
Headcrab Frenzy! Activation Code [addons]



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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







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The game was awesome until the latest patch...

IT DOES NOT SUPPORT HOTAS

My Thrustmaster t1600m and Throttle TWCS won't bind controls. It seems that the developers don't care about people who use a Thrustmaster HOTAS. I've gone through all the calibration steps, everything checks out, it's just this game. It's also impossible to see what buttons get mapped, because the game GUI immediately reverts back to the mouse and keyboard only GUI, which also don't work. I'm not sure what the developers have in mind to control this game, absolutely nothing works.

Seriously, the developers pretty much ruined this game.

Until the game gets fixed or at least a workable solution is presented, it's not getting my vote.

'11/11/18' edit : After going back and forth with their tech support, the final conclusion is that they cannot fix the HOTAS problem. So if you wanted to use your HOTAS, then you'll have to play another game because this does not support it anymore.. I followed the walkthrough exactly, or as best I could as it was not very clear where to save and load and I am still missing 6 achievements, 3 memories and several CG's the extra money I spent on the extras were in my opinion wasted. Fantastic game. Even though you never leave your compartment at the front of the train, it maintains a sense of tension throughout. While I'll admit it gets repetitive towards the end of a game, the moderate to high difficulty means that decisions can make or break an otherwise great run.. TL:DR -- Go! Find! Fight! Level up! Backtrack! Win!

I am really enjoying Elliot's Quest from Ansimuz.

I won't waste time talking about the plot, because I think the real value of this game is in the playing experience. Elliot's Quest is a fairly straight-forward game where you go around, kill stuff, level up, find new equipment, and find new abilities. There are two wrinkles, though: 1) the game never tells you where to go or what to do, and 2) there is a fair amount of backtracking to earlier areas to make use of new skills & equipment.

The actual play is firmly rooted in the old NES game, Zelda II, even down to the little inns where you can refill your health. HOWEVER, Elliot's Quest has a lot of newer sensibilities, like frequent savepoints, that make the game a joy to play.. If you enjoy puzzle games then this is a great game to pick up. Its short but sweet.. Edited: Devs added some checkpoints so now you don't need to devote your whole life to play through this game:) If they will add key rebind option i possible will rise my

opinion. But still this is too hard game to play for non-WASD players. Anyway i changed my review into positive because adding more checkpoint surely widen amount of players who can play it and don't loose minds:)

Here my first\old review:

If you have a lot of free time, ready to drop your work and family and ready to play this game forever - welcome:) Progress saves only between levels so you will be trying to beat level endless times. Maybe am looser but i am refuse to play that 4th level anymore. Game is not soo cool and interesting to force me to do that. I am too bored here already. Try it for your own risk. 3 from 10.. This game has no players.Its cheaply made.It wont get updated.It is probably made by one person and I appreciate the effort.Do NOT buy unless you want steam trade cards.

overall it's pretty good, short (just finished it), simple gameplay, yet some bits that requires precision. sometimes a bit frustrating but not impossible. would recommend!. I believe this game has potential after its early access. If you got friends to play with, you can play this game as it has a low cost. There should be an update on the maps like maybe more objects on the ground?. In my own opinion this is a very fun DLC, with, depending of the level, very challenging missions.

Moreover, I love the medals system where you have to make a perfect landing to achieve gold, and the flight plan.

Also, I find the price just a little bit high, but a got it on sale for half which works for 20 missions.. 8/10

Basically Robot Arena (you construct a robot) but instead of a fighting robot you make a robot which would climb over some obstacle, e.g. stairs, a wall, a narrow passage etc.

Pros:

- a unique idea (though arguably it's still much more fun to fight with robots in Robot Arena than just climb over obstacles here, unless you really are into non-violent games)
- interesting story

So-so:

- the puzzles are varied but solving them didn't feel satisfying. Most often I'd just either randomly stumble on a solution, or iterate on a supposedly incorrect solution until it would (clumsily) still perform the task. The whole puzzle is physics-based, so even with a wrong vehicle you can sometimes reach the goal. It would be great if the game had an option to show the solution which the author had in mind, e.g. after the level is solved.

Bad:

- there are some annoying useless animations which slow the game down, e.g. the character needs to step on a plate, then "covert" into a robot (long animation), then you can build the robot. In fact, the whole running thing with picking up the story pieces feels somewhat out of place since it's just a puzzle game with robots. The running part should have had more gameplay (not just running), or maybe it should have been taken out altogether. The story could just be told in briefings before/after puzzles or whatever.

A unique physics-based puzzle where you construct robots to climb over obstacles. You will like it if you enjoy physics-based puzzles and like to construct/engineer mechanisms.. What a good game! Very addictive, really funny, and the weapons and bosses are awesome!! Worth to give it a shot.. Fat Kid is a Beat-Em-Up side scrolling game where you take control of the fat kid at school who everybody is bullying. The game features 9 levels all of which progressively get weirder the further you advance. Beating your way through hordes of enemies and smashing your way through everything in your path on each level before you fight the boss at the end, who's the main bully of the level. If you find yourself struggling through the game, you can always destroy the scenery which will drop energy and health to help prevent you from dying and allow you to use special moves more often.

You level up your skills just by using them which I think is a nice touch. This mechanic makes a nice change as it saves you from making tough decisions whether to upgrade punches or kicks for example. There are 4 special abilities which have some humour to them. You can roll along the floor and into enemies, you can fart on enemies causing them to be stunned, you can belly bounce them and even stomp the ground.

The fighting mechanics are okay to play with. I didn't find them mind blowing, but I wasn't disappointed either. They're a little clunky, but still easy enough to use. Using the specials is the hardest part to master but by the end of the first level you should be good!

One point about this game that I really liked was the art style. The cartoon-like style really suites the game and its humour. It also gives the game a real arcade feel to it and with it being a sidescrolling Beat-Em-Up this is a really nice touch and it comes with some nice comic book style cutscenes which make a nice change. The games sound is pleasant and the heavy metal/rock music gives a real good feel when you're wreaking havoc and beating the hell out of people!

I don't necessarily see this game having much replay value unless you like to complete games on multiple difficulties. Each level only takes around 10 minutes to complete so the game doesn't seem to have much longevity to it. Thankfully the game play makes up for this.

I would recommend this game to anyone who is into the beat-em-up genre. The price tag isn't too expensive and won't break the

bank.

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