
Metal As Phuk Download 100mb Pc



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About This Game



ABOUT THIS GAME:

Sold in over 90+ countries around the world and praised as one of the funniest and most clever RPG's of all time, **Metal as Phuk** is a Mature, Turn-Based, Crude Comedy that has one goal and one goal only: **To Make You Laugh!** Play as **Chael**, the only surviving Paladin of the Metal Order as he embarks on his journey to stop **The Dark Bards** before they can summon **A'Marthius**, a **MONSTROUS** Demon **D-Bag** who wants nothing more than to see the world burn! A dark, insidious world full of **Epic Metal References** awaits you as your party battles their way through **Unholy Adversaries**, **Big Bad Bosses**, and **Smaller**, but **-STILL-** **Bad Bosses!** **Phuk, the God of Metal** watches over you on your journey... but do you have what it takes to be **Metal, as Phuk?**



Wow, look at all this stuff!

Oh yes... what wonderful things we have in store for you...



This game features:

- Dozens of Sick-Ass Metal References!
- Awesome Boss Battles!
- Turn-Based Combat System with Epic Loot and Leveling!
- Hilarious Items and Easter Eggs Hidden Throughout the World!
- Four Kickass Party Members with Four Kickass Classes!
- 4 Dozen Epic Songs to Headbang to until your BRAIN FALLS OUT OF YOUR \$%^&ING SKULL!
(Crankage Games is not responsible for Cranial Extraction due to excessive headbanging...)

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- Original Storyline! (Well, as original as one can get, I mean, C'mon, Right?!)
• "Herbs"... !

... And a Phuk-Ton More!



**For Phuk's sake, play
the game already!**

Title: Metal as Phuk
Genre: Action, Adventure, Casual, Indie, RPG, Strategy
Developer:
Crankage Games
Publisher:
Crankage Games
Release Date: 13 Jul, 2017

b4d347fde0

English



Chael



The power of Phuk compels you!



Drevildiver

Oh really? Does it now?



Dok'Tor Rox-Zo



Tell ya what. You don't "Vanquish" me or "Slay" me, or whatever you goofs call it these days, and I'll be sure to hook you up with some great items for a decent price. Sound like a deal?

metal as phuk. metal as phuk walkthrough. metal as phuk review

I played for about 4 hours and didn't realize my girlfriend was home. She sat and watched me play for about 30 minutes and now she's pregnant.

A+

Also the Blacksmith's name is Fluffy. That's pretty alright.. When I bought this game, as part of a super-cheap bundle, I wasn't expecting much. RPG Maker graphics? Indie? Single-man team? I figured it'd be a painful cringefest.

I was utterly wrong. This game is fantastic. The gameplay is fun, and smooth once you figure out the fairly classic mechanics. The graphics are nostalgic sprites, and the enemies, attacks, and locations are varied.

But where this game really stands out are in the areas of soundtrack and dialogue. The battle themes are absolutely pulse-pounding, to the point where I am WAY too into the fight...and its just a turn-based battle. Top notch. And like I said, the dialogue, the exploration popups? Perfection. Great jokes and an easy sense of humor make it a riot, and the dialogue in this game has made laugh on days when nothing else could.

In the end, I only have one real problem with this game, and that's the painful fact that I've only been able to spend nine hours on it.

I cannot recommend this game enough. Thanks, Crankage. Stay Metal, as ♥♥♥♥.. Loved all the Metal references.

Lots of easter eggs around, and they grant exp. I liked that I could change the TP mode to fit my play style.

Characters were funny, one-liners were great.

Best in fullscreen mode, press ALT and Enter to make it fullscreen.. Bought the game the day or so it came out, but only finally found the time to play it very recently. Fantastic characters and humor that actually was some of the best I have ever seen in a game. Great job Crankage, I will totally try out whatever else you make.. this game fizzaucking rules. straight comedy metal rpg.. This game was amazing! The comedy was on point and the characters were hilarious! I used it for live streaming on my YouTube channel and my fans loved it!! It has the classic elements of any rpg and is well worth the price! My only disappointment was that it even ended! I could have played the game for much longer!! Though I felt like the game length was good for the price! Get it now! What are you waiting for!! hey its PRETTY good

This game is quite a trip, an hilarious one through rock/metal references, clever script, lovable characters, silly monster designs and overall good looking game in terms of presentation and the world.

