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Zaccaria Pinball - Combat 2017 Table Key Serial Number



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## About This Content

Purchase this DLC disables score limit on this table!

### Combat 2017

#### Information:

- Name: Combat
- Theme: Combat Adventure
- Production year: 2017
- Type: Solid State (SS)

#### Features:

- 1 playfield
- 4 flippers

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- 3 pop bumpers
  - 4 eject holes
  - 2 kickback lanes
  - 2 ramps
  - 2-bank spot targets (3)
  - 2-bank drop targets (2)
  - 3-bank spot targets (1)
  - 4-bank drop targets (1)

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Title: Zaccaria Pinball - Combat 2017 Table  
Genre: Casual, Free to Play, Simulation, Sports  
Developer:  
Magic Pixel Kft.  
Release Date: 10 Mar, 2017

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English









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Strange but nice wizardry-like game.. A Really good horror game, and I am very impressed with the quality we receive from this game considering the price. It's well worth it. :). Not Recommended!

Why? This dont have a checkpoint if we fail on this game level, this game is very difficult. And make your eyes fuzzy~. Scariest game I've played in a LONG time! It keeps you on your toes at all times! I have yet to get very deep into the game world, but The atmosphere is so intense that my heart doesnt leave my throat unless I pause the game! This is how a true horror game should make you feel! I also cannot wait until I unravel the threads and discover the story behind this title!

All in all, i would have to say that Shadow Peak the best purchase i have made in quite a while! It embodies everything I expect in a true horror game! I plan on doing a Twitch Live Stream of this game ASAP! In my opinion, this game is way scarrier than FNAF ever was!. Fairly short, but the fun isn't in "beating" the game, it's in discovering all of the ridiculous recipes and then making absolutely ludicrous machines. I've played similar factory games, and most of them have a bit more content and a bit more explicit challenge, but also feel comparatively "sterile" (not to mention cost 2-3 times as much). The assembly lines in this have so many more possibilities, since it actually uses some rudimentary physics, and \*really weird stuff\* is possible. I don't really feel like the point of this game is just to beat it... The goals are there just as a sort of tutorial to drive you forward in discovering the different tools available. I beat the game in like an hour, but I still ended up playing it for a long time after I beat it. I am all about efficiency, and making the most efficient production lines possible (using some really funky tricks) is the part I really enjoyed. I planned to just take a quick peek and make sure the game ran on on OSX, and ended up beating it several times over in a single sitting in my quest for production line perfection.

Disclosure: I received a free review copy of the game to aid with testing OSX compatibility.

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WARNING: If you just get a black screen on startup, you might be tempted to put "-screen-fullscreen 0" in the launch options to force it into windowed mode. DON'T DO THIS! It will delete your save files for some incomprehensible reason! Instead, you need to press enter, wait for the sound to finish, press down twice, then enter to go to options, wait for the sound, then press down and enter to switch to windowed mode. After that, you can switch back to fullscreen mode and it will work normally. If you remember to switch it back to windowed mode before you exit. I could poke around in the game settings file to try and switch it to windowed mode, but I'm afraid of what it might do if it detects that...

Once you get past that bug, it's a fun, simple platformer with nice pixel graphics and above average music.. Nobody plays this online and against bots it is just a mess. Just look at the video.

Gameplay video:

<https://www.youtube.com/watch?v=h38nCMfAbik>. I had to build a separate machine out of spare parts (older components) just to play this.  
[I promptly uninstalled after.](#)

[This isn't maintained. It will not play like how you remembered it.](#)

[it is at best a very lazy repackage.. Requires micromanagement. Needs refinements to be fun. I wanted to like this game, because I like the idea of a missile command game. Everywhere I look in this game, I see an unnecessary roadblock to do what I want. This game takes time to figure out \(which is acceptable for complex games\) but you do not get much help. Confusing tutorial screens only hint at how the game works. There is a large basebuilding component to the game, but you cannot rotate the buildings. Precious space is wasted trying to accomodate this artificial limitation. When I want to build missiles, I must first build all the parts myself. This might be ok, but the build screen in the factory is so clunky that you waste a fair amount of time trying to say what you want to build. You cannot choose amounts of things to build, you can only slowly increase the count one by one. \(The count is not increasable in, say fives or tens\). You can also choose to build as many as materials allow, but I don't want to store that many. You can also not queue different types of production, so after building 5 missile engines, you must wait for the production run to complete before you begin to 5 missile cameras, and so on. After you do manage to build a missile, you must target and fire them one by one unless you have multiple launch facilities, despite the launch center having six visible missile tubes on it. Once you fire the missile into the unknown enemy area, the lowest level recon missile reveals a 3x3 grid of squares of a perhaps 50x50 enemy playing field. Once I had fired 5 such missiles into the enemy area and found nothing at all, I realized i was having no fun. Other imperfections include needing to cancel out of screens you are in to defend against incoming missiles \(there should be a reliable direct way\), a thiiin story, and a background song that plays only once before being silent.](#)

[I'm assuming later technologies will make attacking and scouting the enemy more easy, but I'm not willing to suffer through the battles needed to get them.](#)

[So, what would it take to make this game fun? Once a missile is designed, I should be able to build them directly at the factory. Allow quicker and better control over the numbers of things I'm building or selling. Make it easier to plan and fire volllies of missiles.. Great game!](#)



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