
Hyperdrive Massacre Xforce



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About This Game

Hyperdrive Massacre is an 80s inspired local multiplayer fragfest for up to 4 players. Players take control of a space cadillac and frag their way to victory against friends or can also play against AI. Both modes allow players to unlock a full crew roster. Submachine guns, sniper rifles, frag grenades, homing missiles and bullet deflectors are just some of the tools player can use to create havoc.

Note: this game requires a Controller to play.

Hperdrive Massacre is best played on a couch. Although its content is family-friendly, it also makes for an excellent drinking game.



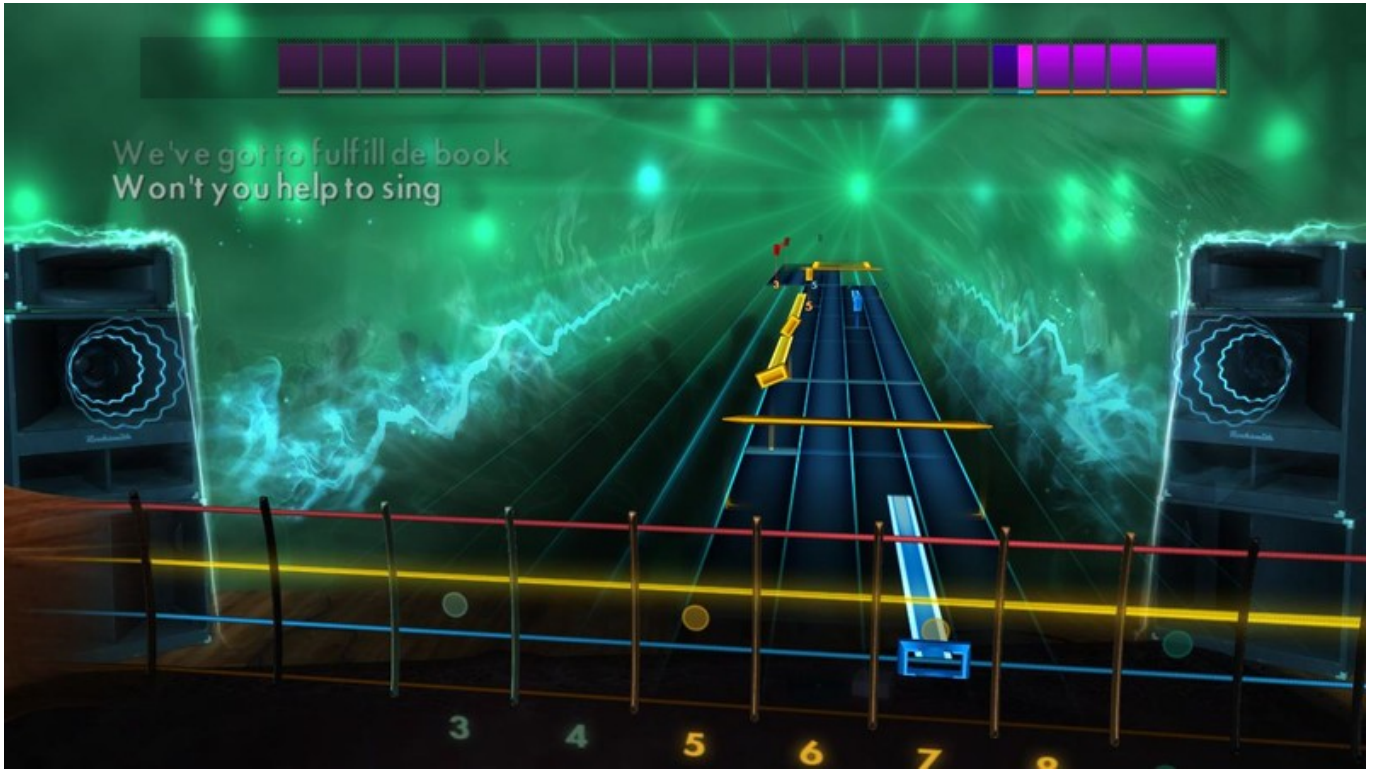
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- 3 solo and local multiplayer game modes: Deathmatch, Death Race, Last Man Standing.
 - Plus 3 local-multiplayer-only game modes: Team Deathmatch, Space Soccer and Spong
 - Local Multiplayer up to 4 players
 - 8 Unique battle arenas
 - 16 space enabled muscle cars, each manned by its own whacky crew
 - 10 instant power up weapons each allowing a different play style
 - Viciously challenging AI for when your friends are not around
 - Rocking original sound track

Title: Hyperdrive Massacre
Genre: Action, Casual, Indie
Developer:
34BigThings srl
Publisher:
34BigThings srl, Digital Tribe
Release Date: 12 Oct, 2015

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English







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It's something for those who like fantasy novels that are light-hearted right up until they aren't. If you liked The Stanley Parable, you might like this.

