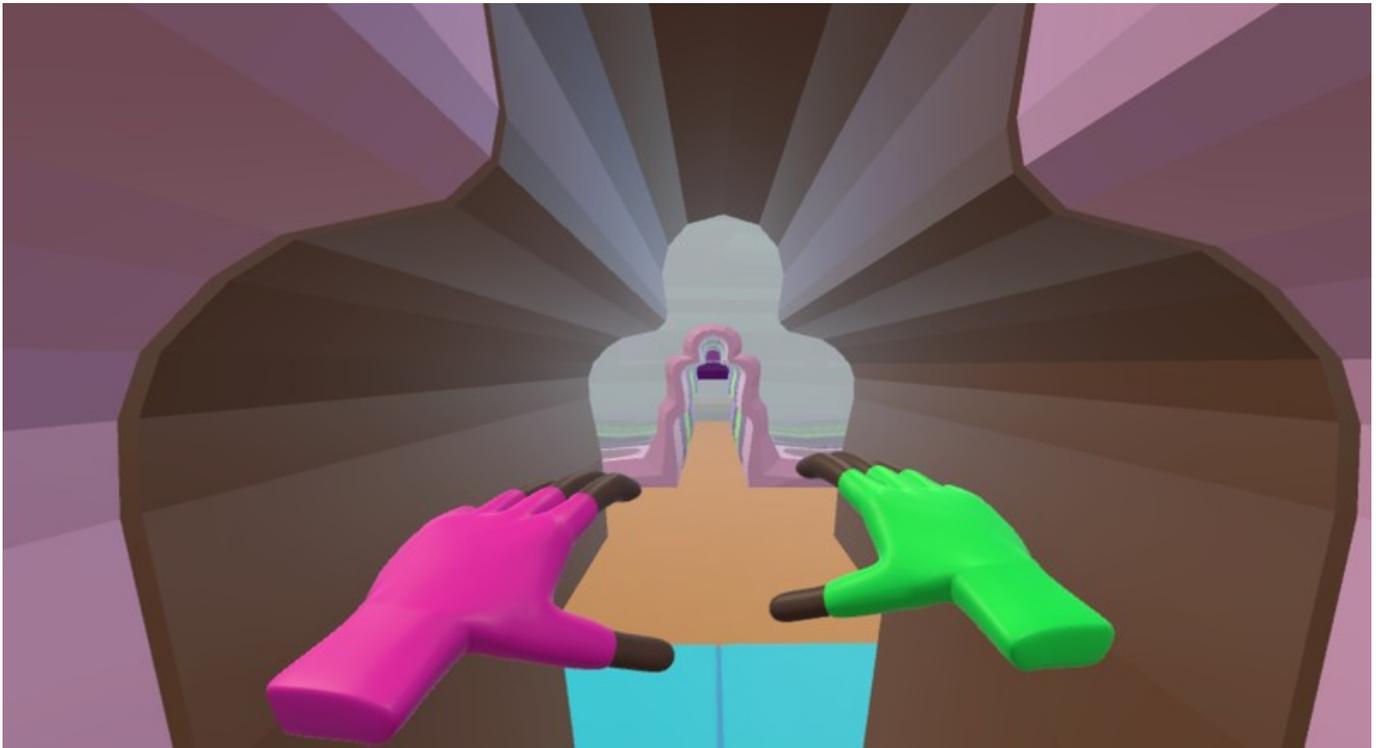


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Funklift Download Xbox 360 Free



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## About This Game

### A party game with forklifts?

Wreck your friends in a wild race for logistical glory!

### Do you even lift?

Race across a variety of groovy levels to the rhythm of funk like you've never heard it before!

Compete or co-operate with up to three of your friends in a race against time. Find out who the true champion of the storage really is by delivering the most items and racking up the biggest score!

Will you use your cunning and skill to tactically deliver with timing and precision? Or will you use the beastly strength only a four tonne forklift can possess to annihilate your opposition?

### What to expect:

- Streamlined gameplay in a simple yet hilarious concept
- Hysterical physics that will have you laughing to tears
- A variety of unique and challenging levels

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- A brain-melting soundtrack that God forgot
  - Sweet forklifts (now in four different colors!)
  - Hats. Why? Because why not.

## **Fork your friends today!**

Listen to your inner forklift operator calling.  
It thumps your chest like a bass guitar and screeches like a set of skidding wheels.  
Glory awaits you and your friends.

