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## About This Game

### OVERVIEW

Carmageddon the original classic is back!



Carmageddon is the original freeform driving sensation, where pedestrians (and cows!) equal points, and your opponents are a bunch of crazies in a twisted mix of automotive killing machines. The game features anarchic drive-whenever-you-like gameplay and over-the-top surreal comedy violence. It's the racing game where racing is for wimps.

Now the same Mac & PC classic that was BANNED AROUND THE WORLD is back!

Carmageddon features real-world environments that have been turned into killing fields, where the locals stay out on the streets at their peril. As well as using your car as a weapon, every level is sprinkled generously with power-ups that have a vast variety of mad effects, adding a whole extra level of craziness to the proceedings. In every event you have the option to "play it your way"... Waste all your opponents, kill every pedestrian, or (perish the thought) complete all the laps. Oh and watch out – the cops in their super-tough armoured patrol vehicles are lurking, and if they catch you being bad they'll be down on you like several tons of cold pork.

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# FEATURES

Car combat and splatting grannies!



**"Ladies and gentlemen, start your engines! Members of the public, you have ONE minute to reach minimum safe distance!"**

- Crazy range of vehicles and drivers, each with their own personality and driving style.
- The game that pioneered true 3D physics,
- The game that pioneered dynamic vehicle damage
- The game that pioneered splattering grannies. And cows.
- In fact, splatter a wide range of seriously scared pedestrians.
- 28 dangerously deranged Opponents
- 11 wildly exhilarating Environments
- Career Mode featuring 36 satisfyingly violent Levels
- Race and Wreck opponents to unlock 30 playable cars!
- Over 40 fun-packed Power Ups and "Power Downs".
- Great open world track design allowing complete freedom to explore.
- Hidden bonus areas to find.
- Ludicrously satisfying, arcade-style gameplay.

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# GAMEPLAY

Waste opponents, kill peds and complete laps



The aim is for the player to work their way up the ranking system, from 99th place to first. The player vehicle is pitted against a number of computer controlled competitors, in locations such as cities, mines and desert towns. Levels can be beaten in one of three ways:

- Completing all the laps of the race course, as one would a normal racing game.
- "Wasting" (wrecking) all the opponents vehicles.
- Killing all the pedestrians in the area.

Each level has a time limit, but more time may be gained by passing through checkpoints, collecting powerups, damaging/destroying the competitors' cars, and by running over pedestrians (with bonuses awarded for style).

These actions also reward the player with Credits, which can be used to make instant repairs or recover the car (after falling down a chasm, for example). They can also be used to upgrade Armour, Power and Offense stats in the Parts Shop between races. This is also the time to switch which car to drive if others have been obtained.

As well as opponents partaking in the 'race', some levels also contain a number of heavily armored Cop Cars, which will activate their sirens and hound the player when provoked. They can be attacked and destroyed, but do not count as opponents. A single

"Super Squad Car" exists in one level, and it can be claimed if destroyed.

An Action Replay with multiple camera viewpoints is available at any point during a race.

# REVIEWS & AWARDS

Media reviews.



Carmageddon won the "Game of the Year" trophy in the 1997 **PC Zone** Reader awards.

Carmageddon 1 & 2 were "Driving Game of the Year" 1997/1998.

## SELECTED REVIEWS OF THE ORIGINAL GAME

Originally released for the PC in 1997, Carmageddon was an instant hit and the titles went on to sell over 2 million copies worldwide. Here's what a sample of the gaming press thought at the time:

*"Carmageddon is visceral, violent, vehicular fun..."* - **GameSpot** 8.8 out of 10

*"Carmageddon, to get straight to the point, is one of the best computer games I've ever played... Carmageddon is God!"* - Duncan McDonald 95% Classic Award **PC Zone** Magazine

*"Carmageddon is one of those games that only come along once in a blue moon. An essential purchase."* - **Escape** Magazine 6 out of 6

*"The gameplay is spot on and anyone with a dark enough sense of humour should give it a go."* - **Computer Gaming World** 4 out of 5

*"So next time you gun down coppers on GTA VI, just remember, Carmageddon's controversy was there first, and you have a lot to thank it for."* - **RetroGarden**

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# HISTORY

Blast from the past



Carmageddon is the first of a series of graphically violent driving-oriented video games. It was conceived and developed by Stainless Games, published by SCi and released June 30, 1997 on PC & Mac. It was, and remains, a poster child for video game controversy. The controversy surrounded the game's central premise; that of earning reward for running down innocent pedestrians. The game was notable for its realistic and ground-breaking physics, and for its in-game action replay features. It was also one of the earliest examples of a sandbox 3D driving game, and may have influenced other later games including the Driver and Grand Theft Auto series.