To start with the positives:

I'm someone who enjoys psychological evaluations done in games, and in this game, your magical powers are based upon personality profiling. Be indirect and gracious, and you come up a water-elementalist. Be hotheaded and brash, and you're a fire-elementalist. Etc.

The story, when it starts to actually unfold, displays a good deal of time spent world-building to make it distinct from generic fantasyville, although even with that said, I always wind up hungry for more world building. It's a fantasy world of peacefully coexisting humans, elves, orcs, dwarves, and gnomes plunked down "because it's fantasy"... and I'd really like to hear some more about how these races are meaningfully integrated into the world. But I guess the JRPG-like church conspiracy backstory will have to do...

Also, this game actually tells you what choices up what stats, and when stat checks occur, so that you know *when and why you fail at a task*. *Why don't more of these games do that?!*

But as someone who enjoys this kind of fiction, I can't help but have gripes...

The writing style is decently clever, but unfortunately, the author tries a little too hard to be more clever than they actually are. Suspension-of-Disbelief-shattering anachronistic references mar otherwise serious moments in the narrative, undercutting the drama and ability to relate to the characters, which is the lifeblood of a story like this. In the balancing act of taking itself too seriously versus taking nothing seriously, this game is in the "laughs at its own jokes" territory. You get a "Watchu talkin' bout?" as part of a serious narrative. This also applies to how everything is described sexually - your would-be knight friend is referenced as always wanting to play with her sword, or smack things with her sword... HER sword in this case, because the character's gender is determined by your own choices, but the text was obviously not written to take account of this fact. Likewise, you must be a real horn-dog. At least, that's what the text assumes, because even the tiniest bit of innuendo is always presumed in its most sexual light.

The game also suffers from a bit of the problem of "Everyone is Protogosexual"; if you play as a gay character, it magically means that every character becomes gay the instant they consider you, even if every other relationship is straight. If you're playing as a lesbian, the game comments on how the girls all wanted to flirt with you, while your magic lesbian awareness field keeps straight men from ever trying to ask you out. (And vice-versa if a gay man.) For a world that occasionally tries to be the 14th century (said directly in the text) with occasionally realistic depictions of medieval life, it's also surprisingly casual about homosexuality even while it says that young women who cannot produce children aren't valued. Must be the effect of all the elves they live with! Any character that you're supposed to have anything remotely like an attraction to will have their gender set by your preference (no bisexual players!) decided at the start of the game, and every single one of them tends to be described with passages about how you're instantly enchanted by their looks, in spite of the actual description of their appearance, short of eye and hair color, being quite scant. Also, one of your romantic options is a furry catboy\girl. Plus anyone remotely magical changes eye colors constantly, even within the same paragraph, and your character gets a grey hair stripe like Rogue from X-Men. (Even though you never set your own hair color to start with.) Maybe it's for the best there wasn't more description, or we'd be dealing with a bad Harry Potter fanfic...

It also asks you to make most of your choices that determine what sort of character you are, and how you view other entities like, say, the church, before you even know a thing about what the local religion even is. This practically begs you to just insert your own opinion of your own locally dominant real-life religion, when, you know, the fact that this religion is not any real-world religion, and doesn't operate on the same principles might have SOME impact on how you react to it...

