
Hammerfight FULL



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About This Game

Hammerfight is about 2D battles of flying machines equipped with various slashing, piercing and blunt weaponry. A unique combat system is based on realistic physics simulation, and it ties the movements of the rider to the movements of your mouse.

As you wave the mouse, your rider swings his warhammer, smashing the foe into the wall!

This creates an unequalled feel of the real strike, a feel of the mass of the weapon in your hands. Simulated physics and direct mouse control creates a huge variety of possible battle techniques and an unlimited field for perfecting one's fighting skill.

- Intuitive mouse control
- Realistic physics, breakable objects
- Great storyline
- High quality art
- More than 50 weapons
- 3 additional modes, up to 4 players

Title: Hammerfight
Genre: Action, Indie
Developer:
Konstantin Koshutin
Publisher:
KranX Productions
Release Date: 19 Sep, 2009

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English







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I gave this a big thumbs up for two reasons - what it is **and what it could develop into**.

What it is, is the first cowboy shooter I've played where the pistol is actually holstered, and you have to physically draw your weapon before aiming, shooting, reloading, and putting it back in your holster. It's too cool and I dare anyone to do it without their mouth turning down into a scowling cowboy expression with your back arched and your arms bend out to the side.

What it could be, is almost too much to hope for. Imagine this type of game developing into a full blown western experience, almost like Westworld even. You could walk into the bar, sit down and play cards, go rob a train and become the town sherriff. This is the type of full price AAA game I want to see!

In the meantime, this is a great start.

Minor feedback for developer - this is the first game Ive played where I felt the weapon was not in the sweetspot for feeling like it was really in your hand. The hand models are placed ontop of the wrist, rather than in line with my wrist. Its' minor but noticeable.

Great little game though.

Vive + GTX1080. After huge initial troubles (more on that in the next paragraph) the game started working and is actually quite enjoyable.

My initial troubles: It froze my system multiple times, even after reinstalling. And the controls wouldn't respond. Only after I deleted the game entirely with the help of external tools, it started working. The framerate keeps to skyrocket for no apparent reason and there is now way to fix it.

For the price I got it (1\$) the game has much to offer. The advertised new shape mechanic is incorporated very often in the game.. the graphics at the start are great and it gets you all hyped up, then as soon as you start the first mission it loses that feel and get boring and very repetitive, not worth the buy tbh- fun for like 30mins to an hour max.. Good game, good graphics, good gameplay, enjoyable, ♥♥♥♥♥ammount of players. <https://youtu.be/vpfb1Wttv8Q>

Okay, this is not GOTY material. However it is a decent enough low cost military FPS shooter. Very much like the old delta force series, it is best described as functional. Sadly it is let down by some bugs as well as twitchy mouse sensitivity. The AI also has room for improvement. Graphics are also pretty low-fi.

However for the cost of the game, it is a fun enough time filler as long as you don't expect a CoD killer. If you are looking for something more modern and challenging, then keep on looking. If you want something with an old-skool vibe then this is worth a look.. I was led to this game from a different game (Cupid: A free to play visual novel) that the company Fervent had created as well. Just as the title insists, this game will always have you guessing Who is Mike? It is a short game, but still a very well made and properly thought out one. This game has multiple endings (a total of 9) in which you could get. I suggest trying to get all of them since each ending will give you more of an idea as to what is going on in the game. I absolutely love how the music goes so well with the game, it adds more of an in-depth feel towards everything in itself. Although I would have liked there to be some sort of bonus features (like there were with Cupid) I understand that they probably couldn't do that because of the shortness for the game.

If you have troubles with getting all the endings, I will provide a link to a guide on how to get them all. I adore this game 100% and hope they create more like it.

<http://steamcommunity.com/sharedfiles/filedetails/?id=527642793>. For a game created before the year 2000, it is quite impressive. I particularly liked how they were obviously experimenting with 3D sprites. The game itself is a more traditional old-school shmup. It's definitely hectic!

I do like the game, but this isn't an easy recommendation. I find there are too many mechanics at play to really enjoy the gameplay. This game isn't as refined as modern shmups. I prefer games where I can focus on patterns, with 1 or 2 interesting mechanics. Overall though, it is a "blast from the past".

A good game, but get it on sale.

It has potential, and I did like the mechanics that I managed to see. As someone who has played Apocalypse Hotel, I can say that this game has a vastly improved interface and seems to be a much bigger world, which I'm excited to explore.

---OUTDATED---

The problem is that the game is rather unoptimized and the low framerate has prevented me from doing much of that exploring. I'm giving this a thumbs down for now, but if the framerate issue gets fixed I'll edit this review as necessary.

Note: While I consider this to be unlikely, I won't ignore the possibility that it is my computer causing the issue, rather than the game. If you are reading this and are experiencing similar issues, let me know in the comments.

---OUTDATED---

NEW VERDICT: A fix has been added to the game. Pressing the 9 key will disable lighting effects, which (for me at least) has solved the framerate issue. With that issue out of the way, the game can be played smoothly. The game itself is essentially a revamped and improved version of Apocalypse Hotel in a fantasy setting, so if you were a fan of that, you will enjoy this.. Great game for a great price, Harder than I expected. Recommended!. This was the most terrible attempt at a shooting game ive ever played? in my life.

Cons

pretty much everything

Pros

Pretty much nothing

AND THE DEVS HAVE MICRO PURCHASING .. i mean what the actual monkey sphincter..

Featured in my review on youtube

<https://www.youtube.com/watch?v=suKmkwE1VNk..> hot cat women have captured my attention. Paradox Wrench is a cute little game.

[Don't let the cheap look fool you. The mechanics are simple, but the dev actually thought them out quite well. You're introduced to the mechanisms gradually, and eventually you get some pretty tricky puzzles out of them.](#)

Cons:

[-Near total absence of textures. Just solid colors. Then again, it does help you to stay focused.](#)

[-Some glitches with cube behavior, i.e., getting stuck inside cubes](#)

[-Rather short](#)

[-Almost no plot to speak of](#)

[-No music \(now that's an idea. Devs? Maybe add some calming music?\)](#)

Pros:

[-Reasonably challenging, the devs know what they're doing and I didn't ever feel like I was wasting my time with "filler" or "lame" puzzles.](#)

[-Narrator with a cool voice \(but lame jokes :P\)](#)

[-Well thought out mechanics that are introduced appropriately](#)

[-CHEAP](#)

[So, is this game worth the asking price?](#)

Honestly... YES. Even better when it's on sale, but if you like puzzles, I wouldn't shy away from supporting the dev.

Want some cake?. Pretty awful mobile port (asset flip?) with bad controls, no sort of instructions and it's just not fun. The only reason I have it is because I got a money off voucher for completing a trading card badge.
>Music isn't too bad though

DO NOT BUY. I actually really enjoyed this short game! I came into this thinking it would be horrible but I got a lot of enjoyment out of this. I loved the story and the character development. The soundtrack was probably my favorite part of the game, very rare and exciting! The only thing I disliked was that I had to finish the game at one time because when I would exit it out, it would not save and I would have to restart. Other than that, this game is very great and enjoyable!

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