Hector: Badge Of Carnage - Full Series Download For Pc [cheat]

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About This Game

Detective Inspector Hector – the hard-nosed, soft-bellied lawman of Clappers Wreake, a town that took the "Great" out of Britain. He's violent, drunken, and has a taste for all things criminal, corrupt, or smothered in curry.
All 3 episodes available now - get the full season!

- **Episode 1 – We Negotiate with Terrorists:**

  When a hostage crisis erupts in the centre of Clappers Wreake, Hector has to make a choice: carry out a terrorist's demands, or let innocent hostages die. Hector's still on the fence.

- **Episode 2 – Senseless Acts of Justice:**

  Hunting a psychopath, Hector is pulled down a twisted trail of meat, sin, sleaze, and more meat.

- **Episode 3 – Beyond Reasonable Doom:**

  Can Hector escape his squalid demise and stagger back to Clappers Wreake to save it from extinction?

Title: Hector: Badge of Carnage - Full Series
Genre: Adventure, Casual
Developer:
Straandlooper
Publisher:
Telltale Games
Release Date: 27 Apr, 2011

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Minimum:

OS: XP / Vista / Windows 7

Processor: 1.8 GHz Pentium 4 or equivalent

Memory: 2 GB

Hard Disk Space: 500 Mb

Video Card: ATI or NVidia card w/ 256 MB RAM

DirectX®: 9.0c

Sound: Audio Card required

English

6
+0.5

14.2
-0.4

9.6
-0.6

13.8
-2.5

11
+5.5

3.7
+1.8

First contact: Mummies
1

0.5 0.2

New territory explored

Tutorial: Population

2

0.8 0.2

2

2/5   0

Turn 3   3492 BC

Next Turn

Story of the Survivor is an okay game but truth be told this game is well you like it or you don\u2019t, but with that said let\u2019s dive into the story.

You play as Thomas a survive in a zombie infested world. He and his mom are waiting for the military to come and restore order.

But Thomas realizes that is not happening not only that, this mom gets very sick, so he must leave home and get medicine for her he must face his new world.

Now what I liked, well the story was nice a bit simple but nice nothing I have not seen before. The rpg elements were an interesting idea but I feel it was not used to their fullest. And I liked the ending, I won\u2019t tell you it. But all I can say it was good.

The DLC was okay but I well review it on the DLC page.

Now for what I did care for, the story as I said it was nice but a bit simple nothing you have not seen before.
But really you could do a lot with a story\/game like this maybe make it a parody about zombie games like resident evil or dead space, I don\u2019t know I just think this would have been better if they tried something new.

The cooking and crafting system I just feel it was not used to their fullest\/not really needed. I mean you can go through this game without really needing them.

The rpg elements were an interesting, but I think more could have been done with them. The Controls were a good bit annoying. I mean I feel it could have been a bit simple like have just one button for character management.

And lastly the two things that are not bed but annoying are one it\u2019s very easy to get lost especially at night were you can\u2019t see that well. Now the dialog had a good bit misspelling or some missing parts.

So with all that said, I say you can get this game if you want. It\u2019s not bad, but it does not bring anything new to the table. But really it\u2019s just something you are going to like it or you don\u2019t, to me I didn\u2019t really care for.

. twitch.tv\/greektheory i hope the best for this game is awesome guys. To me, it's hard to make a 2D Cartoony style like this entertaining, and honestly I laughed a lot as I discovered the cows along the seasons, the aliens' animations, and of course, Barney ! This toilets cabin makes him so alive, and yet we never see the guy ! Now, imagine that all the 'towers' you put in the fields are alive too... Man, this ambiance is soooo fun ! It's actually a part of the machine, but it's also its eyes. It's a vent, but it's also its mouth. Just love the design of these characters\/machines ! Mobs have suits, costumes, cohesive animations, and their abilities are related to their appearance. You could guess what it can or cannot do by just looking at them. It's very pleasant and made me feel like I was watching a good old cartoon from Tex Avery\/Hanna Barbera. So alive !

Then came the game... I really don't like Tower Defense game type. BPE is the first one I DO want to complete ! God, I felt entertained all time long ! The first levels were clearly designed as tutorials. That's why all the people who got used to play TDs may be bored, but I think their experience will allow them to complete these levels very fast, to finally get to...

... THE ZAPPER !

Here is how you can turn a simple TD into a frenetic game experience : developpers managed to give you this intense feeling of being overwhelmed, without simply adding mobs, and mobs, and a new wave of mobs... The ZAPPER ! They also played on mobs' resistance, and finally managed to balance mobs' speed, defense, zapper's power, machines' utility and player's actions so that you have a lot of things to setup, manage and use... but in a very effective way ! Everything is damn simple to understand and use, and provides a lot of fun ! Don't... forget... to use... the ZAPPER ! It's your best ally all game long !

And finally, a new dimension came to my attention: mobs' transformations ! You think you killed it, it turns into something else ! Hard Rockers turn into "Berserk Hard Rockers", Zombies turn into graves, where new smaller zombies emerge, ... but I won't

spoil everything ^_^ I found these game mechanics very inventive !

A lot of TDs should take example on this game. It's simple, yet effective and terribly addictive, fun and easy to play, and includes a very well balanced challenge.

I should have given feedback on the 'charismatic' fields, or on the growing number of aliens' spawn points as you progress in the game, or maybe on the evolutive environment (mushrooms and their spores, ice forming on your machines during winter and the zapper's utility at this moment of the game,...), and maybe I should have told you about the bosses, the drill, the gears or the cow bell... but I really have nothing to say about it, because everything was part of the fun, and very well thought !

