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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.



- 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

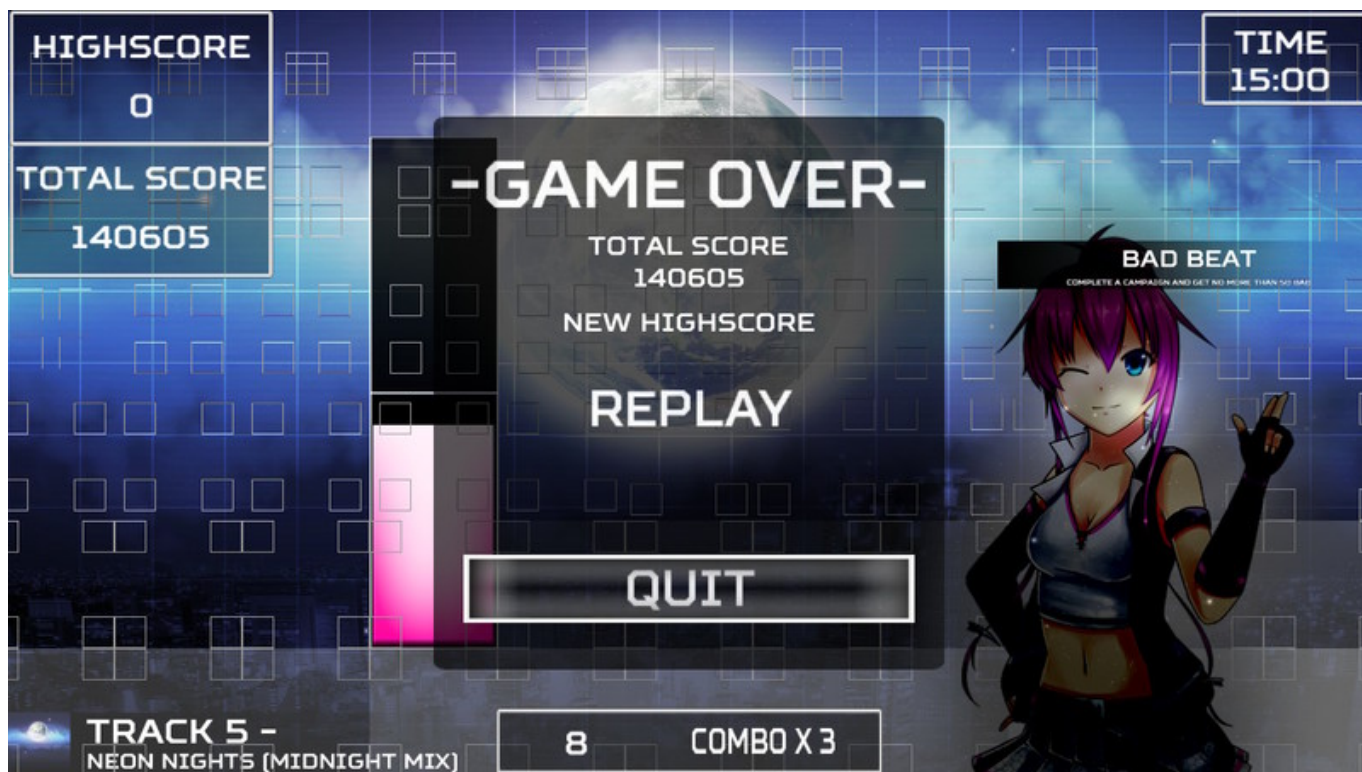
Title: Hyperdrive Massacre
Genre: Action, Casual, Indie
Developer:
34BigThings srl
Publisher:
34BigThings srl, Digital Tribe
Release Date: 12 Oct, 2015

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English







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scary and funny and scary. Controls are unbearable. If it wasn't for them, it would be playable, but if the most important thing in the game is missing (I'm not being able to play it), what else am I supposed to do? I hope steam refunds won't fail me this time.. As a boxing fan and manager games fan I like boxing manager games and I am glad i ran into this so fast after being released on steam.

In the past there was some games that interface looked better then World Boxing Manager (WBM) has but they were not as realistic as WBM! As well the dev keep updating the game with suggestions of us so im pretty sure this will be the best boxing manager so far if it is not already.

The game cost of 1 or 2 beers so I gladly took it and it is one of those games that you are more then satisfied with buy and price and quality!

I recommend this game to all you boxing lovers that love sweet science!. Looking forward to more updates too see more awesome stuff,

Thumbs up!. WTF? Steam states its in my library but nothing shows! Yeah

I'm\u2665\u2665\u2665\u2665\u2665\u2665\u2665 Am going to see if I can get a refund!

disabled comments thanks to all the triggered kids that didnt agree with my review.
you didn't play this game, so stfu- you have literally no opinion worth listening to.
I did play this, I wrote the review.
don't liek my review? go buy the game yourself, and write a review. waste your own money and time.
have anice day.

slow. not funny, slow. you can't even pass the tutorial (at least I can't, why would you ever need to press 5 keys on a keyboard at once?)