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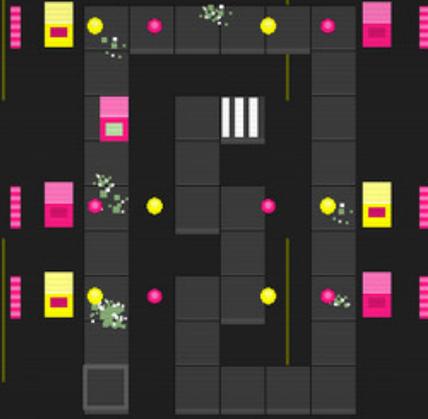
Title: Funklift  
Genre: Casual, Indie  
Developer:  
Mostly Harmless Games  
Publisher:  
Mostly Harmless Games  
Release Date: 8 Jun, 2016

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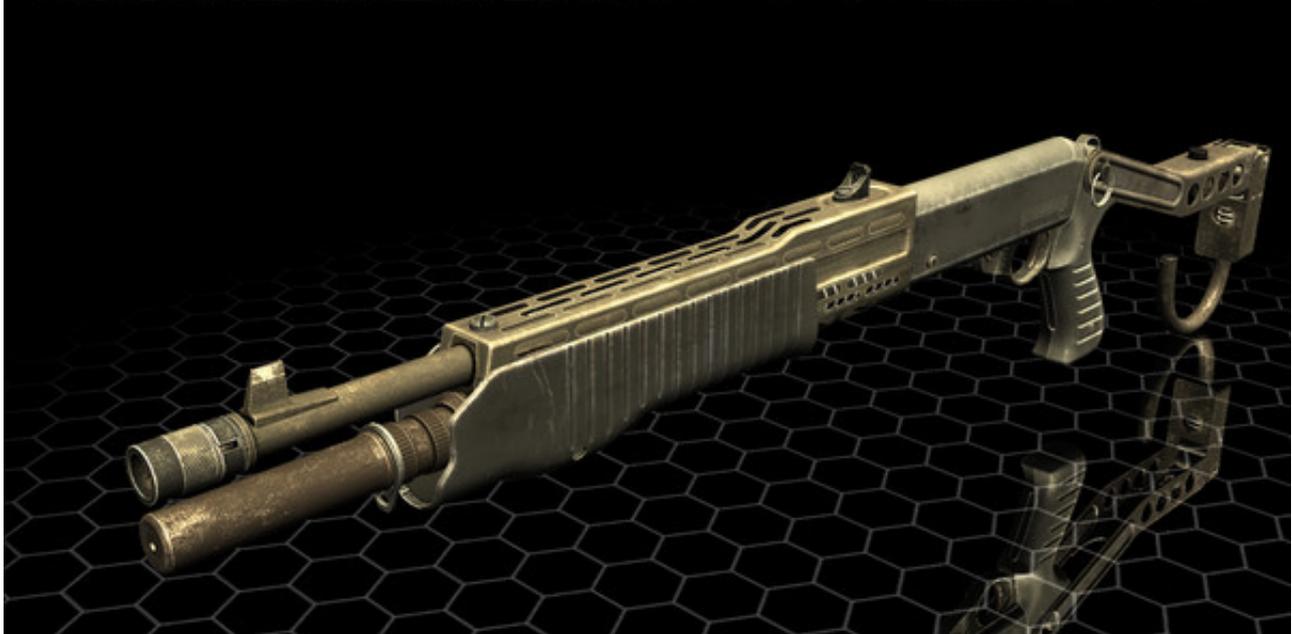
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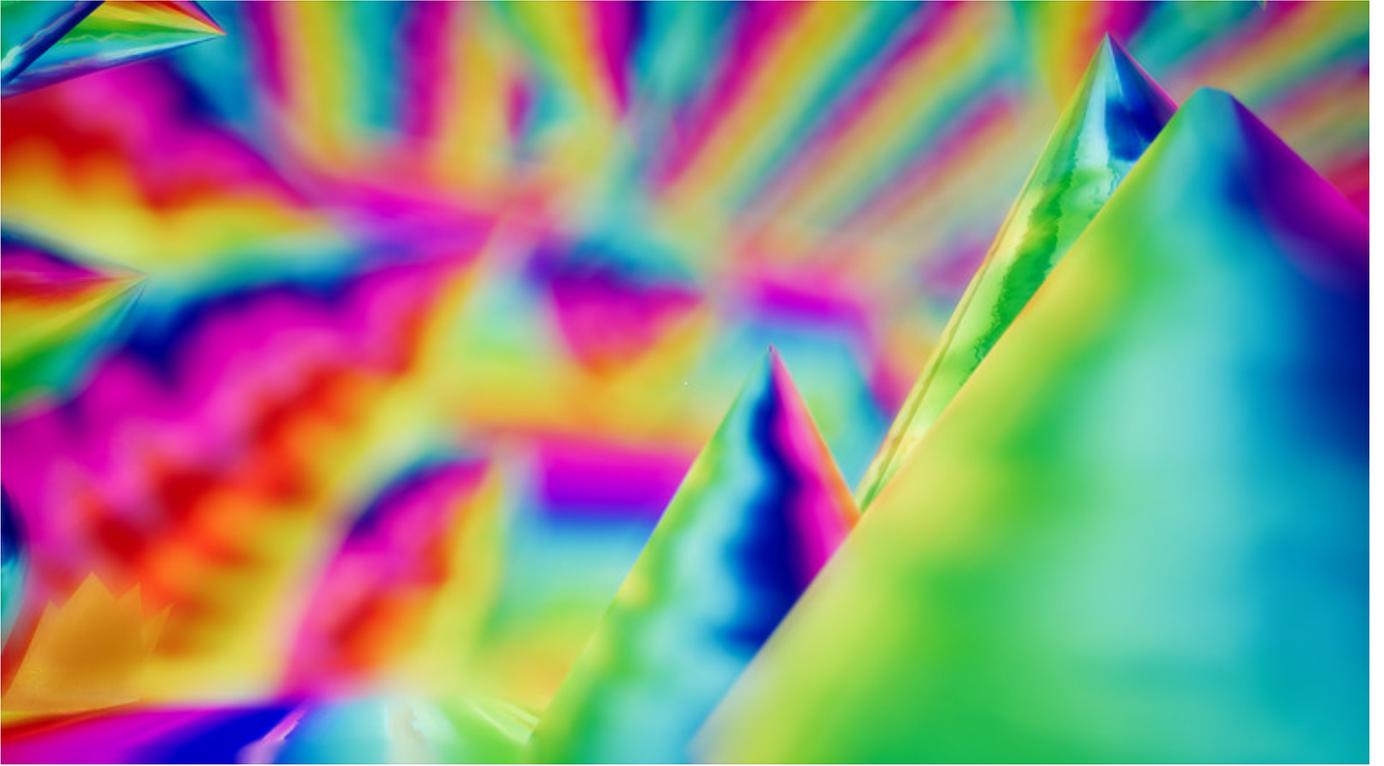
DEATHCOUNT 14

