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## BLOCKADE 3D Download For Pc [key]



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### About This Game

#### BLOCKADE 3D!

First Person Shooter! Dynamic cubic world where you can build and destroy things and ones. Modern, real prototype of weapons and other liquidating your different-colored enemies will vary your in-game possibilities. A lots of cool game-modes, where you can shoot, destroy, build your own map, be the last-man-standing against zombies in Zombie-Mode. Every one can find stuff he addicted to in this game. Huge amount of maps, made by developers themselves and of course by community. Upgrade your weapon, your looking, and looking of your equipment, increase your in-game level, involve yourself in the game's worldwide ranking system with another players. Some of game-modes include up to 4 team at the same battle field. Clan tournaments where you gather with other clans to reach 1 goal - be a champion.

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Title: BLOCKADE 3D  
Genre: Action, Free to Play, Early Access  
Developer:  
Novalink  
Publisher:  
Novalink  
Release Date: 5 Nov, 2014

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**Minimum:**

**OS:** Windows 7,8.1,10

**Processor:** Pentium 4 2000MHz

**Memory:** 2048 MB RAM

**Graphics:** GeForce GT520

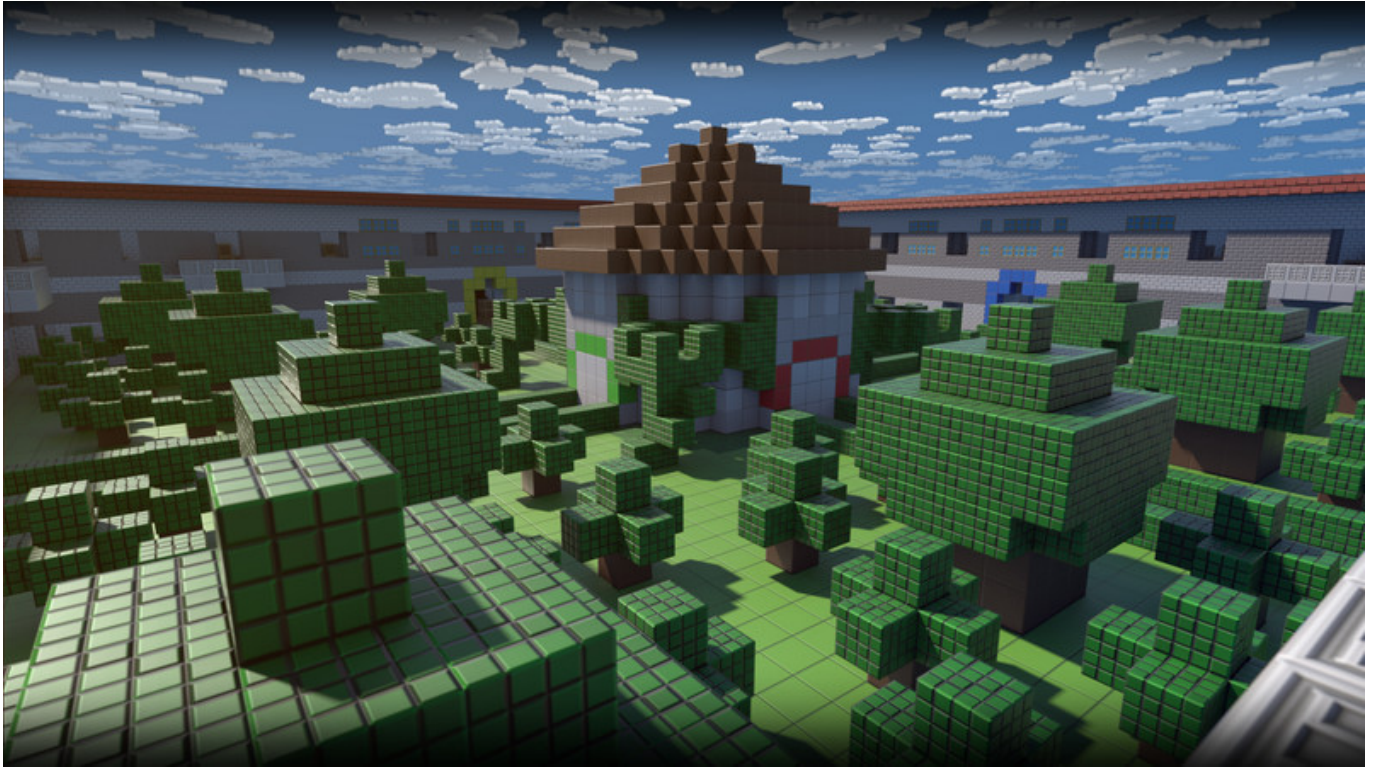
**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 700 MB available space

