
QUAKE Mission Pack 1: Scourge Of Armagon Full Crack [PC]



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About This Game

After defeating Shub-Niggurath, you arrive back at your home base on Earth, but it's not all blue skies and butterflies. Apparently, not all QUAKE forces have been subdued. Chaos ensues as you blast your way through the QUAKE minions and toward the infested gateway. Your only choice is to find the source of evil and shut it down. Without any hesitation, and with more guts than common sense, you leap into a portal of unknown destination.

Title: QUAKE Mission Pack 1: Scourge of Armagon

Genre: Action

Developer:

Ritual Entertainment

Publisher:

id Software

Franchise:

Quake

Release Date: 28 Feb, 1997

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English







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Great add-on for an great game.

Don't get irritated by my low playtime, I played it through DarkPlaces.. An extremely solid expansion with some new weapons and enemies to boot. If you loved the original game, Scourge of Armagon will be right up your alley.. Note: My short play time is due to playing this game in a source port, a separate program which won't be normally tracked in Steam)

When I finished Quake from my deep backlog, I jumped right into Quake until completion, COMPLETELY FORGETTING THE FACT THAT THERE EXPANSION PACKS FOR THE FIRST GAME. Having nostalgia for the first game after how much the second game changed, I went back to it.

Scourge of Armagon is just as good as the original Quake, with new enemies like the mildly annoying scorpion-like enemies that can auto-react dodge projectiles in an instant and absurd manner (just try shooting them with the nail guns) or gremlins which are generally weak, but attack in packs, can steal your weapon and consume the flesh of other dead gremlins.

New weapons includes a proximity grenade launcher that launches sticky grenades that explode when near a player, enemy, or when shot, a Laser Cannon that rapid fires bouncing laser and the Mjolnir hammer that smacks the ground with a large area of effect lightning blast. These guns are welcome additions and because they are quite powerful, but ammo for them is relatively scares or the weapon consumes the ammo fairly quickly.

Quake MP1's soundtrack, unlike the original game, was produced by Jeehun Hwang. Much of it is reminscent of early DOOM, a dark ambient/gothic feel mixed with some hard rock and occasional techno. Unfortunately, the Steam edition doesn't include this music because the music was exclusively played off of a CD. Source port packages like Quake Epsilon includes fitting, but ultimately different kind of music, so you may want to look into getting the soundtrack to work with your version of Quake. That will all depend on whether you play with the original Quake/GLQuake engines, or use a source port to play it. I personally used the Quake Epsilon pack which had the Darkplaces engine.

I'm reviewing this after playing Mission Pack 2, so my memory is foggy. If I remember correctly, their may have been a few unfair enemy spawns or real tight spaces for traps or jumps, but nowhere near as bad as Mission Pack 2. All the game is generally fair, and most of the game is fun as the original.

If you completed Quake, Mission Pack 1 is a worthy expansion and relatively quick to knock out of your back log.. In Console: +mlook

10/10. BEATEN!

5 Hours

The maps in this expansion feel a lot more story driven and thematically consistent than the base game. The few new enemies I have seen provide for new challenges and the new weapons are fun.

Protips:

-Use directq to run quake 1

-Use +mlook to use mouse look. Pretty good followup to Quake. More insane Lovecraftian levels and many new enemies to telefrag with quad damage.

It's pretty much the equiavlant of Final Doom to Quake.

. This game reminds me quite a bit of the Half-Life episode series, and acts in a similar way. It is a continuation of the story from Quake 1 but with new enemies a few new weapons and a large amount of levels to play through. Everything else is pretty much the same from Quake 1 in terms of graphics and gameplay which is nice. The new enemies introduced are tough when first encountered and really make you think on your toes. As for the weapons they handle well and give you new and fun ways to take on the armies of Quake. The only complaint I had with this game was that the final boss fight was a bit underwhelming

compared to that of the first game. Other than that I would highly recommend this game to anyone who is a fan of the quake series or first person shooters in general.. MORE SHAMBLERS ARE COMING TO GET YOU!