Play this game, it really worths its price !. First Review ever...
PPlayed this game when first came out was great and loved the Pvp and didnt need to spend much money to be competative... Now a total cash grab dont expect to be a great PvP setting without spending at least $1500 on gems artifacts and the whole lot to be anywhere near topp teir!
Real shame was a great game that has been totally ruined... sad to see what it has become stop being so greedy ARC!. It has a long way to go to be really worth anything replay value wise. But for 5 bucks... I really can't complain too much.. I wouldn't pay full price for it, but it's a fun little rhythm game with well animated 3D anime waifus.. less addicting and less fun version of Rogue Legacy.

This game isn't bad, but be warned that controls aren't good. There are better physics\/puzzle games on steam, but this one is still playable.. Let's just get this out of the way right now: I love this game.

There is something about roguelikes that I love. Except almost all of them try to be copycat versions of another game. Rarely does a game try to actually do something unique! So what makes Flame Over so different? Is it because you're slogging through a dungeon\/space station fighting enemies, drinking potions that you aren't sure could kill you? No. Nothing like that. You're fighting an enemy. That enemy is fire. Electrical fires and regular fires. There are flame overs as well as fire that spit out embers which can set other things alight!

You're a fireman aptly named Blaze. The game takes place at Infernal Industries. There are 4 levels with each level containing 4 different segments. These are procedurally generated floors consisten of cooridors and room setpieces. The fire is random. Some rooms are ablaze with several people in them.

You try to rescue people, and cats. There is also Miss Ion who won't leave until you do some task for her. She lost her purse, she needs you to find and post the secret documents, she needs to to enter the vault and secure the valuables, or she needs you to back up the servers. There are other things, but I won't spoil that here. You can level up, Blaze, by completing these tasks. You are awarded some coin as well to purchase upgrades. People give you bonus time and cats give you bonus hearts. There is also a shop where you can buy temporary upgrades. Perhaps the best ones are the super hose and the large water tank.

So what makes this game so fun? There is just something enjoyable about putting out fires. It isn't so much that I feel like I'm helping people or the cats that are in the building. It's just that it changes every time. This doesn't get old. No fire is the same. I have played lots of Roguelike games that tend to do the same thing as the others, this doesn't do that.

Of course, it isn't a perfect game. Like most roguelikes you get good runs and terrible runs. Sometimes you'll run out of time, others, you'll have more than enough time and this is needed for the later levels. If you die and manage to get back to the level that you died, you can regain your old items. Of course, this doesn't apply if you select a level that you died on. Sometimes you don't get the chance to save people. A fire will spit some embers or a flame over will happen and they die instantly. Unless you have a resucitate them, they remain down, once they are dead you lose 10 seconds. This is somewhat unfair since there is no way to get items other than the random shop. You can find extra time and money though.

Also, when you run out of time Death will chase you around the map. Which is a bit funny. You can actually manage to drive death away if you can get people through the fire exit.

There are some things that I would love to see in this game. I would love to see an infinite mode where the time limit is removed. Also a time trial mode to see how many rooms you can clear in a given time. I would like to see more variety in the people you rescue, more women for instance. I think that the upgrade system needs a little tweaking as I was easily able to max everything out after just a few runs. Not necessarily just make things more difficult, but add a few more perks. Maybe this is something that can be made in the sequel?

There are a few other suggestions. For example with the electrical fires. You have to flip the main breaker to remove power, however, this doesn't change any of the lighting nor does it remove power from the servers that you're supposed to back up. These aren't major issues however. Perhaps once the fire is out the timer can stop? Sometimes you'll clear the map and be at the farthest point from the door. Having rescued everyone already, you have to trudge across the map to clear the level.

One other very minor complaint is that the game doesn't constrain the mouse to the window on a multi-screen setup. In fullscreen, this makes it possible to glitch the game out by accidentally clicking outside of the window and then the renderer gets confused\/broken. A save and resume would be nice as sometimes if you're having a really good run, you need to take a break and it would be great if you could just resume at the same "level" that you were.

The music is catchy and jazzy if a bit repetetive, however, it does get different mixes depending on the level that you're on it also speeds up in the same way that Super Mario Bros. did when you were running out of time. Overall the sound is good. It would be nice if maybe the people could cough more than once after initially entering a room. Also the cat makes no sound to let you know it's there. There is a strange music levels problem from when you are in the main screen to when you play a game. In game it is much louder than in the main screen. You can turn off the sound of the coins and the feet.

There are a good number of items hearts, stopwatches, hoses, water tanks, extinguishers, axes, masks, night vision goggles, and other things that can help you through your task.

The camera is funky, but works. You can rotate it with the middle mouse, if there is a key to set it back to default, I haven't found it. It would have been nice to just have a hotbar for the various power ups and then we could use the number keys to activate them.

Fully rebindable keys is a nice thing to have although the defaults are just fine.

In closing, I have very little negative things to say about this game. The game even provides advice: Don't rush it. Take it one room and cooridor at a time. I haven't mentioned the graphics, but it's very cute. Laughin Jackal, You done good!. cool puzzle game, a little bit too easy. First playable male nep-nep is a seaman.
10\/10. This game is just barely on the recommended side of things for me. I personally didn't love it but I also spent a good half of my play time being confused on what to do. The menu is not in english so good luck changing that but I did show where to fix that in my video linked below. All in all I can see the appeal for this game but im not 100% sure I will keep playing. That being said IF you enjoy simulator games like this then this game is nothing to complain about and the only $5 price tag is what tipped the scale for me to go ahead and recommend this game. If you enjoy these types of sim games!

Check out my video to see some gameplay:
https:\/\/www.youtube.com\/watch?v=iqBcNRZgiQ8. I love this game but it crashes way to often randomly under win 10 home I cannot believe the "Unable to allocate system memory, size 172" still could not be fixed after this many years