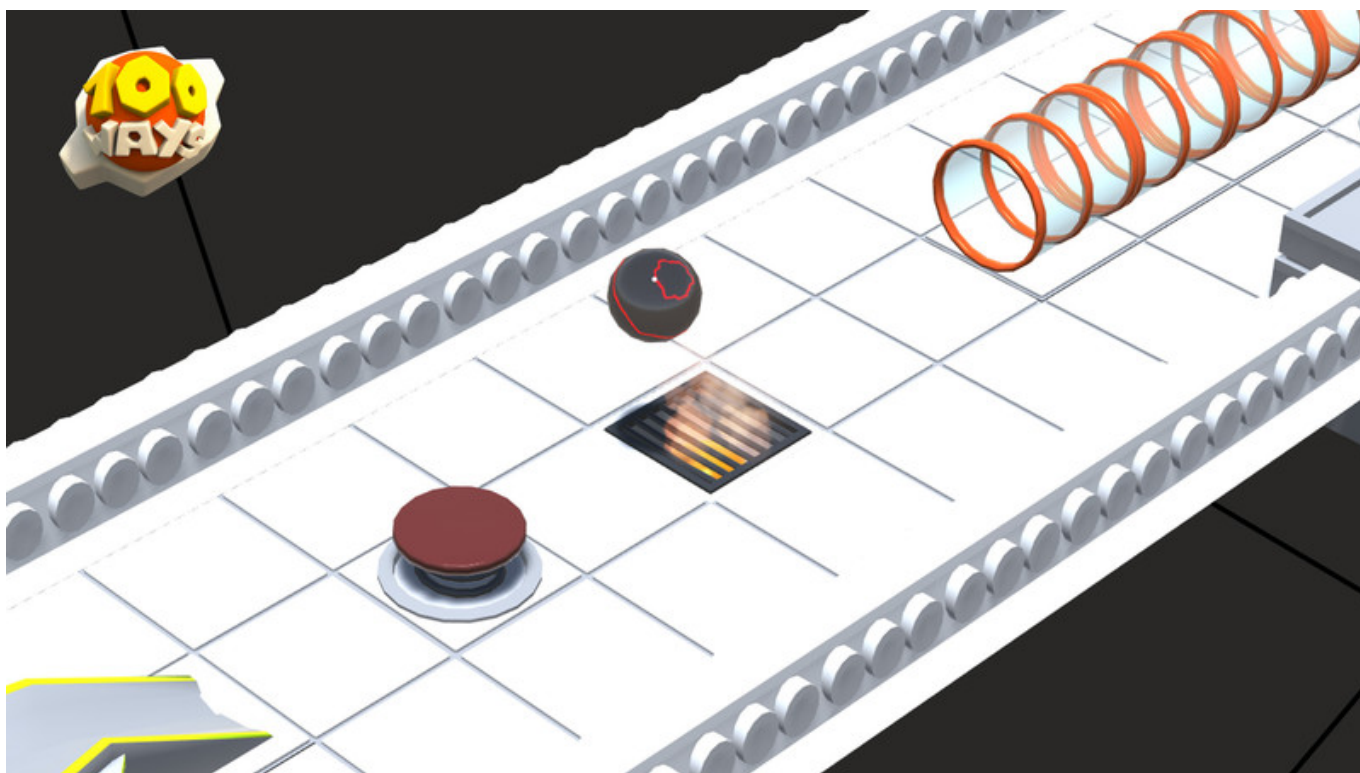

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About This Game



Join the war as one of your nation's soldiers in Hinterhalt 2, a cartoonish World War 2 single player FPS shooter game with tons of fun and excitement. Play as the Germans, Americans, Soviets, British or even as the Japanese. You decide. Fight against bots during the campaign and skirmish mode or face hungry hordes of zombies with limited ammo supplies.

Gameplay:

The gameplay is similar to the classic "shoot, run, die and respawn" genre. Infantry combat only with lots of chaotic battles.

ArtStyle:

The cartoonish low poly look allows you focus more on the gameplay, rather than the graphics, making the game. All background music tracks, as well as the entire UI design, have been carefully chosen and add a great experience to the gameplay.

Campaign:

The campaign consists of 5 big battles you have to win in order to advance. Each battlefield is huge and unique. You will play different factions along the campaign and be able to replay any mission you like as often you wish. The gameplay during the campaign is comparable to the one during skirmish mode, but with a pre-defined faction and a fixed number of enemies and allies.

Skirmish:

The concept of skirmish is simple. Choose a team, an opponent, and beat him. There are several locations and battlefield sizes to choose between and you are able to adjust different settings such as the amount of AIs or respawn tickets, or the rotation of the sun to simulate different day time hours.

Zombie:

As a great fancy bonus feature you can play against hordes of Zombies. You initially start with friendly AIs who will eventually get mad and start shooting everything they see, including teammates, so watch your back. Different supply stations will provide you with random weapons, but watch out, you might get unlucky and get nothing more than a shovel to protect yourself.

Title: Hinterhalt 2
Genre: Action, Indie
Developer:
Felip Guimerà
Publisher:
FelGC.GamesDevelopment
Release Date: 8 Oct, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 , 64-Bit

Processor: Intel Core i5-4210U CPU @ 2.7GHz

Memory: 2 GB RAM

Graphics: 2 GB graphics card

DirectX: Version 11

Storage: 4 GB available space

Additional Notes: You need an aspect ratio of 16:9, Otherwise it will resize automatically.