It adds extra levels for quake. The first couple levels add more of the military levels. It's just so much fun blasting away goons in an open desert military base! Then it just goes back to the classic gothic levels. What more could you ask for?

. The game dlc is great.. Scourge of Armagon is the first mission pack released for the original Quake. This is a pack for fans of the single-player sense of Quake. If you want more enemies, more blood and more missions, don't hesitate to purchase this along with Quake.. You'd think Quaker would step up their game this time and give us the toy this time but no. Great Expansion.

Enjoyed the level design better than the original!

Beat it in 2 hours though so don't expect too much (beated OG quake in 3 hours). **Intro**

An excellent expansion pack, honestly the best one I've ever played (although I haven't played a lot) that absolutely does the original game justice. Most levels match Quake's high standards and the ones that don't are certainly far from bad. There's not really a bad level in the whole game, and at 3 hours long

I felt satisfied for an expansion pack. The bonus weaponry is lacklustre and the new enemies don't change a whole lot but the levels are superb.

The Great:

++Fantastic new levels to blast through

++I felt satisfied when the game finished

The Good:

+Harder than the original game on Nightmare, but even though enemy spawns can be cheap there's always another way to get the drop on them so I rarely felt frustrated by it.

+Some interesting and unique moments

+The new enemies are pretty good!. The scorpion guys hilariously sputter around on Nightmare but are still easy to hit and kill but do enough damage so as to pose a threat. Would've been cool if they could run around on the walls or something, though.

The goblins are funny easy to kill little creatures who I found out on the second last level take your weapon if they manage to grab you, but considering how that only happened to me once and they're so easy to kill it's not as annoying as it sounds. The flying bomb things are basically the three legged homing bomb guys except not infuriating as they're easily avoided but keep you on your feet.

+The final boss was a good difficulty. Not too hard to fight but certainly not a slouch.

+Same visual quality as the original game with some eye-catching moments

+Ammo is well spread. You're always aware that you need to get ammo ASAP but are rarely left struggling without any for a large portion of the game.

The Okay/Not Too Big of a Deal:

+No real reason to play again unless you really enjoyed it, but that's about the same as most FPS games, especially of the time

The Bad:

-The placements of the three legged guys with homing rockets were never unfair on the original game when they easily could've been with such a powerful enemy, but here they are obnoxiously placed around everywhere and will kick your butt. They're absolutely not fun to fight with their almost undodgeable attacks

but at least they were never offensive in the original game. Here they make me want to pull my hair out too often.

-The new weapons are pretty unimpressive. I barely use the grenade launcher, so a proximity mine version was useless to me.

The m1jonir barely does any damage and eats through the very scarce electricity ammo and the laser gun doesn't seem to do any more noticeable amount of damage compared to the lightning gun

except uses the same ammo and is projectile based.

-I liked the NiN soundtrack for the original game but felt they reused tracks way too much. Same problem here. No new ones.

The Horrible:

--The secret level on the last episode is incredibly cheap, infuriating bullcrap with no payoff. Avoid at all costs.

Sound: 4/10

Graphics: 5.5/10

Gameplay: 9/10

Content/Replayability: 2/10

Overall: 8.5/10

Conclusion

Absolutely recommended for anyone who likes the original game. Even if you're not a big Quake fan, it's worth it if you enjoyed it and are up for some more Quake that isn't the same thing.. Took a long while to sort out how I could run this on Windows 10! Though once I installed two programs 'Quakespasm' and SQLauncher the game ran awesome. Classic add on!!
Maze-like levels, too many enemies compared to original Quake.. The good:

+It's more Quake.

+The level designs seem more creative and some times more impressive than the original.

The bad:

-You'll need to install Quakespasm to get a better experience

-The music doesn't seem to work/play (though that could be just on my end).

The meh:

~The level design isn't different or creative enough to avoid feeling tedious.

Overall:

I wouldn't recommend buying this mission pack even if it was on sale, unless you're starving for more Quake content (like I was). It's not a "bad" pack per se. However, I felt more bored than anything while playing. Stick with the original.. Three more episodes of quality maps with new enemies, power ups, and weapons, if you like Quake you'll like this.

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