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## Monster Truck Drive Key



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## About This Game

Monster Truck Drive is the ultimate free-range monster truck driving experience. Maneuver a capable modern monster truck in 4 unique levels: arena, moon, hills and dusk. No time limits. 3 different camera views are available. Enjoy the scenery, go for a quick drive, or find the best jumps in this high quality casual monster truck driving adventure.

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Title: Monster Truck Drive  
Genre: Action, Adventure, Casual, Indie, Racing, Simulation, Sports  
Developer:  
Robert Cardona  
Publisher:  
Robert Cardona  
Release Date: 2 May, 2018

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English







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Seems like, the developers wanted to sell four levels for five dollars, when the base game costs three times as much with nearly five times as many levels. So they just made the levels absurdly difficult and tedious to ensure players would spend a lot of time trying to beat them; and so falsely believe the content had enough playtime worth five dollars. Even though that playtime is only that long because the content is overly difficult.

The first level is an assassination mission with instant kill dogs walking around. Players have to lure them away with food they buy with cash found from killing people. Although the last two dogs guarding the target have no food bowls near them so I have no idea how that is even done.

The mission objective is linear and rigid, which is not what the base game was about at all. Players have a specific target, and that specific target can only be reached in a specific way. It is thus a literal puzzle, with random chance added into it based on where the dogs and people wander.

The dogs kill the player immediately if they get anywhere near them. Anywhere remotely near them. Their line of sight is huge. Traps do not work on them, and the player cannot out run them. They are just instant kills floating around the map. They are also darkly coloured hunched over instant kills which are extremely easy to not notice because they don't stand out among the map or crowd at all. So over half the time, I couldn't even tell where they were, and you need to know where they are to avoid them, which means the information the player needs to survive is not properly telegraphed to them thus resulting in death. You can even look at the screenshot the developers have of that map, and can see how subtle the appearance of the darkly coloured dogs on the darkly coloured floor surrounded by brightly coloured people and objects is.

The map is cramped and dense yet has barely any walls or structures to block visibility so actually killing people in the conventional fashion is very difficult and rare because you're basically trying to do it while all of you are standing in a closet. Players cannot even enter the map when they start the game, a dog wanders over and blocks the entrance for several seconds and forces the player to stand outside and wait for it to leave. Is that there to annoy the player or is it meant to pad out of the playtime even more; because that seems to be the only thing the developers were concerned with here.

Overly difficult arbitrary level design which betrays the open ended massacre gameplay of the actual game, for the sake of forcing players to spend lots of time on not a lot of levels so the developers can justify the price tag.

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It's not fun, it's just a chore. Figure out the thing, try to do the thing, eventually do the thing, beat the level. Could just look up a walkthrough and get the answer to begin with to beat the level without the frustration and wasted time.. This game is a total upset, from some of the review, i thought this game on par with xcom

But the result is, this game even worst than the first xcom released 20 years ago

- Stats is a joke, it do not change anything on the character, i am expecting something to help me categories my characters into tanker, shooter, or melee fighter, but [no...in](#) this game the only different about muta and human is base aim chance and resistance, very stupid

- The skills tree is basically a joke, no kidding, at least add more class / diversity / play style

- Those caravans upgrades to me it mean joke, joke, joke, joke, joke, joke, joke, ok, the bed is abit meaningful

- Weapon is simple and boring. It changed my life.. That moment when the developers couldn't just copy the community made map and make it free, but they remade and absolutely ruined the level. Don't waste your time and money on that crap, you'll better download mod manager and play some ACTUALLY GOOD COMMUNITY maps.. Cool engine and lots of attention to detail, but I hated it.. The cars are way too sensitive. I just pressed W for 1sec and the car just went from corner to corner of the map. Shift slightly to the right/left and you will turn full 90 degrees. It's really bad when you try to drift because the car feels like it's on ice because you will just slide sideways sometimes turning 180. Music is loud and repetitive and there are no settings for that. Sometimes it feels like the game crashed but it's just loading because the little indicator that says LOADING is in the fecking corner is almost invisible. And as someone pointed out it's short so it's not even worth it.. Alternativa is fairly solid point-and-click adventure game set in a dystopian future. I was a little disappointed initially when the game crashed after adjusting the graphic settings but fortunately the game relaunched with the settings correctly applied. The game has a similar feel to other point-and-click adventures such as Still Life and the plot is intriguing enough to keep the player interested. Unfortunately, while the Steam Overlay is supported the graphics themselves are limited to 1600x1200 resolutions, which although annoying, is typical of many adventure games in this genre. I would recommend this title to anyone who enjoys a story driven game and creative puzzle solving, as it is definitely a compelling game.. Learned that herbivores have a taste for human flesh.

54V10

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This is a simple, "story" driven adventure point and click game. I use inverted commas for "story" because the story is very poorly told and comes across as the product of a high school kid who's seen too many horror movies and needs to write something so he doesn't fail his literature class. But fails anyway.

To make things worse, graphics and gameplay here are truly woeful, very low effort hand drawn graphics, minimal polish. The same effort went into the gameplay which is the vessel for the terrible story... mostly just running between screens and occasionally clicking on things.

If you want a decent novel, project gutenberg has thousands of free books. If you want a decent visual narrative, watch TV. This doesn't have any decent story, and yet, unlike most games, also lacks any decent kind of gameplay.

Kudos to the developer for the reckless ambition to charge \$3 for this.. Well, it's similar to the previous games, but with improved graphics and physics. Some of the same tracks return and some new ones appear. I love that they added the 2-strokes. But nothing will ever beat MX Simulator for the most realistic motocross game.. I mean, yes I would recommend the game for its story, art, and characters, but as much as I love all that, the stat raising drives me insane! Sometimes I find myself thinking, "Oh yeah, I haven't played Dandelion in a while and I remember having fun, I should reread it!" Then I remember how you basically spend half the game managing stats and I can't bring myself to do it...

...One of these days I have a plan to sit myself down and go through it all again and just save at every major story point so I can just jump around the save files to read the coherent story without wasting my time. Haven't done it yet, but it's on my to-do list! Then I believe I'll be able to properly enjoy the game without dreading the micromanaging aspects.. 9/10 it's about cars.. Nice game and graphics.

Waiting for big update for multiplayer/pvp and building.. Make a daughter, Kill your daughter, Revive your daughter, That isn't your daughter , You are your own daughter

Im so confused



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