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Neon Hardcorps Full Crack [Torrent]



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## About This Game

### Features:

- Run & gun maps
- Special car chases maps
  - Boss maps
  - Tactical maps
- 6 main characters each with unique armour, weapon and abilities.
  - Cyberpunk environment.
  - Character upgrades.

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Title: Neon Hardcorps  
Genre: Action, Indie  
Developer:  
Sergey Dovganovskiy  
Publisher:  
Back To Basics Gaming  
Release Date: 30 May, 2016

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English

**THE CITY AWAITS  
YOUR HEROES**







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neon hardcorps

dont dont dont ever buy this game.dont do this plz. bad video and bad control so you cant play this game so good. i start a mission then i press W key and then im die.....this game is the worst game ever i played.

Dont buy this junk. As an early access game it has room for tons of content, the use of the top down acradic shooter that most of us remember brings me back to a time when games didnt have DLC passes.

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i got it on sale for 95p but dont let the price disuade you. ramp up the difficulty and let this game last till the dev(s) add more content. at first look cool then gets boring :\ I'm copying most part of this review from my **Flesh Eaters review. If devs aren't bothering with making a unique game, why would I bother writing a unique review?**

**Ah, another encounter with the Back to Basics publisher. A publisher that's not really known to players, cause he keeps his doings shady, but some of the more observant people may know him, them, it, whatever you call it. This establishment keeps pumping out cheap games, each made in a few weeks, with the very same textures, no significant gameplay, no storyline, no unique sounds even. How they keep these similar games and not breaking any Steam rules is beyond me, but okay, let's move on to the game.**

What do we have here? Another unfinished game, with the very same art as their other titles:

- **Kivi, Toilet and Shotgun.**Check the characters, textures, sounds, particles, weapons and the overall feel of the game.
- **Flesh Eaters** Yet again, check characters, textures, weapons, particles, camera, sounds and overall feel. This game has bugged mechanics, top-down perspective and a feel of a product that has been made during a day off by a lazy programmer, using some stolen art from some other project (I won't be surprised, if that's the exact case here).

There is a single player campaign, yet it's so insignificant (and unfinished), that there's nothing to actually play with. If you do enjoy unfinished products with no quality whatsoever, buy it. If not, just move along.. my account got cursed with this after deciding that it was a good idea to get 10 random keys off of the go

take my advice, don't even bother with those, just save up and buy yourself a game you actually want.

after getting some badges for games that I own that are somewhat enjoyable I was intrigued by the trading cards for this game, the detail of the models give the impression that there's anywhere near as much detail or passion in any other aspects of this game.

mouse movements are slow at best as your character seems to be in pain, me too buddy, me too, as they turn very slowly to things walking towards you. a tutorial level wouldn't have gone amiss but this little project is unfortunately beyond redemption

the fact of the matter is this game is just kind of painful to play, which is unfortunate because I still dig the pixel models and the music for this game ain't half bad either.

All I can say is I hope that the devs for this can put this behind them and maybe surprise me if they ever do anything beyond this.. Quite weird game even for an \u2018indie\u2019 one. Devs didnt lied about inspiration by old Famikon (NES) games and really made decent old-school game. At the same time, its both an advantage

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and disadvantage because Neon Hardcorps:

- 1) very short - its possible to beat all six campaign levels for just 15-20 minutes or even less, if you want just to complete game without breaking stuff and maximizing score,
- 2) even with small RPG system, six weapons and three different types of levels Neon Hardcorps too simple not just for a PC game but for any alternative old-school games or even Famikon one \u2013 good old Contra which may be freely played this days via emulators much more diverse and hardcore,
- 3) game slightly buggy and feels unfinished, sandbox mode broken for me and it seems impossible to save campaign progress at all.

Wanna know why I still thumbed up this game? Well\u2026because buying this game feels like inserting coin into arcade machine \u2013 you spent just few cents for a few minutes of fun, quite fair exchange. I bought Neon Hardcorps via \u2018Back in Time bundle\u2019 on sale for 24 cents thus spending just 8 cents on it, so its literally impossible to write negative review on a game which cost less then a cup of coffee altogether with two other games.

. Considering the game's rating is 0% based on the last month reviews, you can imagine game's kinda bad and broken. People say you can finish it in 15 minutes. I cannot approve or disapprove this for a simple reason: this guy can't handle controllers properly and I'm not going to plug it out just to play this game for 15 minutes. At first I thought it's just lack of dead zone, but it doesn't explain why it locks in a certain direction even when I lean to the opposite side. The game itself is another "write me in a week and give away 100k copies via digital humiliation network". Just noticed I already have negatives for this publisher. If Valve won't moderate devs\pubs like this anytime soon, EU should come up with another customer law. Gaben is kinda afraid of EU laws, so Bruxelles, we need your help.. Really do not like this game. it just lodes a box of code then quits anyadvice. Crash all the time!