**Sound Card:** any

English,Russian









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-Pay to Win

-Only jeeps or heavy tanks on mode TANKS

-at zombie mode only example miniguns.. I hope i will be able to sue this fainter\u2665\u2665\u2665\u2665\u2665for making waste money on this peice of s-h-i-t game.. This game is a totally fail by the simple thing that you need to pay for weapons.. Would be fantastic but is completely pay to win.. polecam 2V10. Its good but it takes a LOT of skill not like pixel gun 3D for modile at all!Exempt for the style and some guns...But out of all its a good game! 10V10. Her\u015fey paral\u0131. By pay to win i thought it would take longer to get the weapons...nope everything in the game is locked behind a paywall. So guy, pay to win though. After playing this for a bit i ran into plenty of pay to win people. This is completly unfair that all armor and actual nice guns are locked by pay to win. I have seen my team get wiped in front of me in a matter of seconds by some pay to win guy with 10 shot armor and a one shot lmg. It would need quite some balancing like acualty being able to get the guns and armor. At the moment the game is very frustrating and i would not play it if you do not plan on spending money on a free to play game.

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I got banned for moving fast but that's a WiFi issue. after nearly 3 hours of pain i want to die. mieinkaft in conte strejke ... or something else... pls..

don't

get

this

game

it's just bad for you and youre family

all these russians can \*\*\*\* my .... Third time re-writing my review. None of them have been positive.

I am a p2w player on blockade. I've got the megapack, armor, I'm level 33, I'm usually one of the people new players hate having to deal with. So if I'm still giving this a bad review, that should tell you something.

The great hacker wars have seemingly stopped. Last I heard PiotrK has stopped putting his hacks out for people to use, so it's a much nicer place to be again. That does NOT mean, however, that the game has become "good." It never was.

--Major Problems--

1) Rooms are unbalanced to\u2665\u2665\u2665\u2665\u2665 I know the playerbase has gotten a lot smaller than it was in the first year or so of blockades life, but that doesn't justify letting level 45's into a room full of level 1-10's so they can spam kill them until they quit and uninstall.

2) Tanks mode. You completely removed tanks for a couple months, I was hoping either to FIX it or to remove it for how unpopular it is, you did neither. You brought it back, and there are still random enemy players you cannot damage, tanks can still be glitched into so they act like invincible armor as the person "inside" runs around shooting their normal gun, and even the one non-tank vehicle you would expect to be fast (jeep) goes about the same speed as the light tank, and can only take two shells before \u2665\u2665\u2665ing exploding. It's worthless to even have.

3) Armor piercing weapons and one-shot weapons. I love the M700. I love one-shotting people. But it can one shot people even when they're wearing the armor they had to pay to own, the armor they expect to protect them from instant deaths. Not to mention there is at least one other sniper rifle that just completely ignores armor, maybe more. If you're going to sell armor, make it prevent instant deaths. It should have done that from the beginning, since you have to pay just to have it.

4) RPGs. Anyone who's played for over 10 minutes has met those level 1's who can't aim a \u2665\u2665\u2665ing gun to save their life, so they spam RPG's and Mortars like there's no tomorrow. They damage around 3 blocks on all sides of their impact block, they instantly kill you even if they hit the outside of a wall 2-3 blocks thick that you're on the other side of, they're broken and no one likes them. Area damage is fine and makes sense, but is it really that hard to make the damage lessen the further from your body it actually hits? You made bullets do less damage to the legs than the body, I know you're capable of it.

5) This one's just a personal pet peeve more than an actual issue but: Early Access. This game's been out at least 2 years and been on Facebook for probably longer. You wrote \u2665\u2665\u2665ing 4-6 months in your game description. Stop lying and either finally admit you're too \u2665\u2665\u2665ing lazy to impliment the major changes to repair game-breaking problems that everyone's been harping about (looking at you, Tanks Mode), or start adding new\u2665\u2665\u2665\u2665\u2665and change your description to say "We're never going to become a finished game, we're just too good at wasting time." Adding a holiday sale and an anti-cheat that banned people who lagged too hard does not count as new features.. This game looks like it was made in 10 minutes

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