
The Troma Project Download Without Key



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About This Game

WARNING: Originally completed in the year 2001 this game was never released. It contains extensive swearing, rude language, sex, crime, splatter Horror - everything what was not acceptable for a Video game 15 years ago. If you play this game, please do not take anything too serious.

The Troma Project is the exciting turn based strategy game which puts you in the world of Troma and Toxic Mayhem! Featuring The Toxic Avenger, Sgt. Kabukiman N.Y.P.D. and Super Tromette Tiffany Shepis, Toxic Mayhem is the fun and addictive game which allows players to mindlessly kill anything and everything that moves! And, at the beginning of every mission, Lloyd Kaufman will give you advice on how to get through it! Toxic Mayhem is the greatest video game since Toxic Crusaders for the Sega Genesis and Nintendo! Features: Turn-based Strategy featuring The Toxic Avenger and Sgt. Kabukiman NYPD! Seven chapters full of Fun & Gore! Be prepared for a long journey across the globe: Travel to Tromaville, Arabia, Motumbuland and other strange places! Meet Nelson MacMengele and dozens of other fucked up enemies! Amazing interactivity: go after hundreds of Tromatic weapons, drugs and other useful items. Mix your own drinks! Use your inventory to mess around with your equipment, make target-shots and blow up cars! Check out the Tromatic movie cutscenes in full-screen blood & gore while you follow the thrilling storyline to its dramatic conclusion! More than 25 tracks of music, featuring Nevermore, The Loose Nuts, songs from famous TopWare games and Troma movies, and many more! -

Title: The Troma Project
Genre: Indie, Strategy
Developer:
Nekrosoft
Publisher:
TopWare Interactive
Release Date: 28 Oct, 2015

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Minimum:

OS: Windows XP, 7, 8, 10

Processor: 1 GHz Inter / AMD CPU

Memory: 1 GB RAM

Graphics: GeForce or Radeon with 512MB and Shader 1.3

DirectX: Version 9.0

Storage: 2 GB available space

Sound Card: Windows Compatible

English





Hey! What're you wee buggers doin' here?
Ach, don't fuckin' tell me...that Lloyd Kaufman
bugger sent ye, didn't he? Ha-ha---hey! Don't
fuckin' touch me! Ah could do fuck all about it!

Hey, c'mon boys, wake up! Makin' these
completely fucked up sequels of sequels that
are already fucked-up, for Electronic Farts
Incorporated, Gaydos or whatever you fuckin'
call them, and whatever these other dam n cartels
are called...It's gotten more than a wee bit
frustratin' after a' these years, ye know?



As a lifelong Troma fan, I was excited to learn that the Troma Team had released an officially licensed video game. For the uninitiated, Troma's movies are all filled to the brim with blood, sex, puke, and just about every type of wonderfully tasteless elements imaginable. And with such iconic characters as the Toxic Avenger and Sergeant Kabukiman NYPD as playable characters, it would seem that Troma's absurd mascots and gleeful offensiveness would lend themselves well to a video game. What I expected was something akin to their extensive catalog of distasteful films -- fast-paced and brainless, but in a good way. However, what we got was an overly complicated, borderline incomprehensible strategy/RPG hybrid that fails miserably at providing even a modicum of amusement.

Right from the start the player is bombarded with pages and pages of complex instructions and backstory, all read aloud by Troma president Lloyd Kaufman. Kaufman can be very funny in small doses, but his exuberance and pension for forced shock humor becomes grating almost immediately.

A Troma video game shouldn't be this complicated. Their films certainly aren't. I gave an honest attempt at figuring out how to play this mess but after taking a few turns I found that it just wasn't worth the effort. This game is an all-around disappointment, and I just can't recommend it to anybody, even the most loyal of Troma fans. But despite this obvious misstep, I still would like to see more interactive content from Troma, as long as they stick to a genre that better suits their content, like a first-person shooter or beat-'em-up game. However, as it stands, this game is thoroughly disappointing and not worth the price of admission.

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