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## WAR Pig - Big Bang Directx 9 Download



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### About This Game

Whatever you thought you knew about pigs...forget it!  
These pigs are different.

Your mission is easy: Destroy the enemy! That is all - no more, no less.

It is your choice how you do it and with whatever means. However you should apply some tactics because every strike will be answered by the enemy. The counterattack may be the last one for your team, or at least some of them.

The lesson is clear: Always try to be a little more EVIL than your enemy!

Choose the most appealing among more than 30 different weapons. Beware of selecting the wrong ones, it may turn out fatal for your team. Fight your way through many exciting missions in the campaign or compete against each other with up to 6 teams, consisting of 6 pigs each in free play mode.

The size of the war pigs is adjustable, but always remember that size does not always matter. Health and time can even be traded off against each other! If you believe you are strong and fast, you could reduce the time available and get yourself a little more health instead. This may work, or not...

Select an appropriate name and a fitting color for your fighting team. Get a last bite from the trough and off you go to battle!

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Title: WAR Pig - Big Bang  
Genre: Action, Casual, Strategy  
Developer:  
magnussoft  
Publisher:  
magnussoft  
Release Date: 27 Oct, 2017

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**Minimum:**

**OS:** Windows XP / 7 / 8 / 10

**Processor:** Intel Core Duo 2 2.5 GHz

**Memory:** 2 GB RAM

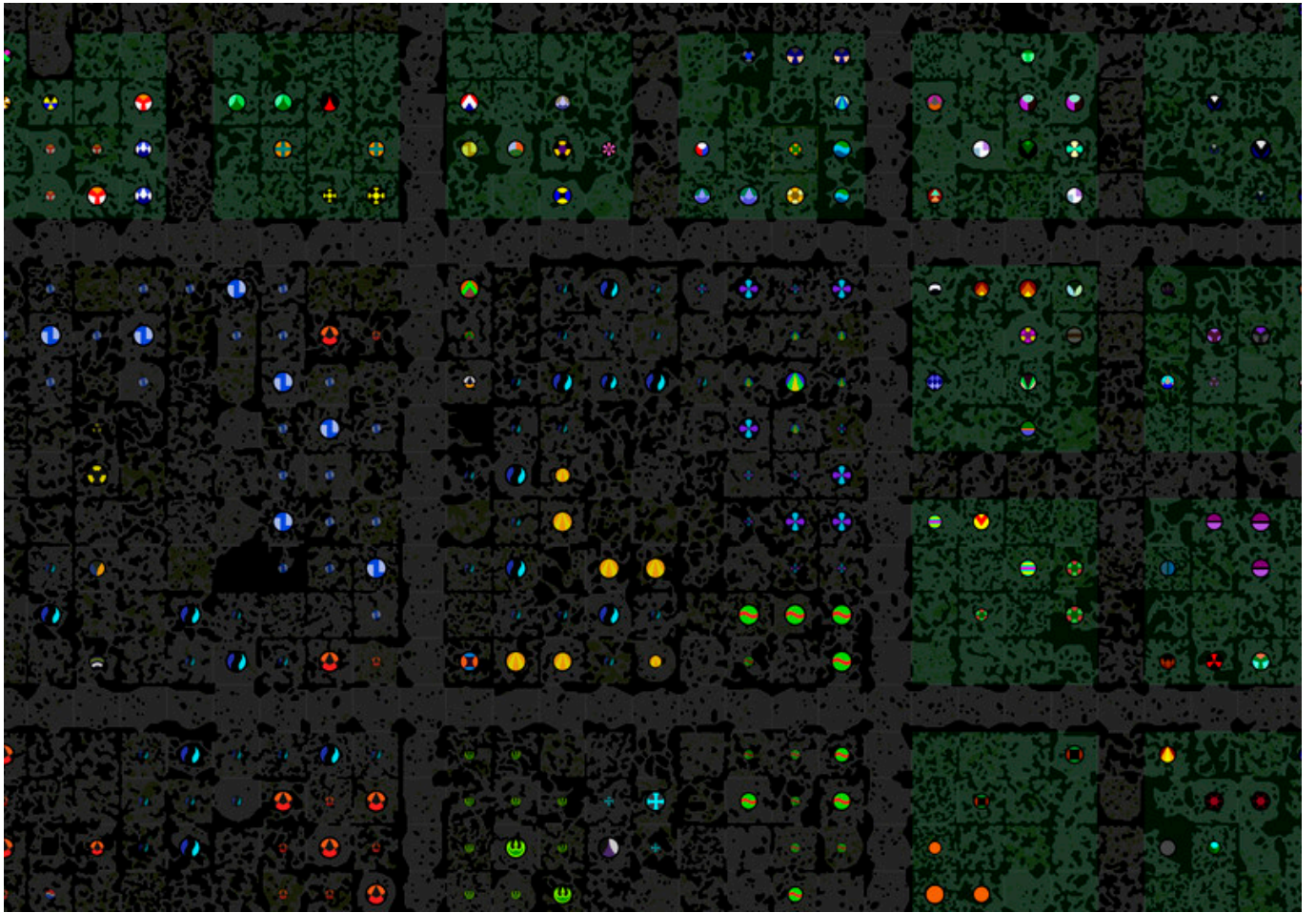
**Graphics:** ATI Radeon HD 4800 Series

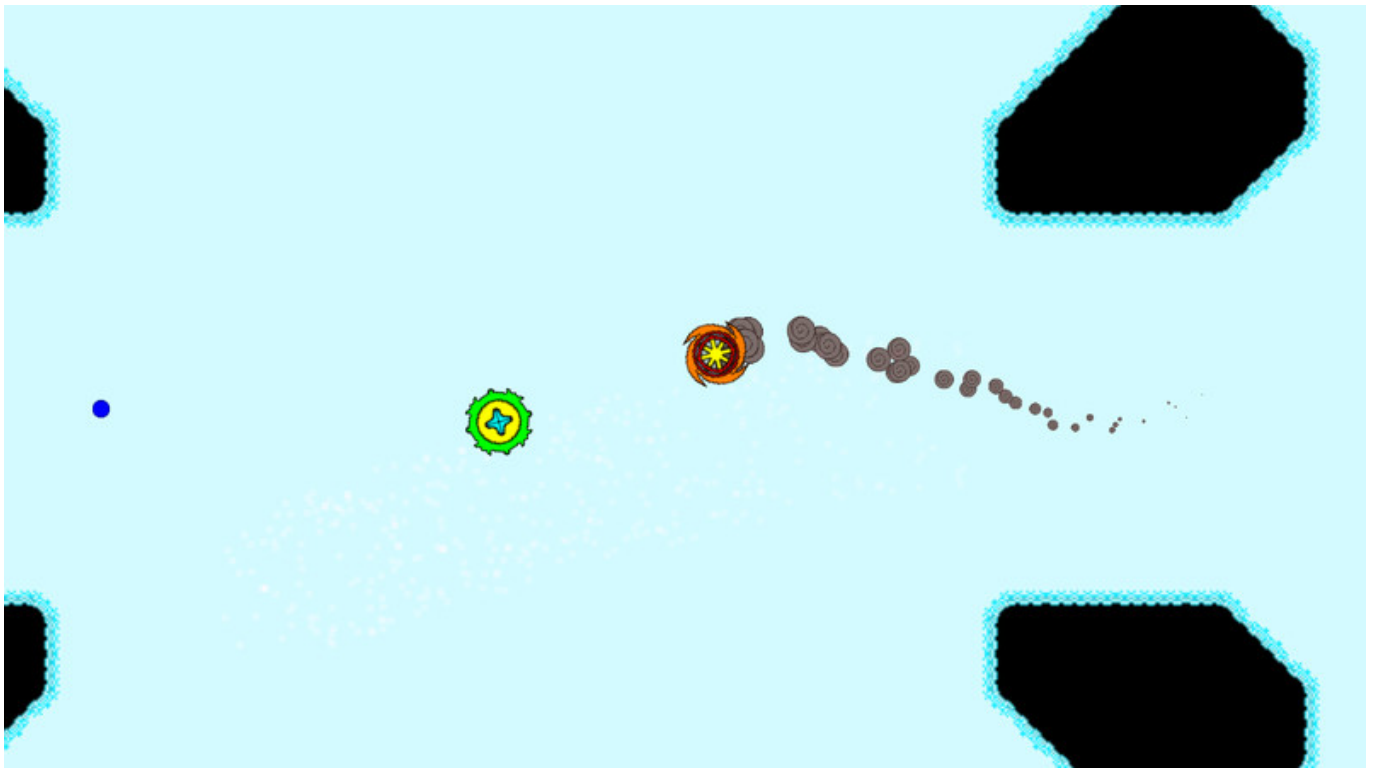
**DirectX:** Version 9.0c

**Storage:** 400 MB available space

**Sound Card:** Onboard Soundcard

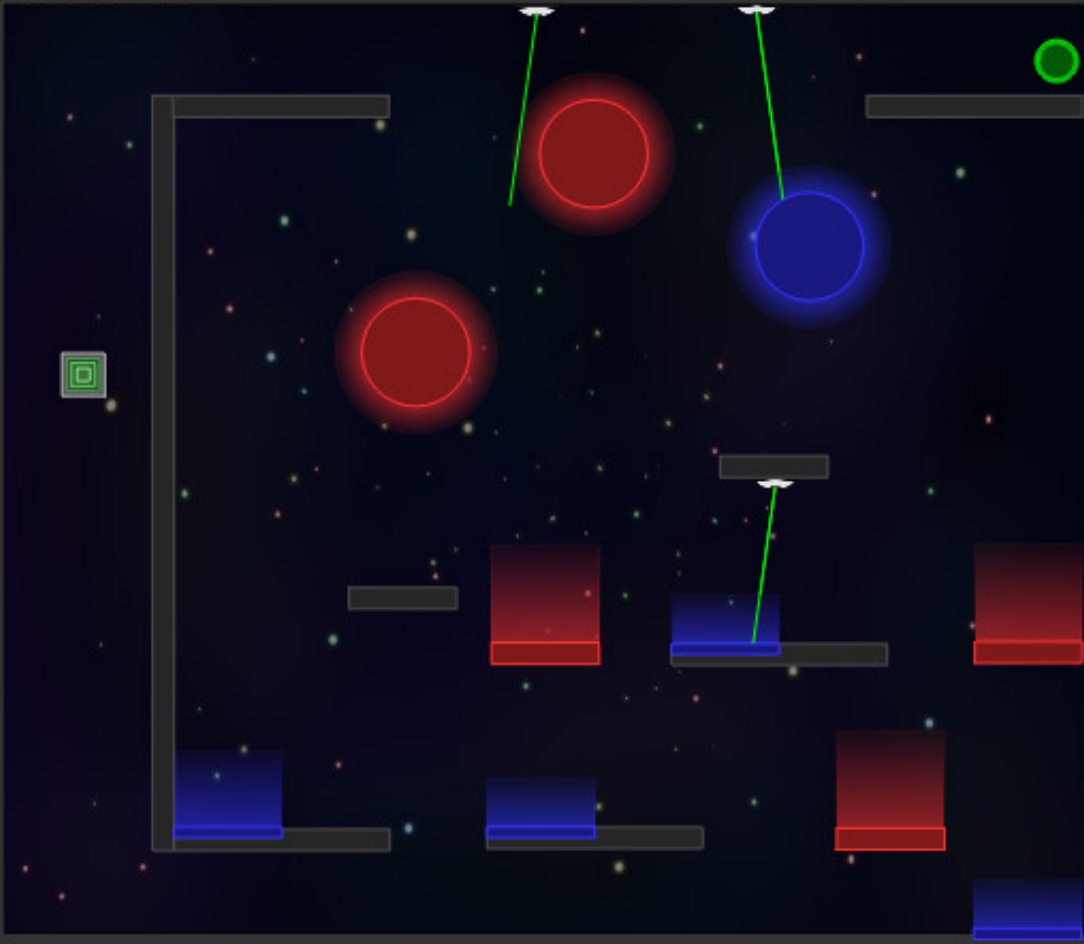
English, German





CIRCULAR MAYHEM  
TIME: 2.3 SECONDS

1.0 G FORCE ↓



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war pig big bang

Its so good, and I wont stop till I have all the stars.. A very well made board-like strategy game. Pick your favorite spacey soundtrack, grab a cup of tea and sit back and enjoy trying to figure out how to meet the victory condition before the AI opponents do.

If the game looks too slow for you don't worry: you can reduce the timer on all messages so they go by faster, or press "X" to instantly close a pop-up message, which really speed things up.. such a deeply complex wonderful game.. Yet another low budget zombie action game that is good for only a few short minutes of time wasting.

Story is again non-existent, music is horrible, and sound effects are 3rd rate. Graphics is very simplistic 3D and the gameplay can be surprisingly difficult.

You basically play a character with a top-down perspective and try to blasts zombies ala Gauntlet style. It can be sometimes quite chaotic with a whole bunch of em on the screen and worst of all, you can't see where you are.

There are very brief moments of fun tho, such as when you run thru a whole bunch of zombies with a flaming torch and watch em burn.

