
Canadian Football 2017 Crack Gamehackstudios



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About This Game

Fast, explosive offensive action, we have it all in our Canadian gridiron simulation title that brings to fans everything they love about how Canucks have been playing the game for more than 100 years. That means 12 players, 3 downs, 20 seconds, and no fair catch eh.

- Complete professional Canadian football rule set.
- Playable with an optional subset of American rules.
- Quick Season mode that tracks full team and individual player statistics.
- Practice mode.
- All 9 Canadian football cities each with their own unique stadium.
- Includes template files for creating 10, 16, and 32 team leagues.
- Gamepad control - Xbox 360 Controller for Windows highly recommended. Mouse support only in the Play Designer.
- Full 3D DirectX 11 graphics*.

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- Physics based tackles and ball mechanics.
 - Full motion capture animation.
 - Open source team files in xml and png formats. Easily customize the game with any popular editing tools.
 - Single or Multiplayer.

Canadian Football 2017 for the PC desktop provides the same core gameplay as the console edition, but includes open source team uniform and roster files allowing for complete customization via 3rd party tools. The PC edition also includes a complete play designer built into the game.

*The game can be set to play with DirectX9 mode for older machines but with some visual differences.

Title: Canadian Football 2017

Genre: Indie, Sports

Developer:

Canuck Play Inc.

Publisher:

Canuck Play Inc.

Release Date: 26 Jul, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 or better (Windows 8.x not recommended).

Processor: i5

Memory: 2 GB RAM

Graphics: GeForce 720 or Better

DirectX: Version 11

Storage: 1 GB available space

Sound Card: Any Windows sound card and up to date driver.

Additional Notes: 2GB memory does not account for the memory required to effectively run 64bit Windows. An Xbox 360 Wired Controller is required. Mouse and Keyboard is not supported except for the in-game play designer.

English





WORK IN PROGRESS

2018 - canuckgame.com

04



09

PASS COMPLETE TO #83 DAVISON GAIN OF 10



3rd & 2

MTL 13

1st 05:58

09



This game feels unpolished and rushed. When I bought it I was expecting a fast paced Canadian football game, instead I got a game where it looks like it was made from the late 90's, has limited plays, and players move at snails pace. The animations make players look like they break their spine every time they're tackled. Sometimes the playsheet disappears entirely and you just have to wing it, but it doesn't matter since the defense is brain dead and gets Mossed every play. Anyone who throws an interception in this game should rethink their life and take a break from sports game for awhile. Overall do not buy this game, if there is a more polished version in the future then go for it. Until then, burning your money is a better use of it than buying this game.. Game still has potential; as an avid sports gamer I loved the concept of playing CFL; just wish there was a season or league play. Otherwise the Developers are on the right track. I was not expecting Madden quality right off the bat. Just was released too soon. I will be watching.. I changed my mind. It warmed up to me.. MOD INFO UPDATE!!! The CFL rosters mod is now complete and last time I heard the logos and jerseys mod should be complete by the end of the week **BEFORE YOU BUY THE GAME!!!**

- 1.this game is made for CFL fans only and the rules are based off of that league
- 2.this is an indie title so dont be expecting amazing graphics
- 3.this is (obviously) not licensed by the CFL nor by the CFLPA so no CFL logos or players

But there are silver linings that save this game. IF you are a fan of the CFL you will love this fast style of play, the graphics may be a bit poor but in my opinion are at the same level as Axis Football and lastly people in the modding community are working on CFL logos and players and the beta should be complete by the end of the week that I am posting from.

all in all as a CFL fan I am pleased and cannot wait to see what Canuck Play has in store.. Game still has potential; as an avid sports gamer I loved the concept of playing CFL; just wish there was a season or league play. Otherwise the Developers are on the right track. I was not expecting Madden quality right off the bat. Just was released too soon. I will be watching.. Fairly frustrating game with wonky passing mechanics(No appaarent attempt to catch passes when wide open is very annoying to me), clunky maneuvering while and controls, also no ability to try out plays and see how one is supposed work a given and no concept of a season mode at all. Might be worth it for \$5 , but I bought this game for over \$20 and it is not quite worth that amount of money.. It's very basic, but you can tell they're focussing on making a game that plays well at its core instead of trying to recreate Madden. The stadium recreations are about as spot on as you can without getting the licensing. Hopefully this does well enough for the creators and the CFL to get together.. I'm going to be painfully honest with you here... this is not a very good football game. Sure it has potential to become something in the future, but as of right now, I just cannot recommend spending \$16 dollars on this game. I hate Madden, I hate the NFL, I wanted to be able to love this game, especially since this game being good would be great for the sports video game market... but this game is basically boiled down to the on-field action (no season, franchise, stat tracking... all the things you want from a sports game), and the on-field action isn't very good. If you want to buy this game just to spite Madden or to expand the competition, I totally respect that, but I think the average sports gamer is going to find this game lacking in too many areas to really enjoy it.

