



Download ->>> <http://bit.ly/2NG3FFm>

About This Game

Nevada will be forced to overcome the seemingly impossible. Monsters, mummies and bats are just some enemies you will have to defeat, as well as environmental hazards such as traps, pits, and falling spikes.

Run, jump and spear your way through the Pharaoh's Tomb in adventure as timeless as the Pharaoh himself.

Features

Intrepid Explorer: 20 exciting, hazard-filled levels to explore.

High-Score Hero: A high-score table allows your to track your treasure-hunting skills.

Treasure Hunter: Find bonus items to increase your wealth.

Blast from the FAST: Utilizes the FAST (Fluid Animation Software Technology) system for flicker-free movement.

Controller Support: Partial Xbox 360 Controller support.

Title: Pharaoh's Tomb
Genre: Adventure
Developer:
3D Realms (Apogee Software)
Publisher:
3D Realms (Apogee Software)
Release Date: 14 Dec, 1990

b4d347fde0

English

PRARAD'S TOMB

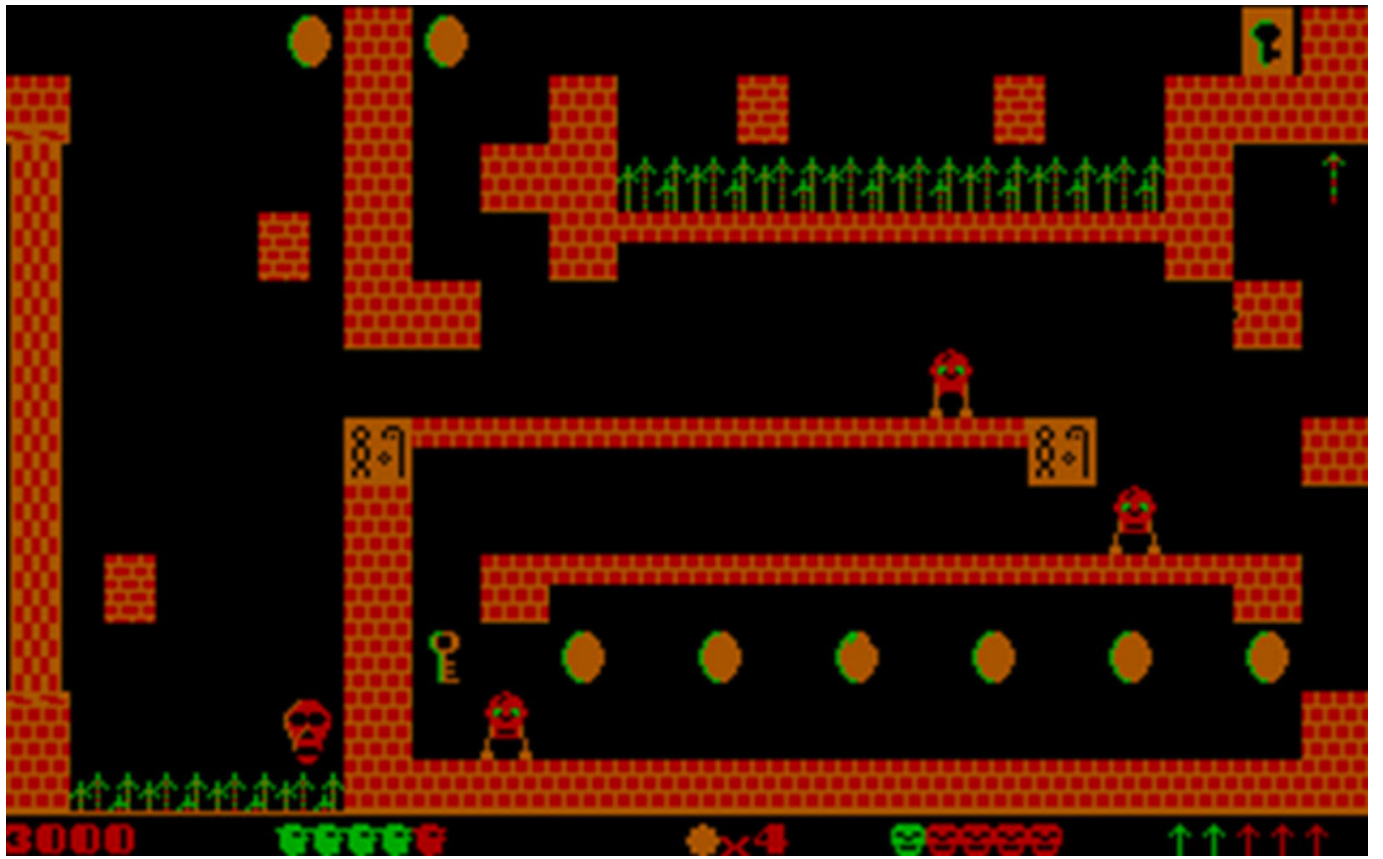


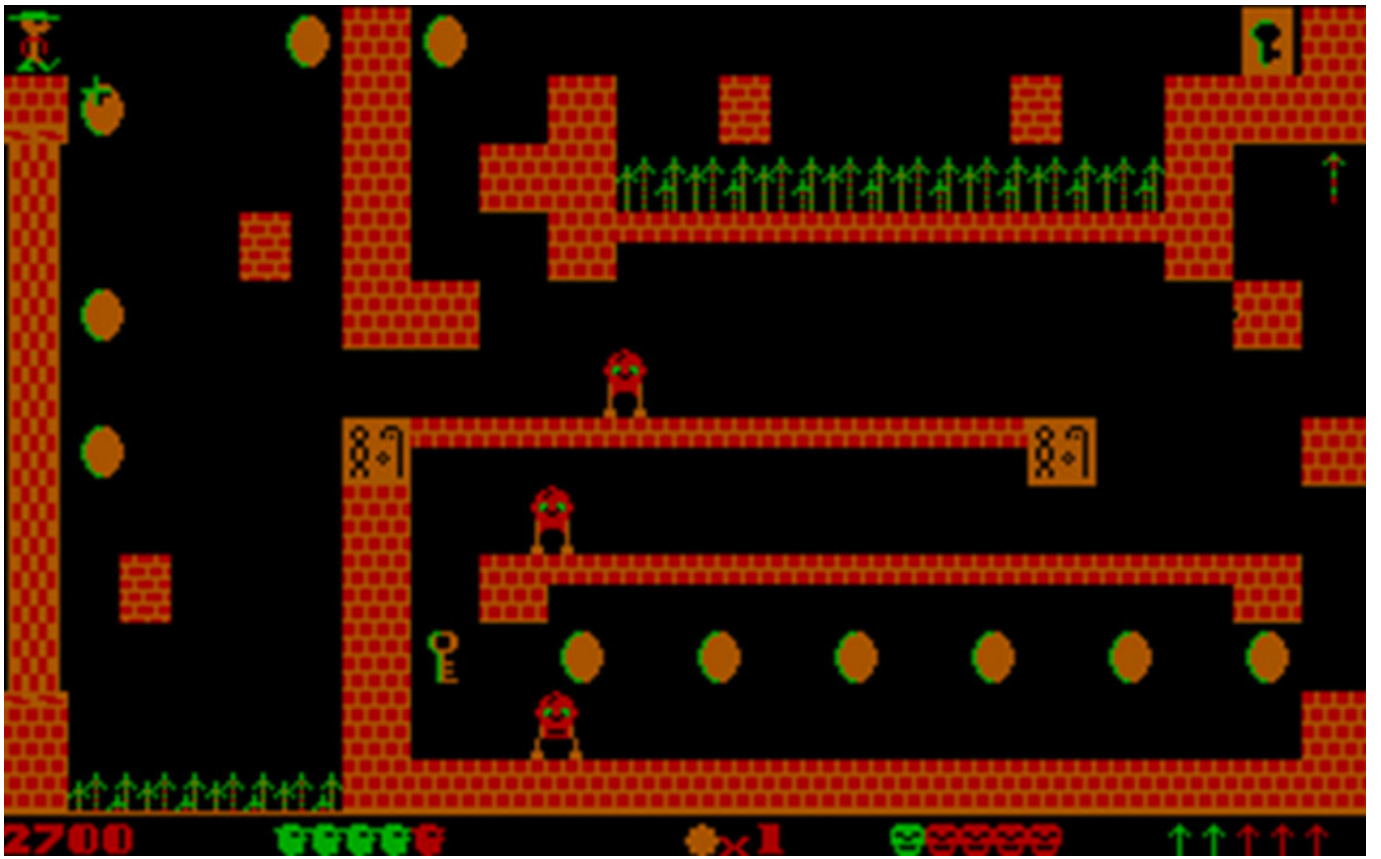
VOL. 1 - RIDERS OF THE LOST TOMB

PUBLISHED BY APOGEE SOFTWARE

PROGRAM CODING AND DESIGN
BY GEORGE BROUSSAD

(C) 1990 BY MICRO F/X SOFTWARE





Pharaoh's Tomb is a game I enjoyed as a child, and that child was pretty dumb. This game is not good, and not even particularly good for the time. There's like 80 levels or something, but about 10 levels of actual content. There's not a lot of puzzle or enemy variety, just the same building blocks used over and over again. I mean, it's a decent challenge, and they get a lot of mileage out of it, but...

