
Headcrab Frenzy! Torrent Download [pack]



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About This Game

Headcrab Frenzy is a free dynamic action Half-Life mod which allows you to quench a desire to destroy these little bouncy critters to your heart's content, hold records, get achievements, and try your hand at cooperative gameplay, competing in public statistics. Two game modes, six maps, several headcrab types and gradually increasing "frenzy" scale which can be periodically vent - that's the crux of the mod. Is it casual? There is no doubt. But that's not so simple. To achieve high results and score more points you'll have to resort to various tricks: make combos, ensnare headcrabs, use power-ups (there are four in the game), and prevent other players from scoring, pushing them away by a secondary attack of your crowbar. Each map has its own tricks. By discovering them, you'll find out more ways to get high scores and take the first place in tournament tables!

GAME RULES

- You start game with 5 lives. Every time you die, you may respawn, until your lives are zero. If they are, the game ends.
- When you kill 40 headcrabs, you gain extra health points.
- When you kill 200 headcrabs, you gain extra life.
- Your health is regenerating with the rate of 2 hp/sec. The faster you move, the faster the regeneration process is.
- Maximum number of alive headcrabs increases over the time.
- Headcrabs' health and damage increases over the time also!

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- Killing several headcrabs very fast results in a COMBO!
 - Combo temporarily increases you crowbar's damage, the higher is combo - the longer is increase.
 - When you kill headcrabs, you gain "frenzy". Combos give additional "frenzy" points.
 - If your "frenzy" is full, you may activate it with reload key, to do 16x damage and get extra score!
 - First crowbar swing does full damage, subsequent do the half.
 - Secondary attack of the crowbar is more powerful, but is slower. The amount of "frenzy" points got for killing by such attack, depends on weapon's upgrade value. If the secondary attack doesn't kill a headcrab, it pushes him away. It is also possible to push away other players!
 - Every minute your crowbar is slightly upgraded - it does more damage, critical hit chance is increased, and "frenzy" mode lasts for a longer time.
 - If you kill headcrab tracking you with anything but you crowbar, you get an extra score! This is called "Nice catch".
 - There are more minor rules - just play and discover them!

GAME MODES

- **Ladder** - different headcrab types are spawned sequentially.
- **Random** - all headcrab types are spawned randomly. Ladder mode goes into this mode after all types are spawned.

POWER-UPS

- **Invulnerability** - player is physically invulnerable for all damage types.
- **Invisibility** - headcrabs don't attack a player although still track him.
- **Regeneration** - health regeneration is 3 times faster (6 hp/sec).
- **Lightning** – while attacking, the crowbar periodically makes an electric discharge to the nearest target. The discharge has chain effect stacking up to 8 targets.

Powerups last for 20 seconds. They respawn in 1 min plus-minus several seconds in a single player game. There may be powerups of the certain type on maps, or a random powerup - it may be different on every respawn. Server may turn powerups off or tweak their respawn times.

MAPS

There are 6 maps in the mod. After completing a level and learning the score, press an action key in several seconds, and you'll travel to the next map (in multiplayer) or to the start map (in singleplayer). To complete Headcrab Frenzy for 100%, you have to win each map for each skill level (easy, medium, and hard).

COOPERATIVE

Start the game after all players are in. It also can be restarted (using a hcf_restart command). To restart an internet server, including official public server, use a spectator vote system (press DUCK, then VOTES, then select a restart vote in the menu). Your multiplayer score is published on statistics server (only if you play on an official public server). Player is identified by his

Steam ID. Please note that your score is published ONLY if you complete the level (either all players are dead, or a time limit is hit), and server performs a level change.

