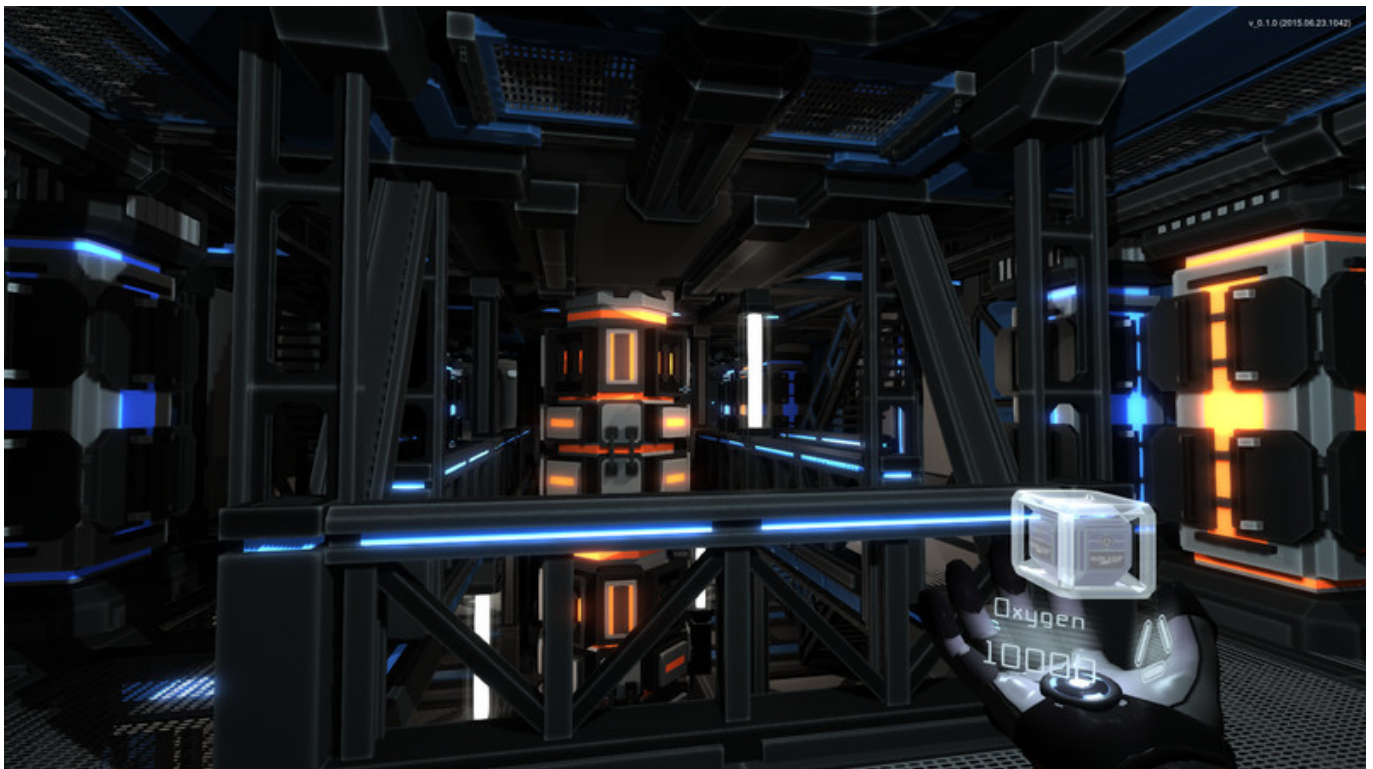


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Carmageddon Max Pack Download] [PC]



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## About This Game

### OVERVIEW

Carmageddon the original classic is back!



Carmageddon is the original freeform driving sensation, where pedestrians (and cows!) equal points, and your opponents are a bunch of crazies in a twisted mix of automotive killing machines. The game features anarchic drive-whenever-you-like gameplay and over-the-top surreal comedy violence. It's the racing game where racing is for wimps.

Now the same Mac & PC classic that was BANNED AROUND THE WORLD is back!

Carmageddon features real-world environments that have been turned into killing fields, where the locals stay out on the streets at their peril. As well as using your car as a weapon, every level is sprinkled generously with power-ups that have a vast variety of mad effects, adding a whole extra level of craziness to the proceedings. In every event you have the option to "play it your way"... Waste all your opponents, kill every pedestrian, or (perish the thought) complete all the laps. Oh and watch out – the cops in their super-tough armoured patrol vehicles are lurking, and if they catch you being bad they'll be down on you like several tons of cold pork.

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# FEATURES

Car combat and splatting grannies!



