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About This Game

Hat Trick Header brings you all the fun of football headers without the head trauma!

Unique gameplay

- Your head is the controller: swing it and drive incoming footballs towards targets.
- Opt for a calm play style or swing your head quickly to drive the ball faster.
- Designed from scratch for VR.

Discover three locations in Brazil

- Play at the Training Grounds where football stars are born.
- Head on to the Copacabana beach where the warm Brazilian sun and the Atlantic breeze welcome you.
- Step onto the pitch of the legendary Maracana stadium.

Play challenging levels

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- Play 18 levels with unique target sets and varying degrees of difficulty. Even football pros will find it challenging to strike some targets.
 - Hit targets of different value in carefully handcrafted levels. Chase after the valuable moving targets by memorizing their patterns. Hurry up and hit the timed targets before they disappear for good.
 - Keep up a hit streak, unlock the Super Ball and beat that old high score!

Challenge your friends in Local Multiplayer mode

- This is where the fun really begins! Invite your friends over and challenge them.
- Play locally with up to four players in hot seat mode for domination. Hat Trick Header will be the life of your party!

Title: Hat Trick Header
Genre: Action, Casual, Sports
Developer:
no-pact
Publisher:
no-pact
Release Date: 4 Oct, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 8.1 x64 or later, Windows 10 x64

Processor: Intel i5-4590 / AMD FX 8350 equivalent or better

Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTX 970 / AMD Radeon R9 290 equivalent or better