Title: Headcrab Frenzy!
Genre: Action, Casual, Free to Play, Indie
Developer:
Crystice Softworks
Publisher:
Crystice Softworks
Release Date: 20 Aug, 2015

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Minimum:

OS: Windows XP or newer

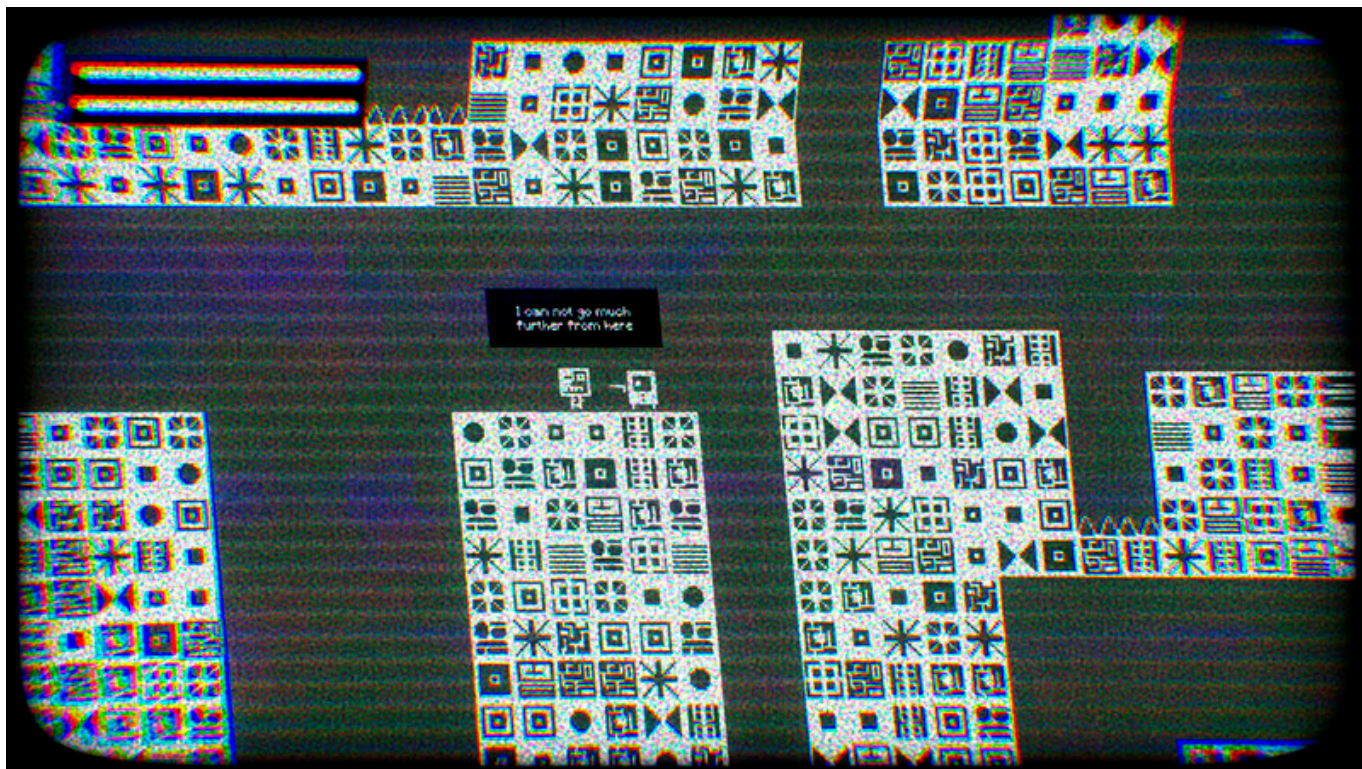
Processor: CPU 500 MHz

Memory: 128 MB RAM

Graphics: 64 Mb video card

Storage: 200 MB available space

English



Order of the Thorne: The King's Challenge





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Cons: Game is done maybe even abandoned, there is no money to make on this game for the Devs, EU servers are closed, no tutorial, Ingame shop with things that should be in the game, it feels like Im playing a mobile game, zero population, overcomplicated unfun crafting, probably gets wiped again.

Pros: I really like the CONCEPT, but the concept only exists in my head, the reality looks different.

