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## About This Game

### **Beware! This game is really hard!**

If you like challenges or you don't mind losing **A LOT**, this game is for you.

### **One simple rule:**

Shoot only the squares that have the same color as the background (the bad guys).

### **One simple goal:**

Survive 64.0 seconds.

### **Shoot first, listen later:**

Reflexes and memory are key to this game.  
We use rhythm as hints in certain parts, but you should trust more in your eyes.

### **A more formal description:**

64.0 is a minimal fast-paced arcade game, where you shoot the squares that have the same color as the background, but since the

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background is constantly changing, everyone can be a bad guy!

### **Features:**

- Fast-paced action.
- Awesome chiptune soundtrack.
- One unique mechanic each level.
- Endless mode with leaderboards.

### **Trading Cards**



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Title: 64.0  
Genre: Action, Indie  
Developer:  
rebel rabbit  
Publisher:  
indienova, GrabTheGames  
Franchise:  
indienova  
Release Date: 16 Mar, 2017

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**Minimum:**

**OS:** Microsoft® Windows® XP / Vista / W7 / W8 / W10

**Processor:** 1.2GHz processor

**Memory:** 1000 MB RAM

**Graphics:** DirectX 8-compatible graphics card with at least 32MB of video memory

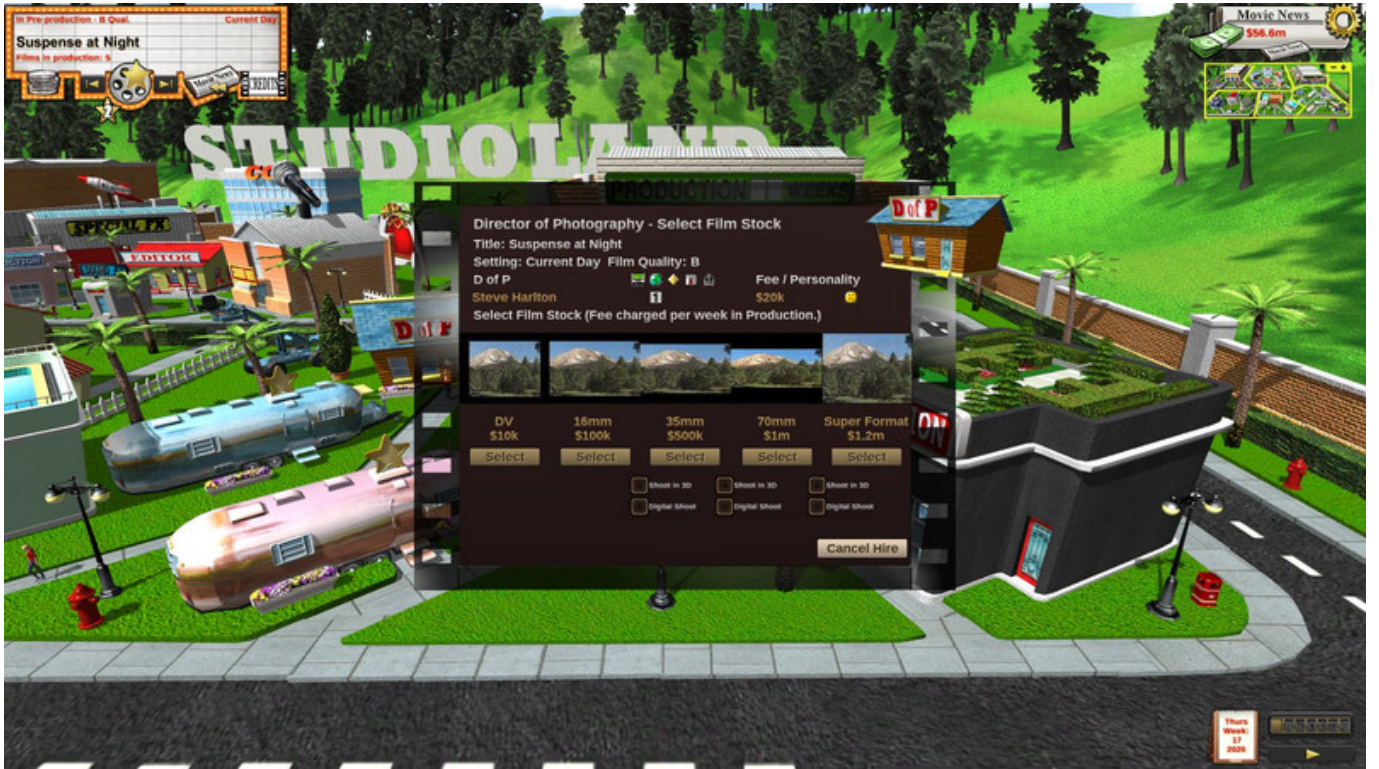
**DirectX:** Version 9.0

**Network:** Broadband Internet connection

**Storage:** 150 MB available space

English,French,Italian,German,Simplified Chinese,Russian,Polish,Danish,Dutch,Korean,Turkish,Ukrainian,Bulgarian









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great old school brick breaker game, fun and addictive. Awosme game. Great time killer, looks good, play is solid and fun, surprisingly challenging and a unique progression system that is slightly addictive, good job dev(s), keep it up, ty.. It's an ok mini game, considering I do an average of 115 wpm I like to try games like these to mess around with others but the game modes are a little meh, there's variation but meh. For a couple of bucks, sure, why not lol.. Also known as: Not-so Serious Sam A must-play if you've played the other Serious Sam games first, absolutely not a starting point if you have not played this series.