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Great shooter action! excited to see where this goes.. I think this game has a lot of good intentions, I think it has a lot of positives, I think the developers had the right idea. But right now (as of the time of this writing) as it is, I feel like it's a not a product ready to be rolled out to the public.

I think it has a great visual style, it brings me right back to old 90s DOS top-down shooters, this is what appealed to me the most. This is the game's most redeeming feature at the moment. The game does need a ton of small tweaks and fixes.

There is very bad feedback, visually or aurally, when it comes to the UI. When you click on something in the menu, it doesn't highlight or make any significant sound when you click, it feels very cheap and whipped together this way. If you click on the wrong item, like "New Game" instead of "Continue," you can't go back at all. You're doomed to start over (which I did). You can't adjust the volume, controls, or anything else once you're in the game. You have to exit to the main menu first. In the stats at the end of each level, the words "Bullets" in "Bullets Fired" is spelled wrong ("Bullits"). Overall, the UI needs some serious quality of life adjustments.

The flow of the game is not very intuitive. I was playing the first level, then at the end you can choose to go 1 of 2 ways. I chose way #1, ended up fighting a boss, beat him, then went back to the beginning of level 1 (??). So then I chose way #2, fought a boss, beat him, and went back to the beginning of level 1 (??). At the end of each level, you lose all of your weapons for some reason and go back to just having a pistol which, like all of her weapons, is very unfun to use. There is no dialogue, no subtitles, no story to speak of, so I don't why I'm doing anything.

In the game itself, the graphics are 90's stylistically, and so is the music. But sound effects are straight from the 70's, as if they were from the Atari 2600. In my opinion, all of the sound effects need to be scrapped. It makes combat extremely unsatisfying. The shotgun, for example, doesn't feel chunky and heavy and it isn't satisfying to fire because it just let's out such a pathetic little sound. This goes for all weaponry, including the enemies'. There is no sound for reloading and very little feedback when you take damage. Your character moves very slowly, but the movement animation is very fast, it's a little awkward and stange. Some of the bosses and mini-bosses shoot projectiles that just move too quickly, it makes trying to time the rhythm and finding a pattern very clunky and awkward. When you die, there is nothing. One frame you are alive, then when you take the last hit, the very next frame you're at the last checkpoint. And for some reason, often times when you die, you will continue AHEAD of where you died. Again, it feels very cheap and patched together. Enemies don't have a death animation, they just turn into a blood splatter on the ground, again, within the span of 1 frame. It just makes everything feel low quality. Finally, after about 20 minutes of gameplay, I had more than enough money to completely max out all of the upgrades for all 3 characters.

As you can see, the game just needs a lot of small things. I think the devs need to put more time into details (death animations, weapon feedback, sound effects, menu feedback etc), not take shortcuts and put some more focus into quality of life for the user, because right now it's very frustrating to play. Keep up the good work devs, ignore the naysayers, work hard, don't be afraid to fail, trust your vision, I'll be happy to turn this into a positive review when the game gets polished.. dont dont dont ever buy this game.dont do this plz. bad video and bad control so you cant play this game so good. i start a mission then i press W key and then im die.....this game is the worst game ever i played.

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i got it on sale for 95p but dont let the price dissuade you. ramp up the difficulty and let this game last till the dev(s) add more content. There are 'indie games', and then there are 'basement-homebrew-proof-of-concept-school-project-indie-games'. Don't get me wrong - both can be awesome. Sometimes the best games are totally rough around the edges - although most times they are not. I'm not gonna trash talk someones labor of love, but I can't recommend it with a straight face, either.

***While Neon Hardcorps has some cool ideas and pays respect to old-school games like Contra, it ultimately falls short with its issues with performance, controls, and overall lack of transitions and options. At least the price-point isn't greedy, and seems reasonable for what it offers.***

***Pros:***

***+It definately showcases a labor-of-love that took a good bit of time to produce. The dev's next game will definatley be***



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*better.*

*+I like the old-school love.*

*Cons:*

*-Performance slow-down is bad.*

*-Controller support is there, but is bad. Even with keyboard and mouse, things get weird at times.*

*-Music and graphics are real 'meh'.*

*-Lack of options.*

*Like I alluded to earlier, its a nice first try, but nothing worth running out and buying right now.*

*Peace,*

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