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About This Content

Purchase this DLC disables score limit on this table and unlocks 'Locomotion Retro' table!

Locomotion Table

Information:

- Name: Locomotion
- Theme: Railroad
- Production year: 1981
- MPU: Generation 1
- Type: Solid State (SS)

Features:

- 1 playfield

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- 2 flippers
 - 3 pop bumpers
 - 2 slingshots
 - 1 ramp
 - 3-bank drop targets (2)
 - 4-bank drop targets (1)
 - 1-bank spot target (3)

Title: Zaccaria Pinball - Locomotion Table

Genre: Casual, Simulation, Sports

Developer:

Magic Pixel Kft.

Publisher:

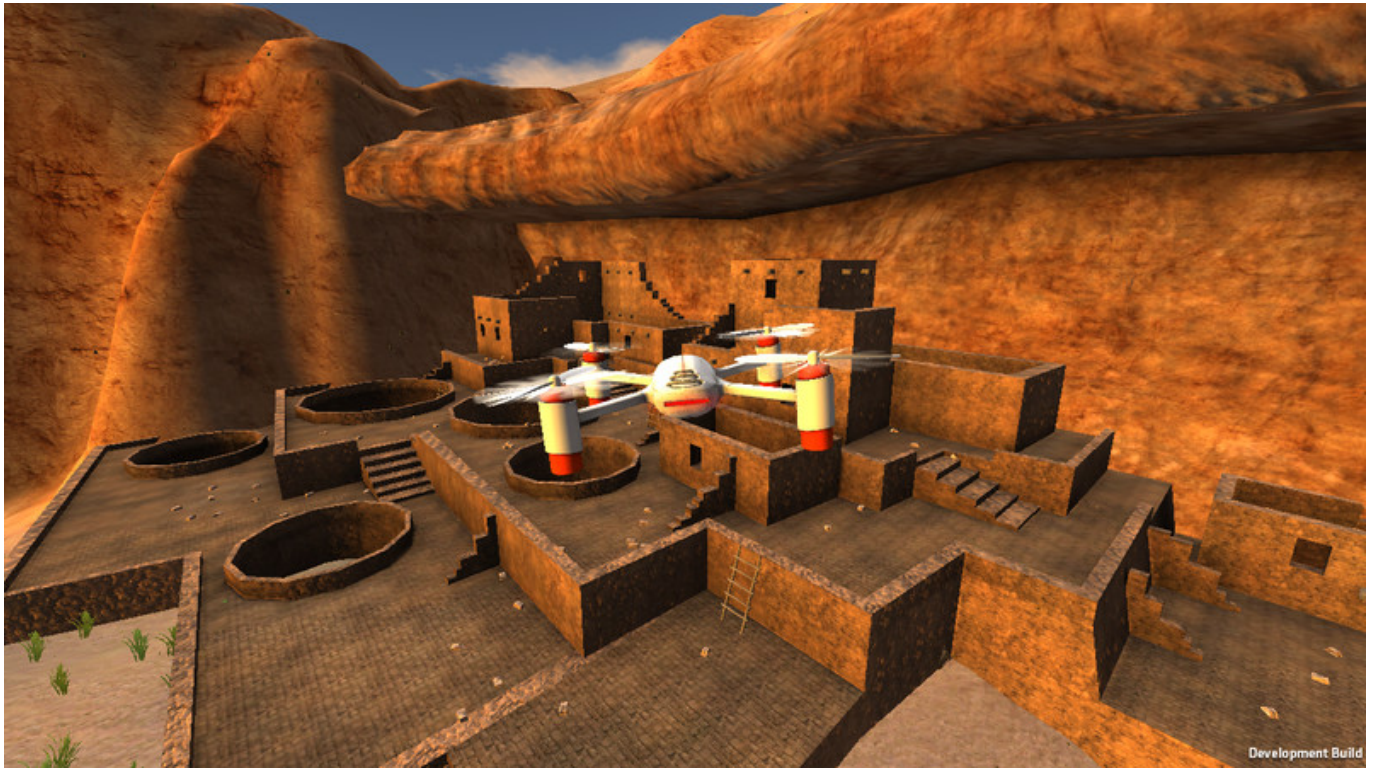
Magic Pixel Kft.

