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Animaniacs a gigantic adventure free

in: Share Animaniacs: A Gigantic Adventure is a video game developed by EAI Interactive and Southpeak Interactive and released on June 15, 1999. This was one of three PC games made together with Animaniacs Game Pack and Animaniacs Splat Ball!. Plot Thaddeus Plotz, after many years dealing with Yakko, Wakko and Dot, decided that they should go, so he orders Ralph T. Guard to gather the warner brothers' old posters, awards and films, and hide them around the studios. In doing so, Plotz ordered all the Warner Brothers to be imprisoned in a sanatorium. However, as is typical of the three, they escape before reaching it and it is up to the player to retrieve all the hidden goodies. Gameplay A Gigantic Adventure is a side scrolling platformer. The player takes control of a brother other than Warner at different levels and environments, and they are armed with different weapons. Environments There are eleven different levels that the player will find in the game. Each environment involves the use of a different Warner brother. Some levels have a bonus room, where various goodies must be collected within a limited period of time. Bridge/Tutorial (player takes control of Wakko, can be ignored) First Class Dinner (Point) (bonus room: painting) Domes (Yakko, Wakko, and Dot) (bonus room: Domes Skyway) Kitchen (Wakko) Intestines (Point) (bonus room: Flood room) Engine room (Yakko) (bonus room: Switch Room) Ship Side (Point) Iceberg (Yakko) (bonus room: Whack a Fish) Frank's Stein (Dot) (bonus room: Dungeon) Backstage (Yakko) Movie Sets (Wakko) Yakko Playable Characters - Armed with a Wakko rubber hammer - Armed with a Dot baseball bat - Armed with anvils, she is the only character who can launch enemy projectiles and dangers There are numerous enemies and dangers scattered throughout each level and some enemies like cupids are limited only to certain environments. Ralph's recurring enemies (Dressed in various dress-based level) throws various types of objects at you based on the environment (As at the kitchen level, they throw woks at you) Dr. Otto Scratchansniff (Dress with various disguises based on the level) also throws various types of objects at you based on the Mice environment (comes in 2 colors, gray and white, but behave the same way) that bite you. You can defeat them by jumping on them as well as attacking recurring dangers Water: Will kill the player instantly Fire: Lose a lot of health Fall objects: Inflicts too much damage on the player, some can be destroyed by attacking them Various Items: Several things that just inflict damage Game Bosses There are five bosses to fight in the game, but the player doesn't really start finding them until the last level of Frank's stein environment on. Each boss has his own strengths and weaknesses, is the player on how to exploit it. most of the weaknesses are are in the instruction manual. List of Bosses Scratch Mad- Found at the last level of Frank's Stein environment. Special attack is to drink special potion and turns and swirls around (based on Jerkyl and Hyde) weakness is being attacked as before/after the effects of the potion wears. Most of the off-the-awards goodies, posters and movies are in the form of food and sweets like lollipops, spaghetti dishes, fries, pies, burgers, ice cream, drumcheats, stars, microphones and so on. Various items and goodies will also reward something extra. For example, a slice of cake will grant an extra life, an atomic ball will allow you to roll at a fast speed to previously inattributable areas, hearts will restore your health, sundaes will make you invincible for a short time, and TVs will allow you to see an excerpt from an episode of Animanics. There are also clapperboards along the steps that act as checkpoints, allowing you to start them if you lose a life. Gallery Now that you've won the award, I think you're going to want to kiss me. Add a photo to this gallery Microsoft Windows 95/98 32MB RAM 22MB free disk space requirements 4x CD-ROM 2MB PCI video adapter with DirectX 16-Bit Windows compatible drivers with directx gamepad mouse, joystick or DirectX keyboard drivers version 6.0 28.8m speed for internet playback. External receiving links Community content is available in CC-BY-SA unless noted otherwise. Before you is a game about animas - cute cartoon creatures like squirrel. I remember watching animations on TV during my school years. And only recently I learned that such a game was also