YELLOW\_20



KEY M: RETURN TO MENU





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I had fun with this one. I used to love messing with fireworks (irresponsibly) when I was a kid with friends. This game reminded me of those days. The sandbox mode is where the game shines, as there is no career mode yet. You have pretty much an unlimited amount of fireworks to play with and even blow stuff up with. The fireworks look very much like the ones you buy at firework stands for the 4th of July and even have descriptions of what they do if you read the box. You can also die if you don't stand back, which I really like because it helps the realism knowing that they're a threat if you do dumb stuff with them. :)

My overview: <https://www.youtube.com/watch?v=lice1LHvJyw>. Small Radios Big Televisions' is gorgeous! The artsy name pulled me in and I enjoyed every minute with it. SRBT is about getting into virtual reality with tapes you find in abandoned industrial buildings. I found every design decision in the game quite clever and well executed. You have a body-less movement that only focuses on doors in the industrial complex. The hidden tapes there have their very own worlds and a unique music piece that can be revisited up to three times in a changed, distorted mood. The mixture of lowpoly, retro-wave and polished, clean modern design get so well together. A masterpiece of game art where the designer really got mad with shaders and effects!. I love brutal games, and I can assure you: this one is brutal. Ted by Dawn is an old style platformer with a fun zombie twist. While it's not particularly unique, it is very hard to screw up zombies. I think they pulled that off pretty well here.

If you want to see some gameplay of this game, you can check out this Youtube video:

<https://youtu.be/V-KY0HKy2eY4>. Really fun mario kart like game. Nice graphics. I use an xbox controller for it and it works really well. I got this game in a codemaster racing humble bundle with a lot of other racing games for 9\$. I consider this to be an extremely good deal.. Saw HyperRPG stream this on twitch and the art style immediately caught my attention. Seems more polished than most early access titles but still a little rough around the edges. Keyboard/Mouse controls needs more tuning.. boring and oily feedback

update

after the update the controls improved but could be better. I went around the labyrinth without finding anything of interest. the story is nice but i couldn't find the smallest hint about what to do around there. after way too much time I gave up. the concept is really interesting, sadly it's not well developed. i understand that the point of a labyrinth is getting lost in it, but if you can just walk around and occasionally find useless decorations like a pot or a skeleton it gets boring really quickly

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a lot better for drawing compared to photoshop. A great start!