Playing defense is a nightmare... the controls are slippery and unintuitive... it took me 3 quarters of a game to figure out that RT was the tackle button, and even after that I wasn't entirely sure that RT was the tackle button. The pre-snap controls are equally as baffling (RBV/LB to cycle players? Y to call a timeout? Why???) . Most of us have been Maddened by this point, why not just make the control scheme similar? Be different in presentation, be different in how the game feels on the field, but please don't make me learn an entirely new control scheme - especially not one that makes zero sense. I was ready to throw my laptop through the window after the 3rd time I got called for delay of game for accidentally calling at timeout that I didn't have (again, WHY MAP IT TO THE Y BUTTON????) Of course, the first time I got called for it was after I kicked off, and the delay of game triggered the other team to have to kick to me... so that was an unexpected glitch in my favor :)

Offensively, I enjoyed the presnap motion, I feel like they nailed that pretty well... I am a big CFL fan, and all the pre-snap movement is something I really enjoy... it's just hard to see your outside receivers, so expect to get nailed with the occasional offsides. The passing game feels okay... there's some animations missing that could make it better, but for the most part it feels competent... running after the catch is a decent amount of fun. DB AI is not the best though, so you are not going to see much resembling a contested catch/vbattle for the football. Basically, if the DB is going to knock it down, the ball is either going to hit him in the back of the head, or he's going to stand in front of your WR and jump straight up and down a few times... and maybe pick off a pass here and there. The running game is fairly non-existent from what I can tell. My biggest gripe offensively lies in the QB within the pocket game... He feels like he's about 100 years old shuffling around until either a DL hurls his body into him, or the DL decide not to rush and you can finally get him outside of the pocket. After years of playing newere football games, it doesn't feel very good.

All in all, I just can't recommend this game to the average football fan. Maybe CFL fans who are harder core than I am will like it, but I see most people begrudgingly accepting their football video game fate (ie, it's Madden or nothing). If you're committed to trying to build a brand other than Madden, than by all means, buy the game and hope the developer continues to support this series, because you can see some glimmers of potential (one of those "everyone's got to start somewhere" kind of things). Me? I'm going to refund it, because \$16 is just too much for me to drop on the hope that this will some day turn into an awesome series. If/when it gets there, I'll be more than happy to buy it, but my video game budget is currently too limited to purchase a game that I don't enjoy and that I'm not going to play.. A great start!

I've encountered at least one glitch so far (kicker missed the ball on opening kickoff which somehow the game allowed me to recover and carry to ball...should have been an illegal kickoff??)

Aside from this I am really pleased at the potential of this game! The stadiums seem to capture the feel of the real life locations reasonably well and in terms of the controls, there is a good path to learning progression for new football game players such as myself. The modding should make this a fairly reasonable facsimile of the real league experience - can't wait for updates!

I am eager to play more!. I appreciate Davids efforts with creating the game. I live in Chicago but I'm a big CFL and CIS fan. I was so happy that a game was being created that showcased the great Canadian brand of football. I became so frustrated after downloading and attempting to play this game. I completed 2 out of 26 passes. This killed my vibe completely. I would rather have the ability to catch 50% of my passes than this . I wasn't looking for Madden but the graphics are great but game play is like an unfinished game. I called an audible and the receiver switching sides took out the whole left side of the O-line and the snap was a fumble. I hope this gets better!!!!

Lot of potential and great game but need more animations, especially for receivers and defensive back. Most of the time balls bounce on the receiver's chest and fall to the ground before he tries to catch it. But its the first of a serie I hope and I am glad to support this game.. I'm going to be painfully honest with you here... this is not a very good football game. Sure it has potential to become something in the future, but as of right now, I just cannot recommend spending \$16 dollars on this game. I hate Madden, I hate the NFL, I wanted to be able to love this game, especially since this game being good would be great for the sports video game market... but this game is basically boiled down to the on-field action (no season, franchise, stat tracking... all the things you want from a sports game), and the on-field action isn't very good. If you want to buy this game just to spite Madden or to expand the competition, I totally respect that, but I think the average sports gamer is going to find this game lacking in too many areas to really enjoy it.

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P.S. The provided teams did not appeal to me at all, but there is a mod out there that replaces them all with the CFL teams, along with those team's rosters.. MOD INFO UPDATE!!! The CFL rosters mod is now complete and last time I heard the logos and jerseys mod should be complete by the end of the week

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all in all as a CFL fan I am pleased and cannot wait to see what Canuck Play has in store.. I was extremely hyped for this game

when it was announced.

I requested a refund at halftime.

The game is unintuitive and plays like a game still in Beta. The Xbox 360 controller doesn't always work. When it does, the controls are clunky, there is no season or Grey cup to win. I know it's not a AAA title, but there are some fundamental things that are missing that sports fans want. I don't expect a full GM mode, but a simple 18 game season would have been nice at minimum.

I will continue to follow this game's progress and maybe after it's patched or features are added, I will consider another purchase.

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