released. The game itself by genre is an arcade game, a powerful stream from which it had already been sought in those years, squeezed by more modern shooters. To interpret us, as we understand, animashki. The arcade controls are simple: arrows - movement, squat and action, space - hit, CTRL - jump, SHIFT - executed. Our opponents are different creatures who don't like animas, for example, fat safety and gluttonous rats. Each animashka, in addition to a different appearance, also has differences in priorities and weapons. For example, on the first level, in one place, a cute, swollen lady connects our character so much that she even leaves hearts - an addition to health. The plot is here on a secondary basis, the parts of the animated series were also never interconnected. But why does the game need some kind of advanced storyline if the gameplay is already appealing? We have to control three characters (in each level - some of them) - two boys and a girl. Their names are Yakko, Wakko and Dot Warner. The task of each level: collect rolls of film, Oscar and get to the hatch and jump into it. In addition, along the way, we will come across stars, food, movie viewing attributes - to keep score - and small and large hearts - to reset vital energy. As you can see, everything is very simple, arcade style. If our first hero fights with a baseball bat, then the girl from the second level (though thin in appearance) plays anvils. Although the enemy can be killed not only with weapons, but also with the good old method, jumping. The design of the game looks familiar nowadays, but it's not bad for your time. The humor in the game is not fearful, on the contrary, it seems decent enough, although rustic. At any time, the age barrier of 0+ was set to the game with so much humor. The sound design is made quite competently and quite witty. A little on the design: it pleases the door. In the settings menu, the Done button is located not only in the corner, but on the remote control, with one hand coming out of the edge of the screen. The main menu is made in the form of a control panel for a kind of terminal, and not flat, as many like to do, but bulky, as when viewed from the side. The game is full of different beauties and funny moments with cheerful animation. Obviously, the authors wanted to somehow surprise the player in this beautiful, albeit a little late arcade game of the shooter era. So, gentlemen, fans of cartoon arcades, you are invited (or rather, God himself has ordered) to play and have fun in the world of A-NI-MA-TsII! And others will also have the pleasure of playing this game. This article needs additional citations for verification. Please help improve this article by adding quotes to reliable sources. Unsourced material can be challenged and removed. Find sources: Animaniacs: A Gigantic Adventure - news · newspapers · books · scholar · JSTOR (October 2017) (Learn how and when to remove this template message) Animaniacs: A Gigantic AdventureDeveloper(s)EAI InteractivePublisher(s)SouthPeak InteractivePlatform(s)Microsoft WindowsReleaseNA: June 15, 1999Genre(s)PlatformerMode(s)Single-player Animaniacs: a Gigantic Adventure is an action game based on the Jazz Jackrabbit 2 engine developed by EAI Interactive and published by SouthPeak Interactive. It was released in North America on June 15, 1999. Plot Thaddeus Plotz, after many years dealing with Yakko, Wakko, and Dot decided that they should go and orders Ralph to gather all the animaniac merchandise (posters, awards and old movies) and hide them around the studios. While doing so, Plotz ordered all the Warner Brothers to be arrested in a mental hospital or something. However, typical of the three, they escape and it is up to the player to recover all the hidden goodies. Gameplay A it's like a side scrolling platform game in which playable characters jump from a platform to The player begins to take control of different Warner brothers at different levels and environments and they are armed with different weapons. The IGN reception gave the game 3.5 out of 10 and called it horrible, while the GameRankings aggregator gave it 60% (above average). [2] References ^ Animaniacs: A Gigantic Adventure. Ign. News Corporation. August 16, 1999. Retrieved January 14, 2018. ^ Animaniacs: A Gigantic Adventure. GameRankings. CBS Interactive. Retrieved January 14, 2018. External Links Animaniacs: A Gigantic Adventure at MobyGames Retrieved from in: Videogames, Animaniacs, Animaniacs Games, 1999 Share Box Art Animaniacs: a