Overall Rating: 3.0 / 10

Not worth to buy even if its on sale. Only good for a couple of minutes of time wasting. Don't bother with this game unless you have absolutely nothing to play.. Fun and challenging game, I don't have VR, but this game is fun even without VR. Recommended!

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A not-bad pausable tactical game. It plays out in real-time, but you can pause to give orders.

If you like Silent Storm, Jagged Alliance or maybe the original Fallout series (1 & 2) or X-Com, then you'll likely find something you like here.

Some Pros:

Stats & Skills level up through use.

The ability to toggle specific features, such as 'no critical hits', 'no misfire', etc., is really nice. I wish more games let you have more choice as to how features like this go.

The 'Fast Turn' feature is quite nice for turning corners. You can use this by getting against some kind of cover and then holding Alt and moving the cursor around the corner. It's a little finicky as to where you need the cursor to be and it doesn't always work, unfortunately.

You can speed up or slow down time with the Numpad + & - keys.

Any items or corpses your characters have spotted stay available, so they can be looted from anywhere. (Doesn't work during combat) Looting & inventory management are the vast majority of complaints I have with any RPG-esque game, so anything that streamlines it more is good.

Some Cons:

Stats & Skills are not explained whatsoever. (A common theme of 1C games)

The areas seriously lack variety, so encounters tend to get pretty samey.

Moving around town to find things, talk to NPCs or trade with merchants is a bit tedious and flow-breaking. IMO this part of the game should have been abstracted so you can just go to a town and pick "talk to NPC" and "Trade with NPC".

You can't personalize your character very much, nor can you make custom mercs. A shame, since in games where my character can level up skills and develop themselves, I like being able to design them how I want.. There is plenty of potential here.

This game has flaws but the dev appreciates feedback and seems to be focused on making this game better. This is their first effort. I would like to see this title and more like it. Like Sims titles so I will support this and watch for it to improve.

- Needs a QUIT button and a way to start a new game.

I don't LOVE this game as it is BUT I think the concept is worth supporting. So I will.

With this in mind I will give it a positive thumbs up for now.. **DO NOT BUY THIS GAME**

General:

- 1) Lack of Single Player
- 2) Can't pick the zombie mode
- 3) Riddled with bugs
- 4) Lazy Game name

The Guns:

- 1) The reloading animations
- 2) Skewed aiming down sights
- 3) Looking down the sights is kind of useless
- 4) More than half the guns in the promotion material are unavailable (The ones in the game- Scar [not called the Scar its called



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- machiene gun 2] The Uzi [Machiene gun] SVD, and Galil)
  - 5) No loadout customization (as far as i can tell)
  - 6) Grenades do not hurt you

Classes:

- 1) The guy with the scar is called "The Machiene Gunner" (I wish I was joking)
- 2) I can't even pick the medic class
- 3) Generic Class names
- 4) The Machiene Gunner
- 5) The same pistol for every class
- 6) The Same knife for every class
- 7) The \u2665\u2665\u2665\u2665ing Machiene Gunner
- 8) The same Grenade for every class

Maps:

- 1) Maps are basicly colored boxes (i.e. flammable barrels don't explode, you can't go in any houses, etc.)
- 2) 3 Maps Copy and Pasted
- 3) A map stolen from tf2 (it's called orange because it's \u2665\u2665\u2665\u2665ing orange so if you are gonna take a map from a game at least copy it correctly)
- 4) 3 maps that barely past decent (The City map is just half a map but doubled and flipped)
- 5) Tiny maps
- 6) Uninspired ivisable walls (A literal wooden fence blocks one of the maps off and it's not even subtle, its not a 6 foot fence it's like 300 feet tall)

Extra Notes:

- 1) You made the windwheel move in the trailer... why isn't that in the full game
- 2) Why did you show only one map
- 3) Why is it that this game looks worse than a game made in 2003
- 4) Any fps is better than this for the love of god do not buy this game
- 5) Postal 2 is a game about doing chores and its so much better so this game has no excuse. Very beautiful and astonishing, but it's way too short... It's not really overpriced, but for such amount of content and game experience, I'd expect this game to be much cheaper.. People liked the campy wrong answers from the first game, and people apparently wanted to play from a female's perspective.

Knowing both of these things, Laruina now gives you the option to Solid Snake choke hold a guy while trying to figure out how big his♥♥♥♥♥♥is.

<https://steamcommunity.com/sharedfiles/filedetails/?id=1601413180>

This game is hilarious, but if you try to marathon it you might get bored of what is essentially a string of full motion video clips. I heard the developer was donating 25k to charity so I gave this game a try and overall it was pretty good.



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