
MAXIMUM Action Full Crack



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About This Game

MAXIMUM Action is a brutal and satisfying physics-based first-person shooter influenced by Hong Kong action, heroic slow motion bloodshed, and other old-school first-person titles.

Key Features:

- Active Ragdoll Physics
- Physics Based sliding, diving, kicking, and drop kicking
- *Action Time* mechanic, time moves as you shoot
- Large variety of pistols, shotguns, sub-machine guns and rifles
- Dual wield ANY weapons to make action-packed combinations
- Extreme blood, gibs, and dismemberment
- Fast-paced, from punching to shooting, nonstop combat
- Retro aesthetic

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- Level Editor
 - Sandbox Mode
 - Endless Mode

Action to the Max!

Title: MAXIMUM Action
Genre: Action, Indie, Early Access
Developer:
George Mandell
Publisher:
BalloonMooseGames
Release Date: 19 Sep, 2018

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Minimum:

OS: Windows 7

Processor: 2.66 GHz Intel Core i5

Memory: 4 GB RAM

Graphics: AMD Radeon HD 6550M

Storage: 1 GB available space

English







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The action and the john wick feeling is through the roof in this game. I have 8 hours on this game so i think i know a good amount of this game. First off, yes there are bugs such as if you're standing still and a enemy spawns on you you will fall off the map, and the same with guns. Second when running past the first few enemies on hospital no enemy's will spawn and you can beat it like that, there is also a rare glitch where you fly in the sky but it does not happen that much. Theres more bugs but you can figure that out for you're self.

For the pros though the game is like max payne but first person mainly because of the side jumps, slow mo, and dual wield. Second is that shooting grenades while flying through the air is very fun.

So in the end of this i would recommend this game to anyone looking to play like there in a john wick movie, or any action movie.. I feel like this game is best imagined as a retro Doom game with movement and slow-mo like you're in the matrix.

Pros:

- Any combination of dual-wielding
- Endless mode (Survival)
- Enjoyable gameplay

Cons:

- The occasional bullet going through walls
- Being teleported under map
- Small amount of missions that are fairly short

Suggestions to Devs:

- Be able to reload one weapon at a time instead of both, which can leave you unarmed for a couple seconds
- Add more missions
- Open to workshop support (PLEASE)
- Add a molotov cocktail
- Be able to grab bodies

Remember, this game is in Early access, and has a ton of potential, so I still think this game is a worthwhile shoot-em-up game to have in your library!. Really fun and I love the visual aesthetic. Buggy and janky so far, but I don't even care. Takes me back to early Max Payne mods...

I thought I was bored of modern weapons in games, but I guess I was just bored of the same old mechanics over and over. These guns look, sound, and feel great.. Awesome game and while it has some bugs, it's definitely not unplayable. The strongest point of the game is the immersive feel of the action. If devs are reading this - focus on more complex body damage (more

polygons\flying pieces of body parts) and more particles like newspapers flying and so on and you'll be gold. This is really what drives the game.

After you release the Workshop support you hardly will ever need to develop more levels or scenarios. Just make it over the top as you can with flying stuff all around when the player shoots the enemies and the environment.. This game has the charm and graphics of goldeneye, and the action and gunplay of max payne. Two great games combined into one. And they did a damn good job at it too

. Very cool throwback to the action mods of half life 1.

It feels like Hotline Miami meets Kung Fury meets Half-Life 1 Mods The Opera and The Specialists.

I would add an option for third person, even though that might look a little max payne-ish. There hasn't been a great third person shooter since Max Payne 3 imo. This is a great intro.

I hope you make a sequel with more realistic looking art.. has a small amount of bugs such as the classic enemies can shoot you through walls one, some others just might be my computer being buggy but whatever, anyways i say that this game is a 9\10 (because of the bugs) so overall this is great game and 100% worth it if you enjoy high action slow motion fps games, its basically a john wick simulator. Give this guy a gun and he's super man, give him two and he's god.. a little buggy, but tons of fun. Itll soon have workshop and addons soon.

Kept a guy pinned against the ceiling of the room by firing a full clip from an ak47 into him.

10V10

Would shower in blood again.. ****EDIT****: Dev responded and I submitted a bug report, after seeing how much the dev cares I changed this from negative to positive. Caring devs are rare these days

After playing just one mission I can already see the issues.

Other than scene replay being glitched beyond use, broken "dive" system, and "snappy" aiming and mouse movements there is only one major issue that keeps me from liking this game even in early access.

Enemies spawning behind me, or not spawning until i've already walked through the area is not acceptable.

Some mid-scene spawns make sense such as enemies coming from an area behind a door, or turning certain corners.

But when I can clear a room and mentally check that room off and an enemy spawns in the middle of the room while I'm walking out just makes no sense.

This will be a negative review until updates are made, but to be honest the game isn't half bad. Just a couple of bugs\mistakes here and there.

tl;dr Enemies will spawn in places you have already cleared, appearing from thin air as they shoot you in the back. No reason for this bug\feature to exist even in Early Access. Contains oodles of bugs, is missing a good portion of content, but the gameplay is one worth dying for!

I am looking forward to see this project grow, because it's lit.. The ultimate in stress relief technology

If you like being a slow motion, gun shooting,\u2665\u2665\u2665\u2665\u2665kicking, window breaking, brain disintegrating, limb removing, apocalypse delivering, one man army, god-like juggernaut of doom, death, and destruction then you should play this game.. Yes Yes Yes Yes Yes, YES!

Now I can finally feel like Neo from the Matrix. owo. It's a fun little neat game. Everything that was advertised: goofy, over-the-top, gory slow motion fun. Although I would wait for sales, as I would judge the game is worth anywhere from \$5-\$10.. Really fun and addicting, despite the few odd bugs I've encountered such as watching the replay after a scene and seeing that props and models were having a seizure. Otherwise, I wish to see more content added soon.. If you love Hotline Miami, you'll love this game even more.

Seriously, I haven't played a game this fun since Super Hot.

The Main Map is finished:

The main map is finished, And I am starting to add stuff like zombie hives, and building in the cities.

Still only the Gun-Fighter is ready, with his two specialization.

The Ninja, that can be cloaked, and kill without being seen.

And the Lazer-Lord, that uses his Mana to fire different lazerguns.. 4 Classes, Many Paths **Demo is ready.:**

My demo is ready on Itchi.io, and can be use to test the game:

[4 Classes\[jespersb-com.itch.io\]](https://jespersb-com.itch.io)

The Gun Fighter and his two specialty are ready.

The Necromancer and one of his extra classes "The Skeletor" is also ready. **Update:**

Divide the Sell/buy, in to two different menu's.

Make the sleep circulate more closer following normal day/night.

Changing the loading scene to start with the pause scene.

If You don't have a weapon/spell ready, it show a warning.

Adding Clues, notes and random weird stuff.

Stop the Camera shake, when you move.. **Alpha GameTest v a0.6:**

Playing my game: [Youtube Video](#)

Other stuff:

Adding some background music.

Debugging the store. the top things couldn't be bough.:hushed:

Change money to 50\$, so you start and can buy a little stuff.

Added that you can press X to find closets enemy/hive.

Change the zombie collider, so You can hit Zombies, that are lower than you.

Added an marker on the map, so you can find yourself easy.

Updated the user manual. Not that pretty, but ...

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