Gigantic Adventure is a video game developed by EAI Interactive and Southpeak Interactive and released on June 15, 1999. Plot Thaddeus Plotz, after many years dealing with Yakko, Wakko and Dot, decided that they should go and orders Ralph T. Guard to gather the warner brothers' old posters, awards and films, and hide them around the studios. In doing so, Plotz ordered all the Warner Brothers to be imprisoned in a sanatorium. However, typical of the three, they escape and it is up to the player to recover all the hidden goodies. Gameplay Gameplay is a side scrolling game. The player begins to take control of different Warner brothers at different levels and environments and they are armed with different weapons. Environments There are eleven different environments that the player will find. Each environment involves the use of a different one (Yakko Warner, Wakko Warner or Dot Warner). Some levels have a bonus room, where various goodies must be collected within a limited period of time. Bridge (player takes control of Wakko) First Class Dinner (Point) (bonus room: painting) Domes (Yakko, Wakko, and Dot) (bonus room: Domes Skyway) Kitchen (Wakko) Intestines (as in the bowels of a ship) (Dot) (bonus room: Flood room) Engine room (Yakko) (bonus room: Switch Room) Side of ship (Point) Iceberg (Yakko) (bonus room): Whack a Fish) Frank's Stein (Dot) (bonus room: Dungeon) Backstage (Yakko) Movie Sets (Wakko) Yakko playable characters - armed with a Wakko rubber hammer - armed with a Dot baseball bat - armed with anvils, she is the only character who can launch Enemy projectiles and Dangers There are numerous enemies and dangers encountered in each level and some enemies are limited only to certain environments. Ralph's recurring enemies (Dressed in various environment-based disguises) throws various types of objects at you based on the environment (i.e. in a kitchen they throw woks at you) Dr. Otto Scratchansniff (Dress with various environmental-based disguises) throws various types of objects at you based on environment am, in a kitchen they throw woks at you) Mice (come in two varieties of colors: gray and white) white) Bite you Recurring Hazards water: will kill the player instantly fire: lose a lot of health falling objects: inflicts a lot of damage to various items of the player: several things that only inflict damage Game Bosses There are five bosses to fight in the game, but the player does not begin to find them up to the last level of frank stein environment, each boss has its own strengths and weaknesses, it is up to the player on how to exploit it. Scratch Mad, found on the last level of Frank Stein's environment. Special attack is to drink special potion and turns and swirls around (based on Jerkyl and Hyde) weakness is being attacked as before/after the effects of the potion wears. Most items and goodies are in the form of food and sweets like ice lollipops, spaghetti dishes, pies, burgers and so on. Various items and goodies will reward something extra. For example, a slice of cake will give an extra life. Microsoft Windows processor system requirements 95/98 32MB RAM 2MB free disk space 4x CD-ROM 2MB PCI video adapter with drivers compatible DirectX 16-Bit Windows compatible with DirectX drivers compatible with DirectX mouse gamepad, joystick, or DirectX keyboard version 6.0 28.8 modem speed for internet play Reception Notes Some of the cartoon clips played when the player picks up a TV: Dot's Poetry Corner: Ode to Jack A clip from Magic Time A clip of Soda Jerk A clip from Ups and Downs (Wakko telling a joke to Dr. Otto Scratchansniff) Wheel of Morality Morality: If at first you don't succeed , blame your parents. A Clip from Cutie and the Beast A Clip from Mobster Mash A Clip from Poor Skullhead Aiimaniacs A Gigantic Adventure IntroAnimaniacs A Gigantic Adventure walkthrough part 1Animaniacs A Gigantic Adventure Walkth Through the Part 2Animaniacs A Gigantic Adventure walkthrough part 3Animaniacs A Gigantic Adventure Step by Step 4Animiacos A Gigantic Adventure Step by Step 5Animaniacs A Gigantic Adventure Step by Step part 2 6Animaniacs A Gigantic Adventure Walkthrough part 7Animaniacs A Gigantic Adventure walkthrough part 8Animancs A Gigantic Adventure walkthrough part 9Animancs A Gigantic Adventure walkthrough part 10Animancs A Gigantic Adventure walkthrough part 11Dd a photo for this gallery References ↑ External Links Video Games Animaniacs Animaniacs Animaniacs Games 1999 Community content is available in CC-BY-SA , unless otherwise observed. Noted.