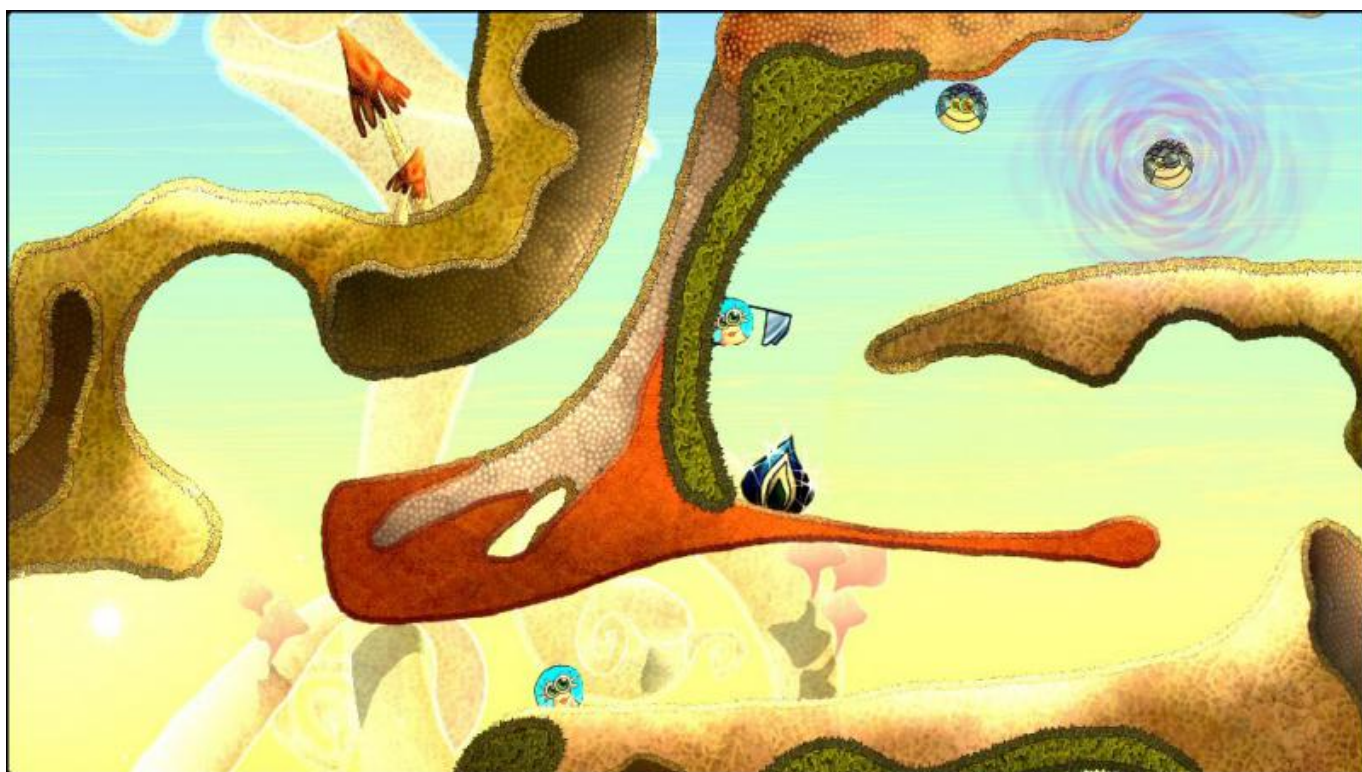
DirectX: Version 11

Storage: 600 MB available space

English







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I love the settings and obstacles you have put in this game. I recommend this game to kids between 3-9 as it is not violent at all. Others above that age limit could also enjoy playing this game.

DiggyDog

3V5. Wonderfull and good game to pass time on recomanded for any 1 who liked the last games from this creators. (+for those who want a opai version of FNAF). NYAHAHA.

P.S he calls me a pervet and look whos his teaming up with :)

. The model is good, the train is fast. So I would say it's very cool to drive.. I love it.

But, the low amount of players makes it hard to find a good session.

. As first impressions go, MarZ: Tactical Base Defense starts off strong.

The starting menu is simple, clean, and the options are mostly straightforward. Personally I wish there was a hover tool to give a basic explanation of what each option does and how it affects the game, but, again, that is a personal preference I like to see.

The starting campaign cinematic gives the rundown on what is happening and your goals. As of writing this review I have completed about half the campaign and the more I play the less it makes sense. It does have zombies in space so I may have to lower my expectations since there may be not much effort put into making a cohesive story. Or maybe it will culminate some kind of explanation towards the end, and will likely revise part of the review then if that is the case.

The campaign, and skirmish, have three difficulty levels. Even on the mid-range difficulty it provides a challenge and makes me think about my strategies and tower defenses. Each campaign mission has challenges to achieve to unlock a perk that can be applied on a mission to mission basis, as well as an obelisk to research. As far as I can tell the obelisk is story related but I did find trying to apply the perks you earn was slightly confusing at first. Once I knew they had to be applied per mission it made things much clearer.

As gameplay goes there is only a couple of things I can complain about. The tutorial was fine, for the most part, for explaining the basics but I did have to play over the first mission twice to fully understand what was being provided to me as introductory material. As you progressed more and more options became open and additional information was dropped in to fill the gaps of the new mechanics. If I had one major criticism for the gameplay it would be that I had to check the options for what shortcuts were available as none of them show up in game as a hint or anything to know that it is there.

I have seen very little in the way of game bugs so far. The only game bug that I have come across, I think, is one where a defense tower ate three of people that I sent to operate it. Now I could have just missed them being kill en route; but since I had

sent three personnel rapid succession to the same tower, my money is on it being a bug. I had to restart the mission and I haven't experienced it since.

So far I have enjoyed the game and hope there is some continued support.

Edit Edition:

Not going to add to much more to my original review. I have wrapped up the campaign and I found it still made little sense, with a dose of vague mystery dropped in to further muddle the waters. Overall I am not a fan of the story of the game, however the story is not the main focus of the game so it's something that I can live with.

The more I do play the more I do enjoy the tower defense portions of the game. However there is still a major issue with a lack of coherent understanding of what the player can do in the game. Now there is a possibility that I could have missed some key details when they were brought up, but there are some that I'm positive that were not introduced to us as a player and were simply left for us to discover on our own. I.E. mission perks can be applied per mission at the start, AND can be changed for another perk, after a cooldown, mid-mission to something advantageous at the moment.