^ there is nothing in the game that needs you to press 5 keys at once. there are gestures in the game for holding down certain fingers, but NONE OF THEM REQUIRE YOU TO MAKE A FIST BY PRESSING ALL 5 BUTTONS. okay children? this is the reaason i pointed it out, but you would know this if you played the dang game.

i had some issues windowing, but maybe that's just windows 10.

but yeah.. not a very well-executed idea, I mean the only things that even make sense are flipping the middle finger, or making an okay sign. It's not liek you can even interact, and the times you CAN often fly by so fast, after ong, plodding, terrible dialogue, that you aren't even ABLE to make any signs at all.

gonna give this a big ol' thumbs down. No pun intended. Nothing about this is funny. My review is honest, don't be fooled.. As this is the first French based commercial add-on. I will give it a fair score. The add-on is well made and the detail is impressive and I like how the dual signalling is implemented into the route as on the LGV lines. You use the in-cab TVM430 signal display that is controlled by the blue and yellow coloured beacons that also dominate the speed limit permissible and also enforced speed limits that apply at areas such as LGV stations and terminal points such as Marseille. The second signalling type that is commonly used on the non-LGV lines is the KVB signalling that you will first use when driving from Marseille station. The TGV included with the route is the TGV Duplex which is a very nicely modelled train and the texturing is excellent all round and the train uses default controls unlike the other TGV route that is produced by JustTrains. So that is a positive note. However, I would have liked a TGV Reseau included as this would have added more value to the pack. Also the route being only 65 miles long (105km), it is a bit short as I would have liked the route to have extended to Valence and Nimes like the original 2002 LGVmed route that was made for MSTs did. But as this is the first SNCF themed product, its a positive start and I will give my summary below with a fair score.

Positive Points

Great Detail (Route and TGV)

TGV is fun to drive

The tutorial scenarios are clear and concise for those that are not familiar with the SNCF signalling

TGV Duplex has nice sounds

Negative Points

Only one train

No TGV Reseau or TGV PSE

Route should have been longer

Overall Rating: 7/10.

Worth a try!

All in all, I would recommend this add-on over the JustTrains Atlantic route as the TGV Duplex is a much better textured and a captured train in terms of its accuracy.. Manly said "this games scares the panties off me". Good Graphic. This is one of those games where I enjoyed playing it, but it's got too many flaws to say I love it.

The main story is fun, but it's confusingly written at times. It's also easy to miss critical information depending on what choices you make and how you spend your time. I like the concept of being able to flesh out the details of the full situation over multiple playthroughs, but essential info should be written into unmissable plot scenes.

The text could have stood some proofreading and bug checking. There's a few cases where the wrong date is given, typos have been missed, and even one case where my soul's portrait got temporarily gender-flipped during a conversation.

The game probably should have been longer or else cut out about a third of the characters. As it stands, few of them get much time for character development in the plot or in optional hangout scenes. This is disappointing since a few of the more interesting characters are the ones where you can only hang out with them minimally or not at all. I'm not sure what the point is in separating trust and affection, since it doesn't seem to have any gameplay impact - as you raise one, the other goes up along with it anyway.

The two genders of soul you can pick from appear to have wildly different levels of involvement in the plot. It makes it hard to keep an interest in the one who doesn't seem to be important to the plot at all. Adam's so deeply involved that he's one of the major reasons the plot happens in the first place. Eve is tangentially involved with one of the factions and even that involvement is blink-and-you'll-miss-it. Thankfully, the two vessels are more equal in this regard.

The crafting system seems interesting in theory, but it's really just a money sink that's only used for quests and optional birthday gifts. It also sorely needs a way to see your list of recipes when you're not in your vessel's room.

The voice acting ranges from okay to hot garbage. Thankfully there's not much of it. The music is great enough to make up for it.

It's frustrating because the game *is fun and it scratches that stat-building VN itch, but it's so unpolished I couldn't justify telling people to pay \$11 for it.*

*tl;dr: Worth playing, but wait until it's at least 50% off.. multiplayer doesnt work. server sucks. uplay sucks. dont buy.. 5/5
Quite good story-driven space sim with combat-oriented gameplay.*

Story-driven means there is nothing to do apart from following story, except maybe hunting some enemies for scrap to sell. But the story itself is quite good with choices to make on almost every step leading to a few different endings. What the hell did I just play?. Making 3D models in VR was something I'd wanted ever since I first witnessed Room Scale in action. Mesh Maker is fairly bare bones, but in it's current state it already delivers on this promise. As someone who does not have an artistic bone in their body but still wants to make games, waiting on others to create 3d models for me has always been an issue. Now thanks to Mesh Maker VR, I can at the very least make my own placeholder art, or create my own models for a simpler looking game.

Mesh Maker is perfectly capable of making more complex and detailed models to be sure, though it is missing many quality of life features that would speed up model making considerbly, for this reason I feel actual 3d modellors might find it limited in it's current state, but I would urge you to keep an eye on it at the very least.

Fairly useful and incredibly cool little tool in it's current state with the potential to be something truly amazing.

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