Well, when you read the directions, the developer is excited to talk about his FAST system of animation that makes things super fluid, but makes everything have a rectangular bounding box larger than the actual guy\trap\bullet. This really should read more like an apology for being a bad programmer because this large bounding box nearly ruins the game. You can sort of learn to leave extra space so you don't run into stuff when clearly nothing is touching, but it's frustrating and most of your deaths will be a result of this FAST system and it's #\$\$%! hit detection and oh now my heart's acting up.

Anyway, it's a bad game now, it was a mediocre game back then, and it's not worth spending more than a few nostalgic minutes poking at it. Almost any modern platformer will be a better use of your time even if they don't have FAST(tm)(r)(c) technology.

Especially if they don't.. Played this a tonne as a kid and I was surprised the game holds up. Sure it's a simple platformer with rough collision detection but it's possible to work out what's a safe jump or not. Finished the first episode which I was never able to as a kid so if you have any nostalgia for the game it's a nice way to spend an hour.. Yes, I'm giving this game a thumbs-up. But let's get something straight first: this is an old-school platformer. And I don't mean that in a good way. Here is an idea of some negative things to expect:

- Hit detection is horrible and you *will* get frustrated by it.
- The graphics are very low resolution, even compared to other titles in the 3D Realms Pack.
- The game only uses four colors.
- The levels use the same blocks over and over.
- The levels are very small.

So why am I giving this a thumbs-up? Simply put, I think the level designers actually did a pretty good job given what they had to work with. Like I said, the levels are very small. But I found them pretty interesting. As an example, they often feature disappearing and appearing blocks that will route the player around in unusual ways. Some of the more challenging levels require the player to carefully plan what order to get objects in to keep from getting stuck. There are definitely some interesting ideas here, mixed in with the occasional bit of "old-school" unfairness.

I wouldn't call it a great platformer by modern standards, but I did find it an interesting diversion when I had a few minutes to burn. The levels are so short that you can do one or two very quickly and then move on to something else. (Note: Press 's' to save game and 'r' to restore. I don't see that documented anywhere.)

And this isn't just nostalgia speaking, either. I didn't play this one when I was growing up, though I did play its (much better) sequel, Arctic Adventure. Don't get the 3D Realms Anthology for this game, but don't be afraid to check it out.
. i got this game in the 3D Realms bundle which was for a short time here to get on steam.

Knowing this is one (or even the first) of their very very very earlier games, people should know that this is not a "Master piece".

The Controles are (kinda) simple but the hitboxes are the "worst".

You jump over spikes, youre dead.

You dodge a bullet, youre dead.

Youre falling next to a monster, youre dead.

This game actually could make a hole much more fun if those hitboxes are not that bad - and i really mean they ARE bad. It still is "some kind" of funny but still it gets very quick frustrating about this hotboxes and the way it plays.

So you sure can give it a try, for the "retro feeling" but players who look for a "good game from the earlier years" should really avoid it.. Very basic, but very addictive. I never played this game until I bought this pack and it doesn't look like much, but it is

a lot of fun to play. recommended.. Just like I remember - a classic side scroller. Today's gamers may hate the play style of games from this era (no save, check points, or automatic health regen) but I still find it extremely enjoyable.

[RAGE crack game download](#)
[Download Katyusha rar](#)
[Unreal Heroes Torrent Download \[FULL\]](#)
[Purgatory Ashes - Soundtrack \[pack\]](#)
[Machinations: Fog of War Download\] \[key\]](#)
[Command LIVE - Don of a New Era key serial number](#)
[CopperCube 5 - Professional Edition crack activation code download](#)
[Tactera crack pirates bay](#)
[Chess Sphere full crack \[FULL\]](#)
[Ghost Mountain Roller Coaster \[key\]](#)