I do hope that there is some update to help address some knowledge gaps that we don't have to look up in a wiki or something, but only time will tell. Still a good game to play and still very much have enjoyed my time playing.. Life Is Hard...

Those words have never been more true. 'Life Is Hard' is an early access two-dimensional god simulator, where you need to make your village not just survive, but thrive.

The game is early access, and has more than a few bugs and issues, it also doesn't seem to have a save feature (which I learned that the hard way), but the game does seem to have a lot of potential.

If you find a way to look past the bugs, and the problems, and the lack of content, you will be able to see that this is just the start of a fantastic game, and hopefully people can understand that.

Don't judge this game because it is labeled "EARLY ACCESS". That doesn't mean they want you paying full price for an unfinished game, it means that they want you to support them, so that one day when this game is complete -and I know it will be amazing- you will know that you helped make this a reality. Don't miss this opportunity.

Buy the game..

Достижения получить уж слишком легко, если не лениться, то можно вполне за 40 минут управиться.

. A nice combination of an action-puzzler and a shoot em up, Its probably closest to Every Extend if you've ever played that, or maybe a horizontal version of puzzle bobble where shot timing mattered as much as accuracy.

Its good. its different, it makes excellent use of a second monitor.. The Snail Trek series is well worth your time. On the surface it may just seem like a nostalgic throwback to old Sierra On-Line parser games of the late 80s/early 90s.

Not so. The text parser is perhaps the best that's ever been made. Taking inspiration from modern smartphones, the text parser here will autocorrect common spelling mistakes, auto-suggest words in the sentence, and auto-complete long words.

The story itself is endearing, charming, funny, and definitely more interesting than you would think a game about talking snails would be. If you have any love for the freedom of parser games -- or even just want to experience that freedom for the first time -- then Snail Trek is where you want to go.

This is a fun and challenging game! It's really unique and well crafted. I recommend spending some time in the training simulators before joining online, where you will be shot down over and over again. Just git gud.. A game worth buying if you love dark adventure games and for this price it is a steal!!

As a seasoned adventuregamer I recommend this game to all adventuregame lovers.. I was unable to run this game.

The game loads into the main menu and then it hangs forever at the loading screen. It doesn't freeze, but just wait forever for the "ride" to load. It displays different loading messages like "your phone is getting warmer, connecting to server" , "waiting for the cameraman", "loading pixels...", which are kinda fun for the first minutes, but after some time...

My gaming time of ~20 minutes was in the menu waiting for the launch, quitting the game, restarting the game, restarting the pc...

I requested a refund.

I have an Oculus Rift, i7, Nvidia gtx1070, 16gb ram. I helped to kickstart this game in July of 2015. Back then, the estimated release date was October 2016. Instead, the game was shipped in November 2018. Although I am no stranger to giving wrong estimations and missing deadlines, that one does look like an impressive underestimation. Nonetheless, now that I played and fully completed the game, I can say that it was certainly worth the wait.

The game looks beautiful, it sounds great, the puzzles are pretty fresh compared to any of the other point-and-click adventures I played recently, and overall it reminded me of one of my favourite games - *Gobliins*. It certainly has the same vibe and even similar art style to that classic.

I certainly think the game is worth the price (current Steam price and the Kickstarter pledge I paid, which was 19 USD), but beware that it's extremely short. I completed it in about 2 hours, without using any guide and getting all but 1 achievement. Note that my Steam playtime record might show more than that, but I did leave the game running while cooking food, so it's not very accurate.

After completing the game in 2 hours, I was certainly left with a craving for more of the same. I do hope the developer would work on another game and that one should definitely have more content.. Got bored with first 5 mins.

. doesn't work. Straight to the point : Like many, this feels like a tablet , mobile game! But that does not mean that it has bad controls. The mouse does exceptional work. And it is quite funny. On your own, after an hour or so, you will be bored, and never click play again. But when a friend comes, hot seat stuff, well, that is more interesting !

*** I got this game free.

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