Also, as is always the flaw of these sorts of stories, there's basically one path forward up until the very end, and all that changes are your stats. Stats are used pass\fail, but different builds basically use different stats to accomplish the same thing. (I.E. Talk someone down rather than force them to relent with force.) This ultimately runs into the same problem other games like Versus has (or for that matter, BioWare games with good\evil meters), where once you pick one stat, you might as well min\max it, because each time you pick it, that stat gets better (and its opposing stat gets worse), and makes it more likely to succeed next time, as well. This turns the story not into deciding what you would do in the moment so much as guessing which choice powers up your build. At least, unlike Versus, this game does have checks without choices, where you just need to have a certain amount of "vigilant" to succeed, that actually give the choice of a build some sense that you missed out on some things. These are usually inconsequential, because they can't really meaningfully punish players for a choice when they would later punish the opposite choice, since there isn't the sort of inventory or health system of a real RPG, but it's still at least a token effort that gives some sense of meaning to choices. Other choices give you "renown", which is basically just "right answer score" - you can't really fail most of the game's choices, so you just get renown when you pick the right answer for your build, and the game progresses, regardless.

And while this may be part of the "not as clever as they think they are" gripe, the story as a whole is just WAY too meta to really get entirely into. It starts off pretending to be a swashbuckling tale of heroism, and your character is an Action Survivor that gets carried over the finish line in spite of their abilities by their companions at every turn. M Night Shyamalan may as well have guest written the ending.

So... bottom line, expect less Errol Flynn and more Hideo Kojima. Fun for those who enjoy getting their chain yanked.. This is not fun.

The controls suck because of lack of shadows mean it's just hit and miss.

I find it hard to believe any one would really want to play this.

I strongly suspect that there are lots of fake reviews here.. Played it once and put it down, with no desire to play it again. For the price, this game has been a big disappointment. Just another rail shooter that thinks it can make up in graphics and story telling, what it lacks in game play dynamics. If you're looking for a good fps story game, try Dead Effect 2 vr.. Anyone got the bug where the wheel breaks the door in 4 pieces and one of them blocks the level exit without any means to move it..? Shame.. nice graphics, cool ambiance but.. WTF bug... It's decent if you buy it on sale imo. Looks nice and with a bit of editing you can get some neat stuff out of it.. Now, I understand that this game is old as dirt but I feel I was tricked into buying it due to the phoney release date set on the Stream store page. I would also like to point out that the publisher of this game has a new game out called Crusader Kings 2, As it happens they were able to release about 20 different DLC packs for that game to nickel and dime you to death but are incapable of updating this game to work properly with a modern PC.

One word comes to mind here and it is "lazy". What else can you say about a game which lists it's specs as requiring an obsolete operating system such as XP? I would like to play this game but I can't in it's current state without putting myself at great inconvenience. I have a duel monitor Windows 7 setup and every time I want to play this game I have to disable one of the monitors to prevent the game from putting my main monitor out of range for me when I try running it. If you run it with a multiple monitor setup it'll send one of your monitors out of range forcing you to restart your PC just to regain your primary display. Another thing I would like to make note of is how the game seems to never fully install because each time you launch it from within Steam It'll popup a UAC warning due to the fact that it wants to update DirectX EVERY. FREAKING. TIME.

I bought this game to demo Grand Strategy games in general because Crusader Kings 2 was on sale and I was interested in buying it, I consider the money I spent on this game wasted because I cannot enjoy it fully on my desktop. I hear good things about Crusader Kings 2 but will not buy it now as a matter of principle given the fact that the apathetic developers of this series care only about money and push incompatible garbage like this game on the public without so much as a warning on the store page. Don't bother with this outdated and incompatible game and get the second instead.

I can't afford VR.. a Solid start to a good TD.
good marks to the upgrade paths for towers.

there is a bit of a grind, replaying levels to get enough coin to upgrade the towers enough to pass some harder levels but that is expected in a good TD.

CONS:

The screen resolution needs work, 1024*768 is soo small and takes up less than 1/4 of my monitor,
there is also a problem with scrolling, its too fast with WSAD, and you cant get to the edges of the map, so on some maps you cant see where to build. It feels like it needs a 20% overhang allowance on the scrolling.

The game is also missing a zoom in/out this would assist with the scroll issues.