**"Ladies and gentlemen, start your engines! Members of the public, you have ONE minute to reach minimum safe distance!"**

- Crazy range of vehicles and drivers, each with their own personality and driving style.
- The game that pioneered true 3D physics,
- The game that pioneered dynamic vehicle damage
- The game that pioneered splattering grannies. And cows.
- In fact, splatter a wide range of seriously scared pedestrians.
- 28 dangerously deranged Opponents
- 11 wildly exhilarating Environments
- Career Mode featuring 36 satisfyingly violent Levels
- Race and Wreck opponents to unlock 30 playable cars!
- Over 40 fun-packed Power Ups and "Power Downs".
- Great open world track design allowing complete freedom to explore.
- Hidden bonus areas to find.
- Ludicrously satisfying, arcade-style gameplay.

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# GAMEPLAY

Waste opponents, kill peds and complete laps



The aim is for the player to work their way up the ranking system, from 99th place to first. The player vehicle is pitted against a number of computer controlled competitors, in locations such as cities, mines and desert towns. Levels can be beaten in one of three ways:

- Completing all the laps of the race course, as one would a normal racing game.
- "Wasting" (wrecking) all the opponents vehicles.
- Killing all the pedestrians in the area.

Each level has a time limit, but more time may be gained by passing through checkpoints, collecting powerups, damaging/destroying the competitors' cars, and by running over pedestrians (with bonuses awarded for style).

These actions also reward the player with Credits, which can be used to make instant repairs or recover the car (after falling down a chasm, for example). They can also be used to upgrade Armour, Power and Offense stats in the Parts Shop between races. This is also the time to switch which car to drive if others have been obtained.

As well as opponents partaking in the 'race', some levels also contain a number of heavily armored Cop Cars, which will activate their sirens and hound the player when provoked. They can be attacked and destroyed, but do not count as opponents. A single "Super Squad Car" exists in one level, and it can be claimed if destroyed.

An Action Replay with multiple camera viewpoints is available at any point during a race.

# REVIEWS & AWARDS

Media reviews.



Carmageddon won the "Game of the Year" trophy in the 1997 **PC Zone** Reader awards.

Carmageddon 1 & 2 were "Driving Game of the Year" 1997/1998.

## SELECTED REVIEWS OF THE ORIGINAL GAME

Originally released for the PC in 1997, Carmageddon was an instant hit and the titles went on to sell over 2 million copies worldwide. Here's what a sample of the gaming press thought at the time:

*"Carmageddon is visceral, violent, vehicular fun..."* - **GameSpot** 8.8 out of 10

*"Carmageddon, to get straight to the point, is one of the best computer games I've ever played... Carmageddon is God!"* - Duncan McDonald 95% Classic Award **PC Zone** Magazine

*"Carmageddon is one of those games that only come along once in a blue moon. An essential purchase."* - **Escape** Magazine 6 out of 6

*"The gameplay is spot on and anyone with a dark enough sense of humour should give it a go."* - **Computer Gaming World** 4 out of 5

*"So next time you gun down coppers on GTA VI, just remember, Carmageddon's controversy was there first, and you have a lot to thank it for."* - **RetroGarden**

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# HISTORY

Blast from the past



Carmageddon is the first of a series of graphically violent driving-oriented video games. It was conceived and developed by Stainless Games, published by SCi and released June 30, 1997 on PC & Mac. It was, and remains, a poster child for video game controversy. The controversy surrounded the game's central premise; that of earning reward for running down innocent pedestrians. The game was notable for its realistic and ground-breaking physics, and for its in-game action replay features. It was also one of the earliest examples of a sandbox 3D driving game, and may have influenced other later games including the Driver and Grand Theft Auto series.

## ABOUT STAINLESS GAMES

Stainless was founded in 1994 by Patrick Buckland, a veteran of the games industry going back to the Jurassic period of 1982, and Neil Barnden, who used to have hair like a mammoth. A team of 8 worked on the original Carmageddon at Stainless, and 5 are still with the company today, although a couple of them are now kept manacled in a small padded room in the cellar.

Stainless Games now employs around one hundred mad, dedicated people of assorted gender, height and width. They can all be found dangling precariously from a small chalky rock just off the South Coast of England.

# SUPPORT

Help



<http://www.carmageddon.com/bugger>

# MORE INFO

need to know more?