#### Serious Pros:

- + It's Serious Sam
- + The weapons are mostly really good, but the vast majority are typical Serious Sam weapons
- + The later levels (specifically the last act) are actually extraordinarily well done, in my opinion
- + As always, lots of enemies to shoot at and plenty of ammo to shoot them with. If there's one thing this game does right, it's letting you shoot swarms of enemies
- + Diversity of enemies keeps the game fresh
- + No hitscan enemies!
- + Skippable cutscenes
- + Of the secrets you find in any of the main SS games, these are probably the most fun
- + The jokes are Seriously dumb

#### Serious Cons:

- The save system is Seriously horrible. You can go to an area fully equipped but don't even think about dying. You'll find yourself loading a checkpoint with the minimum in health and ammo. On Serious difficulty, this can render certain sections even more difficult than they probably intended, originally.
- The first 4 acts are Seriously not memorable in the slightest, with terrible level design making the game more trial and error and less Serious Sam. The command centre finale is a perfect example of this - an enemy will get stuck in a portion of the map unreachable by the player making it impossible to progress. If you're in the wrong position a Serious Bomb may not even be sufficient to remedy this!
- The Zap Gun is ridiculously overpowered for a weapon with unlimited ammunition AND homing capabilities. With enough patience you can cheese entire sections with this weapon, even in later Acts
- I can appreciate Croteam trying out a new direction with Serious Sam, but I don't think it worked out well. The story interferes with shooting enemies more than it should.
- Hitscan enemies are replaced with enemies with homing explosive weapons. This basically makes dodging projectiles moot as you focus on a new projectile only to get hit by one you thought you dodged
- Enemies can glitch through walls, either attacking you through them, exploding their weapons through them, shooting through them, or just plain old clipping through
- I think they forgot to code friction into stackable objects. Just touching a box stacked on another is often sufficient to send it flying
- The jokes are Seriously dumb

So if you want a Serious Sam game, go for TFE or TSE or even SS3 if you can stomach through the first couple acts. But Seriously save SS2 for last because you'll probably be disappointed.. The issues with settings not saving aside; the gameplay is really fun and the soundtrack is awesome.. A pretty nice horizontal scrolling shoot 'em up.

-Sleek,stylish artstyle,nice graphics and an overall pleasant visuals.

-2 main "characters" to chose from,one using a rifle and the other using a sword,having a weapon with very limited rang in a shmup made for a nice change of pace,also both are equipped with a limited amount of isiles that are replenished between each level along with the shields of the player and mothership.

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-Good soundtrack.

-Fairly challenging.

-Will run perfectly on a broken toaster.

-Mothership mechanic:each time an enemy exits the screen it will damage the mothership's healthbar,so letting too many enemies get away will result in a game over.

-Each level has a fairly tight time limit,forcing the player to dipatch enemies and bosses with haste,time can be saved by boosting your mech,but since doing so will also accelerate the action and consequently make dodging bullets much harder the boost should be used spaingly,mostly in the interval between each enemy wave.

Nothing groundbreaking but it's a competent shmup with a few nice twists that fans of the genre will certainly enjoy.

7/10



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The controls are S H I T. I absolutely love this game so far! It's very atmospheric and the surroundings are stunning. The story is interesting and intriguing and I have enjoyed the few puzzles I've tried so far. I will update this review once I've finished the game, but if you're looking for an atmospheric and well made game I would highly recommend this one!. Fun, Quick-burst platformer that contains some great music, quirky and charming characters and a pretty smooth difficulty curve. Money well spent!. I love the unreal world, unreal 2 is a great classic fps.

#### Video

[http://www.youtube.com/watch?v=MC\\_vN5WAo\\_A](http://www.youtube.com/watch?v=MC_vN5WAo_A). Really wish that I wouldn't give a bad review but... Even though I was patient on trying to record it, it basically crashes most of the time. Really does kill the mood of wanting to enjoy it.. Great DLC! Love it still trying to bring frankenstein alive but love the job themes and the ghosts couldnt be better!!. *Warriors and Castles* is a true masterpiece of the 21st century. Immersive graphics, amazing gameplay, and a compelling plot that ties the whole thing together into a cohesive whole. 10/10.. The reviews are right. You would have figured the creator of this game would have gave 2 ♥♥♥♥♥ and tried to improve upon this. This looks to be something tossed together overnight in Unity using all default stuff. Literally 2 tree's that I see copy/pasted throughout the level all even facing the same direction. Can run through objects, like tree's, and prey. First objective was to get berries and kill a boar. Got the berries, but was unclear how to kill the boar when you can run right through it. 10/10 for uninstallation ease.. I have to say that I do enjoy this game but there are times where you want to punch the screen.

The game is meant to be difficult but winnable. Now i've lost loads of games and well it's not fun when that happens, but when you get that game where you win you get such a good feeling. The dev aimed it at being hard on the survivors to win so don't expect it to be easy, the zombies do get it easier but can fall short when the survivors get going.

There are many types of modes domination (where you own the field with more units), Raze (where you have to destroy the base) and survival. I've only really played Domination as i've had most success with that.

Once you level up your survivor and zombie collections you get extra cards and booster packs, i'm not sure how these booster packs come into affect yet tho. I love the card photos, each card has multiple variations so you can pic which one you want in your own custom deck.

All in all this game is good it just takes time for you to get into the groove of it and wait for the right match to come along.

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