English







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haven't played much of it but there doesn't seem to be much to it aside from getting the highest score you can before you get overrun. i don't see any sort of wave listing or counter. just a gradually increasing stream of enemies to shoot.

it's something you can play for a bit without having to worry about getting too invested in if you've only got a little bit of time to kill.

tower defense but you're the tower is an interesting concept.

i feel like there's more that could be done with the concept than this game offers but for the price it's currently at i'm not complaining.

if you've got a Vive and you get the KOMC_VR[HTC VIVE]_Data folder error just go to the local files and rename the "KOMC_VR_Data" folder to what it's looking for. that fixed the problem for me.. Very fun game, definitely worth a few bucks to support an innovative indie who polishes games before dropping them on the public!. This is one of the best things I have ever experienced. Easy, land the green cube on the platform.

Little challenged.

Playable.

. Fun little game. There are a couple parts that are pointlessly boring - the market and the barracks. I get it that the game balance would be broken if you could just spam buy V sell from either. But, sitting there waiting for 3 boring minutes for your pawn to buy mercenaries isn't really 'fun'.

Never-the-less, I did enjoy the campaign. I do recommend the game.. This game brings back so many childhood memories. ok here we are again

First I have played the demo first thing that shows is the controles in my case a logitech g25 feel spastic when trying to setup controls it keeps flicking between keybord and wheel like there aint no tomorrow.

gameplay looks pretty, feels nice, it is fast passed and smooth.

focus lies on drifting and stunts not on the actual racing.

overall feel of the game is a mixture of an arcade game with som sim settings.

like a mixture of dirt3 and dirt showdown with settings like : camber,toe, spring stiffness ride hight bump etc ,gear-ratio,diff front and rear spool,preload,caost brake balance and straight

my advice turn off all the driving assist abs traction control and only then youl be able to do som stuff.

conclusion:

nice game if not only you had to buy the dlc to actual get races

in the demo you could do 2 tracks in a couple of cars

in the (full) game you start with a race along the coast after that it already says need to buy dlc to do this

so i dont recomend the game specialy if youre a driver in stead of a pinball machine

also the game might be best suited for a cotroller not so much a steering wheel.

chesslike

-nobody is online

-no proper tuts. \$10 game at best.. Very confusing, no clear tutorial or help, and no clear plot line of how to do things.... after spending a bit of time, not much, i can clearly see what the developer was going for with this game, and ill write a quick review accordingly. with a breif overview, Outbreak is a Coop survival horror game with a top-down perspicitive, simple enough. having played the tutorial and about half of the second map, wish i could use a mixed recommendation instead of the binary yes/no steam has.

Instead of running this review like everyone else breaking off and rating parts of the game, im just going to write out notable features and issues in a huge wall of text with few breaks, lets begin. First off, the game plays like a slowed down version of RE, running tank controls, something i had thought was phased out with the PS1 horror game. this would be an issue normally, but you can not play this running these controls with the keyboard layout, WS being forward/backwards and AD being left right respectively, the issues come with the other keyboard controls. X is aiming, C being your sprint/shoot key, Z inventory. this issue can be resolved just by remapping controls or by using a gamepad of choice, with the gamepad playing as you'd expect an classic RE game to. As far as gamefeel, things like sprinting, quick turning and reloading with out using your inventory feels too sluggish, as weel as firing the handgun, not huge issues, but when the zombies are only slightly slower than your own sprint speed and the maps dont have the space to allow you to out maneuver them they become issues, from the second map i played, it ended up being several long corridors with a number of locked doors and dead ends, not ideal for running. the game also does what RE does, in that it gives you 1 key and tell you to look at every door till you find the one its for, not an issue, till you realize that the key isnt automaticly used. the game also doesnt pause when you use your inventory, not an issue again, till you note that zombies spawn though out the time you place.

I could go on and on, but some of the problems with the game are due for its multiplayer focus, and I played it alone, so they aren't really big issues when it comes down to it, solong as you are playing with people who are trying.

to summerize what the game is, was going for, and what might be, it draws very clear lines to Resident Evil, more specifically, Resident Evil Outbreak. the inspiration may or may not have been Outbreak specifically, but it compares the most in that it was also a Coop survival horror game, revolves around a set cast of survivors of different abilities, and was most notable for having online multiplayer, something almost unheard of for a PS2 game. having not played much of RE Outbreak either, I'll have to leave this comparison here. but like RE Outbreak, it requires Coop to be enjoyable, but I feel people will lose interest in the game rather quickly, so you might not even get to play Coop if this happens.

if you have friends who have this game, play it with them, then see how it plays, Personally, I believe that a game is worth getting if it can be enjoyed both on and offline, and I didnt enjoy the game alone.. i was the first one who played this game and its reealy good i have made an video to youtube when i played this i recomend it it's fun but it needs s save button. This game is anime as \u2665\u2665\u2665\u2665, 10/10. It's really hard to fuzzy guard Xonolox though, his mixups are unreal. I recommend Faceless if you want to seriously learn the intricacies of this game.

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