<http://www.carmageddon.com>

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Title: Carmageddon Max Pack  
Genre: Action, Indie, Racing  
Developer:  
Stainless Games Ltd  
Publisher:  
THQ Nordic  
Franchise:  
Carmageddon  
Release Date: 30 Jun, 1997

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#### Curator Review:

Tidalis takes place on a remote island where your goal is to solve puzzles and make your way through the story. Involving both brainteasers and an adventure mode, Tidalis is an innovative and relaxing puzzle game allowing the player to move at their own pace and encouraging creative thinking. Absolutely worth the dollar per hour 7/10

<https://youtu.be/VgNx0rgIACVc>. I found this to be fun to play with my daughter, but even for her this was too easy. No changing the orientation of the puzzle pieces, they are already setup when you pick them up to fit on the puzzle. You just need to find the right place for the puzzle pieces and that's it. With a maximum of 50 pieces, this was perfect for my daughter, but it would have been nice if the level of difficulty could have gotten more difficult to challenge her.

[Overall, there's just much better puzzle games out there, especially for young kids.. This game costs 3€, Kebab costs ~3€.. Kebab can give a fun for like 5 to 10 minutes and this game can give you fun for few hours. I would buy both. Great game. I will rate it 11 sukas / 10 bljiat's. Other games can idi Nakhuy](#)

[классная игра. Моя оценка 11♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥/ 10♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥. In my entire speedrunning career I have never done better than I have in this game. I got a time of 52:00 flat. The trick was realizing that the underwater apples and pears were acutally NOT a part of the game but an effect from the LSD mashed potatos I ate for dinner. Never the less, this game is still a mastapiece. EA, Ubisoft, Activision could take a page out of Disney\u2022Pixar's book and creat a work of art like this if they weren't big stupid poo poo heads. I am the greatest there has ever been in Disney\u2022Pixar's Finding Nemo's speedrunning community. If you wish to get an autograph from me message me and I will give you a copy. Slopnopski out!. \\$5 for the frog is let alone worth it. Caught 2 uniques in the first day with it in Florida. I'd seriously recommend this low level players like me.. A familiar face appears again! It's crazy just how good Commodore 64 games still hold gamers interest after 30+ years. Easy to play, difficult to master, fun and frustrating, this game has all the qualities that lets gamers of all ages and mastery enjoy. Glad to see that these games are still enjoyed today.. I am adding spoilers to this because, why not\)](#)

[This is a really fun game. Nothing really much to go past, no story, no title screen, just getting to the point, and that makes it instant for what it is.](#)

[And then comes the gameplay, it is average right now, it really just matters how good your PC is at handling somethings, like Snake weapons. These weapons spawn too many snakes mattering on how many you shoot, but this is all what it is right now, it's probably handling the code of which snake is going after which player, but I am going to stop right here for reasons of spoiler, even if everyone knows it.](#)

[Also, I would say, this is probably the best game I have ever played where I had some much fun playing on the keyboard instead of the controller. I know, I know, most people like the controller more than the keyboard, but damn, this is just too much for me. Good job devs, I don't really like using the keyboard for most games, but this one.](#)

[Another one is the graphics, even if some of them are just flat colors, everything makes itself look beautiful, maybe because the graphics are supposed to go with the stick figure concept, simple and not detailed. \(Yet they plan it out to be anyways, and I can't argue with that\)](#)

[Last thing, I don't like about this game for how crunchy each transitions are, I know they use a random phrase each time there is one, but sometimes a random thing just spawns with it. Sometimes the level just doesn't load and I lose instantly, and most of which the level is either messed up or spawned with another level. These things rarely happen so this doesn't really get on my nerves that much, aside the fact that this is something that makes the game random and funny.](#)

[It may spawn some spammers and tryhards to your game so look out for those people, and this might get people a little bit too](#)

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competitive, so I wouldn't recommend this for people who aren't into unfairly placed situations and people who don't like competitive games in general.

Putting aside the glitches and gameplay issues, I give this game a 8/10. This game is amazing and I hope for more amazing levels and updates for this wacky game.. Garbage. Rail run shooter that is lackluster, boring, and just all around no good.

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ehh~~ buy this game for fun pls, not for farming card :P. It's alright I guess. It's essentially multiplayer-only, as the single player game is just the same arenas with bots, which gets very boring very quickly.

"Cross-Platform" here just means play is available between Oculus and Vive owners, rather than what it' generally given to mean - playing people on other non-PC platforms.

With populated human teams on both sides, this could be pretty fun. Give this one a miss until you have half-a-dozen friends with VR setups themselves.. The game promised to have tons of upgrades within 6 months but it hasn't updated for quite some time. It's extremely generic, has no variation in enemies, and rather boring. On the bright side, I bought it for only 19 cents. It's not like it could get worse.

Also, don't try reporting bugs to the developer. Their forums are just full of malware and fake accounts.

EDIT (10/6/2016): Alright, over a year later and still no update. 19 cents is still too much.. I'm using this very long time, and I like it, all of Iobit's productions

but not sure why we need it on Steam, what`s the point?. I hate this game because of one question that is not displayed in game.menu.

It is Which Conroler Can Be Supported In The Game? I use Genuis

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