## ABOUT STAINLESS GAMES

Stainless was founded in 1994 by Patrick Buckland, a veteran of the games industry going back to the Jurassic period of 1982, and Neil Barnden, who used to have hair like a mammoth. A team of 8 worked on the original Carmageddon at Stainless, and 5 are still with the company today, although a couple of them are now kept manacled in a small padded room in the cellar.

Stainless Games now employs around one hundred mad, dedicated people of assorted gender, height and width. They can all be found dangling precariously from a small chalky rock just off the South Coast of England.

# SUPPORT

Help



<http://www.carmageddon.com/bugger>

# MORE INFO

need to know more?



<http://www.carmageddon.com>

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Title: Carmageddon Max Pack  
Genre: Action, Indie, Racing  
Developer:  
Stainless Games Ltd  
Publisher:  
THQ Nordic  
Franchise:  
Carmageddon  
Release Date: 30 Jun, 1997

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English







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This isn't usually my type of game, but a friend suggested it. I'm glad I gave it a try. Super neat!. Fell through the map around every corner

Game has no checkpoints so i had to start all over everytime

Big meh. I have no idea why people would say "you get a lot for your money". If you wanna waste 70 Cent just take a walk outside and give it to a homeless. Money way better spent.

Why do I not like the game? It's repetitive, has no challenge, no story, no ending, no depth, no tactical choices, no replay-value at all. But nice atmosphere due to sounds and background graphics. But a lot of free games can do that AND be a nice game.. Sadly this game has become worthless to me. I only ever played as a split screen multiplayer game and recent updates have removed that mode. Please bring back the split screen mode.. This game gets absurd, but it has a heart. It's one of those fantastic VR games that reminds me of Portal, and I'd love to see what this studio does next.. This skin is very fun to use!!!. Coming from someone who had never before played a roguelike (and liked it enough to keep playing), I think this is an excellent game, and it's only going to get better as it continues to develop. I got into it a few months ago back on Kongregate, then my roommate saw me playing and now he's hooked, too. The game has a certain charm that makes it so that, even when you lose, you may not want to play for a few hours, but the next day (or later the same day), you find yourself wanting to come back and try again.

The game is set up so that, once you get really good, you can potentially finish many games in under 45 minutes. However, you can also take it very slow and carefully (as I do) to really think your way through tough situations.

The game allows for such broad versatility in play styles and options (even within a given class) that, when combined with the dungeon generation, gives it a huge amount of replayability. And the music is great, too.

The developer is committed to making the game the best that it can be, and takes into serious consideration player feedback and discussions.

TL;DR: Excellent retro-style rogue-like with great music, great dev, huge versatility, huge replayability, and an addictive charm that makes you want to come back even after the most punishing of deaths.. Finished it just now, with all side missions and a lot of the "do it in harder" repetitions. And I kind of like this game. Yes, the writing is terrible, but since you are not really forced to spend too much time with it (unlike Far Cry 5, which punished you for freeing one outpost too many by force-feeding you the next bit of the story all the time), it's not really a show-stopper.

It just focuses on the things that make Far Cry great. The story-telling has been going downhill since Far Cry 3 anyway, in my opinion, but as long as it does not interfere with the actual game-play, I am pretty ok with that. Of course, if you want to find

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deep meaning and conflict in a post-apocalypse game, you might be disappointed. If you just want to free some outposts, this game is for you.

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This game has so much promise but is ultimately pretty awful and the devs need to do a lot more before they should feel OK about asking for money for this. It's a good idea for a game. The options are basically nonexistent. For those of us (me) who rely on those options sometimes it can be actually unplayable. Bad turn speed, floaty drifty movement, fluttery jumps, bad balance of light and dark, gliding falls, you don't stop entirely when you let go of the keys... I could go on. Many people complain about this to the devs but apparently not getting a response from them is pretty normal. I asked for a refund. Do not get. A few good sound effects and textures aren't a game. It's just disappointing.. ARCADE SAGA is great! imagine games like holoball, racket nx and those longbow games on steroids! 3 polished games with high replay value at a fair price. i like "fracture" most, it's an insane fast first person breakout in vr. lots of upgrades and online leaderboards, it's VERY well done!. I love Valkyria Chronicles it's a great game & the series is amazing, but I do wish the second & third games came onto Steam. I am happy we got the first & fourth games on here. I enjoy these types of games.. If this game had a (FEMALE SEX ORGAN) I would ♥♥♥♥ it to create the anti-christ.. Many might notice many of the tunes being actually covers √ remixes √ rewordings √ \*insertsuitablewords\* of some much older or even classical tunes; I personally was totally okay with this solution.

The music-sheets are a really good extra.. I had to go to the clinic for my wrist, I cicked so much for so long i couldn't move it anymore. It never happened before if you know what i mean. 10/10 would do again.

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