of work has gone into this title, I'd recommend anybody to try the demo before purchase, maybe this game just isn't for me.. Well i played this for a while and found it very addictive game as if you love tanks as i do then this game is right up your street i found the graphics is very good for this type of game and i like the idea of completing missions so to get money and cards to build and improve your tanks.

The sound is very good too and i am not getting any issues with this game as some has stated with online play.

when i say it is addictive game i truly mean what i said as you will need to be prepared for many sleepless nights when you get into this game.

It's not the very best tank game i have ever played but it is almost the best as i have played tank games on playstation and PS2 and commodor and so on.

this game is like a arcade version first person tank game that you would see some years ago on an Atari system or at a Arcade but it has that building part of it that makes it much better.

The AI is very good too as enemy tanks will spot you very quickly once your in there range.

I can see the developer has created a very good game and at a very cheap price at (\u00a33.99) GBP which i think is very cheap.. This is an interesting route and the loco sounds have improved since cajon pass\/US Loco and asset pack. But there are good and bad things to talk about here.

PROS-
The route is highly detailed and the loco looks awesome anywhere.
The route is split into to lines and is incredible each way
The scenarios are good and fun.

CONS-
The coal wagons are very laggy and makes everything go slow
Scenario MOMUMENT PART1 has a lot of faults in its coding

Would I recommend?
Just. One of the best episodes so far from season 2.
You get to see T-H-E-M... The whole game is only six turns long. The number of events that can happen in that time seem very limited. In four-five play throughs i had the same things happen pretty much every time. The music is nice but there is no menu option anywhere so you cant turn down the volume or resize the screen or anything. In addition it managed to crash a couple of times which is just rediculous in a six turn game. It would have been a really good game if there was a decent amount of content but sadly as it is its only good for a few minutes.. This is a great tool for programming maya scripts (and really anything Python). Not really anthing I would change within the program itself. It does bother me that they require internet and have a 2nd liscence verification after already clearning it with steam that I own it, but They have very good customer support too incase you have a problem.. The program is not a new idea, except for the fact that it is made with Plex directly in mind. There are a few issues that can restrict what shows and plays on a particular server when Plex will work just fine on any other platform. Definitely a huge pain in the ***. Besides the inability to see all of the content, the simulation that you exist in is barebone. You can change to a couple locations or exist in a black world and you can alter the screen size and location. The enironments themselves feel very, very fake. Over a decade ago I was learning C++ and generated an entire prestine city out of code. It was

beautiful, but too perfect and it looked.. well.. generated. That is the only way I can describe the aesthetics. As for controlling everything.. the author really felt touch was the way to go. Remember, this is a "I'm going to sit back in a Lazy Boy and watch a movie" program but for some reason a controller wasn't thought up. To add to the sitting down should be the focus problems, if you are sitting and line up the black "VR Lazy Boy" to your Lazy Boy perfectly you can accidently change the environment with your hands in a resting state on the arm rests. It was really, really annoying to try to figure what madness was happening the first time I wanted to watch something.

On top of all of that no one has reviewed this game for well over a month, and the developer is nowhere to be seen. I would HIGHLY DISCOURAGE buying this title until some serious work is done. I got it for 20% off the $9.99 price and still asked for a refund.. THIS GAME IS FU*KING *HIT.
Want more?
Matchmaking - S*it
Balance - Sh*t
Cummunity - Shi*
Is it anyhow great as the S.T.A.L.K.E.R games? - No.
Is a good game? I've already said that it's S***T
. really stupid game to squirly to control

OMG Danny and Arin are in this game also i love this game so far. In short: A cartoony SPAZ or FTL which rewards skill and microtasking, using one hand to command the ship and the other to rebuild and repair on the fly. A lot of challenge and modern humor, but not as deep in terms of variety and tech.

Good for: Lovers of retro charme with ACTUALLY decent gameplay

Bad for: Those who panic easily and hate multitasking. Bring back memories :). It's a simple game where you defend a house from slowly incoming zombies. It has a small amount of charming pixel art and a good UI.

Because it's simple it relies on the core gameplay to be fun, but unfortunately it's not. The primary issue is that there's a long cooldown period in between shots which ruins the flow of the action. The zombies also have annoyingly small\/awkward hit boxes which causes you to miss often which then triggers another reload.

There's also no animations for enemies being hit or when you reload which is annoyingly unsatisfying.

The game might be more fun with later power ups and monster types but I just didn't want to play for that long.. I really enjoyed this DLC, the enemies are more balanced than the last one's and I think enjoy the map layout and size a lot more. It does a great job extenting the Iron Keep area in a fun way, and reminds me of the mines (my favorite area) from Demon's Souls in a lot of ways.

+Minotaur helmet made it all worth it.. Part 2 is definitely worth picking up as a continuation of part 1.

Part 2 sees a shift in tone towards more serious events, as you'd expect from a story that needs to wrap itself up in six more episodes, but it's all still interspersed with the series' trademark humour. Better still, despite the shift in tone, it manages to find the right balance between more heartfelt, serious moments and the odd shot of (relevant) humour, switching between both with near-perfect timing.

Overall, Chiru Chiru Michiru is also a great spin on the magical girl genre. You can certainly feel the energy and enthusiasm that went into making this spinoff work on the many levels it's based on. It's set up cleverly too.

Sure, it takes a rather easygoing approach to things by nature, which results in a quickly-shifting narrative where anything can happen. But despite this it ties itself together rather well, especially in its conclusion, and most importantly, remains hugely entertaining and endearing throughout.