. Love the music it is just so beautiful. they good game and also addicting i completed the game in a week and the way the plane flies realistic those reviews saying its hard to fly thats because in those days planes were hard to fly its so realistic. 10/10 What a great VR idea. More please!. This is exactly the sort of game I have been hoping Big Fish would do but haven't. There was one Horror based cool game like this a year ago on Big Fish but that was it :(So, when I saw this for sale, I got very excited! A horror based puzzle game with a cool story and super real graphics plus a little humor thrown in for good measure is my cup of tea. That is what you will get here. This game picks up after the first games incidents. If you havent yet played part one, go get it! It is also called Barrow Hill The Curse of the Sacred Circle. The story in both games involves an archaeological dig that has begun to excavate some stones near a town or place called Saint Awful (I believe). There are protesters against it who say that digging around in the stone hedge type area is bad and will cause soemthing terrible to occur....well, it does! This second part of the game, this one, expands on the story after the horrific nights events have unfolded years before in part one. So the game, the puzzles are great- from HOGs to more complex ones such as figuring out a code. This game and the first one are excellent and I hope the developer who I *think* worked alone on these great games will make more as two arent not enough! We need more of these point and click horror games in the HOG and point and click game category. Thanks for the fun :) 11/10 (wink) for graphics, storyline, how well the game runs on my old laptop, and for humor and wonderful acting. Gtreat game. If you like HOGs or point and click, this game is for you.. First of all, I rather enjoyed this game. It has some glaring flaws, such as how the story doesn't neatly wrap up in the end, and some basic grammar issues (wrong words, sentence structure, or words spelled wrong, for example) BUT it was still worth the price of admission. The story itself, plot holes aside, was interesting and engaging. Also, the 'Run' sequences didn't feel annoying or poorly done; you had enough time to react instead of dieing the first time and trying again. Far too many RPGMaker games utilizing this do it POORLY. This is an example of it being done right.

+Great Price Point
+Interesting Story
+Custom Sprites
+Great use of Music, sound effects and atmosphere

=Some grammar needs work. Thought instead of though, poorly worded sentences, etc...but they are the exception not the norm.
=The custom art, while not the best, DID fit the game and didn't feel disjointed from it.

-Very short. Can be beaten in about an hour and half that time if you speed run it. I'd say about 1-1.5 hours for all achievements.
-The plot has some glaring holes in it, and doesn't explain or neatly tie things up by the end. Even after getting two of the three endings I'm left scratching my head as to what is really going on.

TLDR: Not your standard RPGMaker game, and avoids most pitfalls the genre tends to fall into. Good use of atmosphere to produce suspense and intrigue, even if the story falls apart towards the end.. This is my review on this DLC

This DLC is amazing to start off, you have a lot of modifications, such as Motor swaps....Well you have to buy the car with the that has the engine in it, Which I think is BS. It's a Engine Swap, not a buy an whole different car.

Now the thing with "Lowered suspensions" is that you have to buy cars that are pre-lowered. Meaning you can't lower them. (Which I was really hoping on. That way I could chose how low or how high the car sits.) Another thing about the lowered cars is that some of the parts are clipping through the body of the car. I can see the rear shocks in the drivers seat. So Red Dot just lower the body. I was really also hoping on coil overs. The Green stanced car. That has the negative camber, is also a preset meaning you can't change it.

I did a quick full upgrade on the "Echos Cobra Drag" I got it up to 1800HP almost 1900HP, and I can't even drive it down the

drag strip. It will just spin in every gear ECT 6th but after 2K RPMs that gear was gone, and yet again I was spinning my tires. Did I mention I was using Drag Tires? Because I was the whole time. I got zero traction and couldn't make a pass at all, which was very disappointing.

Do I think this was over hyped? Just a bit.

Over all, if you want to customize your car that little bit more that Red Dot has given us 3\$ is worth it. It's not over priced for what your getting. I would recommend this to any of my friends BUT tell them what they can and can't do.

"If" I had power on what to do about the suspension issue is that I would add an alignment test room. Where we can do anything that a alignment technician would.. I have played Machines at War 3 for a few months, and I have to say that this is probably one of the best strategy games on Steam right now. I was initially introduced to Isotope 244 when I played Land Air Sea Warfare on my iPod Touch. I loved the game and decided to get Machines at War 3, which is very much like it. Machines at War 3 is a strategy game that takes place on land, in the sea, and in the air, and this combination creates some intense matches. The maps can be small or big depending on your preference, and there are a variety of maps and terrain. There are tons of units that you can manufacture to fight the enemy(s). There are tons of buildings, walls, and defenses you can make, so you basically create little (or big) bases that defend themselves and attack other bases. It is pretty awesome, especially since you can make missiles and mega-units to finish off your opponents. Units are performance-friendly so you can easily have hundreds of units on the battlefield at once. It also has somewhat good music. It is a really fun game and has a ton of replay value, so it is worth buying ;)

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