Chael and Pontius are my personal favorite duo and through my 5 hours of gameplay I've had a great time laughing a lot and playing a refreshing take on the RPG genre.

I would recommend this game greatly if you're looking for a few hours to spare and are not looking to play a game with top notch graphics and stuff.

I've grown up playing SNES very much and I can say there's a vibe of SNES/GBA from this game's graphics. (Which is a good thing in my opinion) While it is not super extravagant, it still shows us a great and fun looking game with various environment. The 3D modeling of the monsters could as well be from an N64, PSone or early PC game but well done. It looks corny and that's something interesting.

The game doesn't try to be something it's not and is it's own little gem. A fun adventure awaits you if you decide to play it, I know it's not for everyone, but I'm not even that much of a fan of RPGs but just all the little details in the game makes it awesome and mesmerizing.

I hope I convinced you by now, cheers and enjoy your time playing it.. i don't even like metal. I don't play a lot of RPG's but I really enjoy this one. I love the witty dialogue, the unique characters, and of course the word puns. The title is a word pun, how cool is that! I feel like this game was written by me and I am so excited to finish it. Cannot wait to see what Crankage Games puts out next!. Wow! What a great little game!

This is a genuinely funny and charming offering, an old-school SNES-style JRPG meshed with both crude and clever humor. Those with a musical bent will no doubt understand the numerous Metal references, and all of you pop-culture aficionados will discover a variety of treasures as well.

Mechanically, the interface says "Final Fantasy", and the combat says "Earthbound". This is, of course, awesome. While this is not a particularly "deep" game (expect roughly 5-6 hours of playtime), there is enough stuff going on to keep you thoroughly entertained. Those with adventurous sensibilities will discover that Exploration is rewarded, and experience points are doled out with each new discovery. Characters have amusing backstories (do yourself a favor: make sure you have a chat with Old Man Quiver in the woods), and very distinct personalities. I felt that each character had a well-developed voice, which makes it that much more enjoyable.

The soundtrack is freaking awesome. That's all I really need to say.

I like to support Indie Devs, and Crankage deserves all the support you can give. Overall, for what this game costs (peanuts), it is a very worthwhile and entertaining purchase; it's the most fun you'll have without Koh's Cane (and with your pants ON, no less). Do yourself a favor and BUY this one (from what I hear, the spinoff games are also amazing). METAL!

. So, I was bored at an evening, and was too tired for any game that needs effort. I looked at my library and remembered i bought this, i installed it and clicked it.

I non-stoppingly played this. For 4 hours. Until i finished it.

No regrets. It has a huge amount of original humor in it, and i don't regret i spent my exam night on this too. Not. One. Bit.

This game, my friends, is METAL. AS. ♥♥♥♥!

go buy it and play, if you're a metal fan specially, you won't regret. The humor is perfect, it's a little bit challenging and you might even end up sympathizing the characters. Ahem.. I like the game's focus and atmosphere around Metal mixed with magic. The comedy makes the game fun and interesting. MaP is Fun As Phu K.

. I don't normally like games like this but.... This one was entertaining love the work put in to it and its worth the price for how much game time you can put in/get out of it.. I liked the characters & interaction between them.

Exploration is rewarding and accompanied by entertaining comments.. RPG Maker - I start with this - most obvious and for me it usually keeps me a bay.

That would be the only negative.

Now let's look at what is good in this game.

Story -> not too complex, not too plain. Just enough to make player tied to the developing progress and expand the game beyond fight&survive.

Humor is sometimes for a bit more mature audience, but even kids would get it and is not bad at all. Dialogues between (later) four party members are pretty cool.

Combat -> we all know RPG maker combat, and this one is best of breed (what RPG maker can offer). Not too bad, not too difficult, not too easy. Graphics - you can see on screenshots, I like it. Skills and Spells are well balanced and each next level each char gets new spell or ability.