I dont recommend this game to anyone whos thinks his money is worth something.
Sorry, to the Devs but it was just not nearly enough done.

PS: Ingame shop was implemented before many of the skill art and things, in the ALPHA lol
just think about that.

PSS: also I forgot to mention that I saw the development of the game since the beginning, I am a "starter" and played nearly day one the game came out. So trust me that when I say this game will not change much even if you wish for it, I wished for it, but there is just nothing to hope for at this point. See ya. Its pretty good!. Playing as the Japanese makes you fighting and bringing honorary for the Emperor Hirohito against Chinese Republic. To make it very clear at the beginning, this game is no Dungeon Keeper III and looks more like an underground based RTS. The campaign has 4 chapters with 5 mission each and takes all together ~20hours. Sometimes the jokes during the missions are too bad but if you like the kind of humor used in Grotesque you should also like this one. At least there are two ends of the game, so playing again isn't a bad choice. Your main character, the demon Baal-Abaddon, has three specs (Support/Melee/Caster) and all three are play- and enjoyable.

The grafic isn't up-to-date but there are many lovely details if you look at the little demons or the underground rooms. The whole game can be played in coop and has also some mulitplayer parts. There you have to protect NPCs, raid some enemy camps or to fight of endless hordes of heroes.

Some negative aspects are the low variation of missions and the missed chance to improve the experience outside of the dungeon. But I had many hours of fun in Coop with this game, so anyone interested in RTS should have a look at it.

Last hint, it plays like a mix of Majesty II and classic RTS games.. fantastic game, my friend got this for me and its epic. I am a pixleartist and I want my work to be in a game so it would be a christmas miracle if you ask me for any sprites. I can make everything beside people so it would be nice to have something to do. You do not need to pay me any money it would just be cool. This game was not what I was expecting but still was fun. An example of my pixelart skills are my pfp and I am a lot better now.

Everyone who tries it is amazed. Very well programmed, too, as it runs very smooth with so many stars. What time is it? It's review time. I'll get right down to it: this game sucks. At first you think it's going to be fun playing an exploration game in the vein of Adventure Time, but it's anything but fun. The "look for stuff and backtrack" design of gameplay is just tiresome by the 2nd world map, and by the 3rd, you just want it to be over and done with. The first Toe Jam & Earl game for the Sega Genesis had a similar feel and look, but was loads more fun.

Not very challenging since you can easily avoid most enemies. Also disappointing that you can only level up to level 15, and as a result, you don't feel very powerful when defeating enemies.

The last boss is awkward to fight since I beat him by chipping his healthy away very slowly and healing constantly - NOT good game design.

Oh well, I know better. I won't be playing this again or any Adventure Time games anytime soon until they make the game mechanics fun and addicting.. Lamest game I ever played.. I learned lots of information about COD that took place behind the scenes. I find this to be a very well made film especially by someone who did it independantly. Keep in mind that this film talks about the COD games up to Call of Duty Ghosts so there is rarley information about advanced warfare and later COD games. If you want to know how Call of Duty started and what the developers and fans think of the franchise, then i recomend watching it!. Think there is a bug in Missions. Got to the Blackgard mission where you are supposed to build Battle Stations and I could not build anything on any system. You would click to build and nothing would happen. Could not build anything including ships.. Good, but hard.. I'm Amanda Holden, and that was NOT RUBBISH!!!!. Basic missions are bugged, you wont get more than 20 or 30 minutes in before youre hit by one. Ill leave a positive review for awhile to see what happens.. Really enjoyed this game -♥♥♥♥♥♥♥♥♥♥I wasted money on it as a title that doesnt seem to have a future. As it stands right now it is DOA. No players. Kaput! I think they could rescue it if they wanted but clearly only wanted a quick buck off the backs of an eager playerbase. I really did enjoy it until I could no longer play as playing it alone is pointless, and no one queues for matches anymore. No updates since April... Sad!. its fun and eazy to play dont over think this game

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