Release Date: 16 Jun, 2016

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English







AVIATORS

- MULTIPLAYER
- MY AVIATOR
- SETTINGS
- QUIT

When I first played this game it was at a convention and it was a fun simple game where you were a ship and there was dubstep playing and depending on what happened with the dubstep you got different weapons that shot automatically. It was way before it came out on steam but I saw a lot of potencial. Before this new update when they put it on steam I honestly didnt like it that much it was very different than the one I played at the convention so I sent then some suggestions. Im glad a lot of the stuff I hoped would come into the game came in the new update. But alas there are still many problems with the new update. I love all the new levels and the format but the buttons are really glitchy if you click the launch button it opens the upgrades and you have to click above the button to make it work. The levels work fine but I feel like the whole new menu thing was a little rushed that whole part of the game is awesome but it also has many flaws. I hope you fix that in the next update. I was glad to see the difficulty increased, now you actually have to move other than just spinning around in the middle and destroying everything. It is also really fun to have to keep going to the side to regen and avoid upcoming attacks. When I tried to play this game with a controller it was pretty glitchy but not that bad. Overall though this new update really improved DubWars. I'm really excited for the future of this game!. I remember "Under a Killing Moon" as one of those gems growing up as well as the many other Tex Murphy adventures. I consider the title a "Cult Classic" of point and click adventures. It's definitely a collector's item or beam of nostalgia to the old school gamers out there. You won't be disappointed if were gaming in the 90's.. Easily the best VR escape I've played yet. Good level of difficulty, easy to understand. I hope there's much more to come! A episodic game with a season pass would be awesome.. Mario for memelords, but also a really good platformer. The garbage aesthetic is definitely part of the charm.. it was not fun at all to me.. Well worth the price=D. 9\10

90 levels of pure MADNESS. Promising mechanics and concept but overall the controls aren't that great and the music gets old quick.

3.5/10

no work, suk mi az2

china numba wun. This game is absolutely horrible waste of money. The theme of all games are boring the puzzles aren't entertaining and it also doesn't save your progress when you exit the game. WASTE. You play as Finn and Jake and you beat stuff up 10/10. I need friends.. sister.. or whatever..

this is so relaxing and beautiful, well it's free anyway. This game is like some sort of cross between the mobile game "Out there" and the VR darling "Job Simulator" - if Job Simulator had a hardcore version which was all serious like.

I really liked Out There, it's one of my favorite mobile games. That's why I was really excited to play this game. At the same time, somehow I am just not digging Far Beyond and I didn't find it that fun. I guess just wasn't for me.

Pros:

- The graphics are decent
- It's unique

Cons:

- Unintuitive interface (It's not that bad but no other VR game that I know uses an interface like it)
- Perhaps I didn't give it a long enough chance, but I don't there there are random/special events. Would be nice if you could stumble upon salvage, or an empty space station with blueprints, etc
- Lots of "clicking"... sometimes I just want to build something and get a replacement part, but I have to fiddle around clicking on a virtual screen, then sit around waiting for my order, which gives me too much time to contemplate why my technologically advanced friends who built this spaceship for me couldn't have added an option that would just tell me how many ore I would lose to build the replacement/upgrade part, instead of me having to do all the nitty gritty VR clicking

Goes both ways:

- Game mechanic is for a specific niche of player. Good or bad depending which group you fall into

Minor gripes:

- There are many translation inaccuracies
- Tutorial was difficult to understand
- Lots of reading/looking closely at things in VR
- If my technologically advanced race could make a freaking hyperdrive and an AI - I think they would have also given the AI hands so that it could fix things for me :)
- This advanced race would also realize that it makes much more sense to manufacture a single probe that does both the scanning and drilling. Just sayin' :). I have no idea what I am doing....

The tutorial for this is a joke.. It is also impossible to play if you cannot get new cards each turn or be able to use the cards you earned again on the next missions. I don't see why anyone would be playing this. I love tactic games like this, but this is impossible to understand. The user interface is garbage. I normally list good and bad things in my reviews, but this game doesn't really have anything of the former...

- doesn't remember any of the settings (language, full screen, sounds/music volume)
- storyline is nothing interesting
- dialogues are rather useless and disturbing, I feel like reading a book
- devs say it's non-linear - it is linear as hell!
- 4 turret types only
- no upgrades between missions, no long term strategic decisions
- turret upgrades are linear and have 2-3 levels only (unless it didn't play long enough)

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- you can only place turrets in designated spots and there is usually about 10 of them on the map
 - you usually start with enough cash to place all the turrets and within 2 waves you upgrade them all to maximum
 - the rest of the game is spamming repair button and pressing skip on these stupid dialogue pop ups

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