I've encountered at least one glitch so far (kicker missed the ball on opening kickoff which somehow the game allowed me to recover and carry to ball...should have been an illegal kickoff??)

Aside from this I am really pleased at the potential of this game! The stadiums seem to capture the feel of the real life locations reasonably well and in terms of the controls, there is a good path to learning progression for new football game players such as myself. The modding should make this a fairly reasonable facsimile of the real league experience - can't wait for updates!

I am eager to play more!. I really, REALLY wanted to love this game and in many ways I do.

*First, the good:*

- *The graphics. The visuals are gorgeous and play very nicely in developing the atmosphere.*
- *The lighting is near perfect in that it isn't too dark, nor too bright and really sets the tone.*
- *The story. I really enjoyed the story (up to the point I stopped playing). In fact, I loved the story. I really wanted to finish it out (I'll have to watch YouTube to see how it ends).*
- *The atmosphere. I thought the atmosphere is very well done. It plays perfectly into the story and the suspense that's built up throughout your play.*
- *The jump scares. They are there, but they're not overly done and add quite well to the suspense.*
- *The music. The music was perfect. Really added to the atmosphere and helped with the suspense.*
- *The puzzles. I enjoyed the puzzles. They were thought provoking, but were not so much they ended up proving annoying or frustrating.*

*Second, the neutral:*

- *The controls. For mouse\keyboard they're OK. Movement is good, but for 'me' tasks such as opening doors, drawers, etc seemed a little clunky. Not so much that the ruined the game, but it just felt a little off, again for me.*

*Finally, the bad:*

- *I'll spare you any spoilers here and just say that there is a certain item you MUST have or you die. I HATED it. It ruined the experience for me. I understand what the devs were trying to do. It reminded me of "Outlast" in always having to search for and replace the batteries in your camcorder. However, in this instance it was way over done. I stopped playing because of this. Constantly running out and finding myself in need. Again, I understand it was meant to generate a sense of urgency, but it proved more irritating and frustrating than I could appreciate.*

*Overall, the positives greatly outweigh the one negative. It's worth a buy and worth playing. MY issue with the particular item might just be me. You; however, may have no issue with it at all. I do recommend giving this game a shot. It seems like the devs are sticking with it (which seems to be rare amongst smaller indie developers these days, which is another reason I recommend supporting them by purchasing and playing this game.*

*I may go back and play again... but that one negative really just gives me pause. If they increased the item's affect (longevity) or reduced the frequency of when it was required - I think it'd be a near perfect game (as a matter of personal opinion).. I recommend this game if you like Ninja Gaiden, Shatterhand or other 8-bit games. Music rocks, controls are tight, cool bosses, there is everything you want.*

*5/5. Pretty bad\u2665\u2665\u2665\u2665\u2665crane :) Love it. this game good for children age under 10 year old*

*no drug no porn no violence no impolite no genocide no prank no dirty joke no crime no mafia no heretic*

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*this game is game in dream of father and mother for buy game for his and her children if you want buy game for you son and daughter or your nephew i recommend this game. nice and peaceful the sound track also has some elements of the age mythology sound track . I appreciate Davids efforts with creating the game. I live in Chicago but I'm a big CFL and CIS fan. I was so happy that a game was being created that showcased the great Canadian brand of football. I became so frustrated after downloading and attempting to play this game. I completed 2 out of 26 passes. This killed my vibe completely. I would rather have the ability to catch 50% of my passes then this . I wasn't looking for Madden but the graphics are great but game play is like and unfinished game. I called an audible and the receiver switching sides took out the whole left side of the O-line and the snap was a fumble. I hope this gets better!!!!. It's a short game, but I enjoyed it. (I was a little surprised that one of the girls didn't get a route though.) The game does end rather suddenly right when you're expecting more explanation. I was left confused by several things, including if the title has any significance, and of the true identity of all of the characters.*

*If you don't mind a little confusion and some unanswered questions, its an enjoyable ride.. This game feels unpolished and rushed. When I bought it I was expecting a fast paced Canadian football game, instead I got a game where it looks like it was made from the late 90's, has limited plays, and players move at snails pace. The animations make players look like they break their spine every time they're tackled. Sometimes the playsheet disappears entirely and you just have to wing it, but it doesn't matter since the defense is brain dead and gets Mossed every play. Anyone who throws an interception in this game should rethink their life and take a break from sports game for awhile. Overall do not buy this game, if there is a more polished version in the future then go for it. Until then, burning your money is a better use of it than buying this game.*

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