Traveling -> not the hugest maps we have ever seen, what is good, because getting lost in too complex labyrinths is never a good thing. I also am happy that the main-world movement is sped up and it is not getting boring.

Random encounters are well balanced. Challenging and only if you choose farming as gameplay, you might not find them challenging enough.

Shops are scarce, but not too much, so you should not go out of healing potions. Also herbs improving perma stats can be bought (expensive, of course)

Weapons and armors are offered in shops gradually and in limited numbers (variety), but to afford the best ones still would take some extra time farming.

Game is dynamic, well woven, and obviously tested (no bugs no issues no nothing)

I do miss maps and quest tracker (maybe it's there and I just did not hit the right button...) but in general I do enjoy this game.. Another day, another review! This one was enjoyable however not for the combat. This game's combat kind of sucked. You play this game for 2 reasons in particular, the awesome soundtrack, and the incredibly stupid humor. Both of which are off the walls good in this game. I haven't laughed this hard in a while (or a few days I laugh a lot), and rocked out when listening to the game music in a while.

However the game's fighting could use a major overhaul, one of the first bosses the abyss worm can easily wipe you if you fight it before going into the well. Likewise since enemies drop a pittance for money buying enough antidotes (which are fairly expensive early game) to get through the well is pretty difficult. By end game that's not much of a problem, since the final dungeon is pretty damn short. However the final boss leaves a lot to be desired, since its a forced loss fight, if he had enough strength that he wiped your team within 3 turns that'd be one thing. However most of his moves take quite a bit to kill you. It's made worse by the fact that his only screen nuke (fire breath) is well fire, and all your characters RESIST FIRE! This is such a dagarn joke when you fight him. Plus its kind of a rule that you do not have a forced loss final boss unless you have a game that's a direct sequel, but maybe that's just me.

However I think that based on this game they will make a far more enjoyable sequel, and I'm looking forward to playing whatever it is!

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Damned Daniel

Deported: Drain the Swamp

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<https://twitter.com/CrankageGames/status/1125246551612219392>. **Deported 2: Build That Wall is live!:**

Deported 2: Build That Wall has officially released!. As a Token of Gratitude...:

As a token of my appreciation for all of the amazing support that you've all shown over the course of MaP, as well as the continued support that new players bring in, I've decided to add in a fair amount of characters into the next game being released by Crankage Games that are meant to represent those who helped along the way!

If you've done something to support the game in any way:

1. Thank you SO much, I really do appreciate the positive support you've given, (And the positive support that is still yet to come from those of you who are just joining the group!)

2. Don't be surprised if you see your names in the next game as a character or part of the storyline!

The next game will be a 3 part episodic comedy adventure that will not only make you laugh, but hopefully do a good job at honoring those who continue to support Crankage Games along the way!

3. Episode 1 is nearly finished and will be releasing as soon as possible! Episode 2 is also being fleshed out as we speak, and Episode 3 will follow soon after! (There's still room for characters to be added to the mix as the story was written with a handful of placeholder names for the time being, so if you don't see your name in Episode 1, that doesn't mean you won't in Episode 2 and 3!)

I want to be sure to give back to the community that made all of this possible, as MaP is now sold in over 90 different countries around the world! I really could not have done this without you!

Thank you!

- Crankage Games. Officially Unlocked and Released! On sale for the first week!:

I'd like to give a BIG Thank You to all of the support and positive vibes that have been sent along the way in making this possible! The first official Comedy RPG from Crankage Games has now been released and we hope that you enjoy every minute of it!. Deported: Drain the Swamp now available on Google Play!:

Hello everyone!

Crankage Games is pleased to announce that we've released Deported: Drain the Swamp on Google Play!

We plan to release Deported 2: Build That Wall very shortly, and then we'll be porting over our other games as well!

Thank you all SO very much for the continued support! You've all been incredibly amazing and we appreciate each and every one of you!

<https://play.google.com/store/apps/details?id=games.crankage.deported&hl=en>

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