
Hegis' Grasp: Evil Resurrected Free Download

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About This Game



STORY:

Title: Hegis' Grasp: Evil Resurrected
Genre: Action, Adventure, Indie
Developer:
Odd Branch Publishing
Publisher:
Odd Branch Publishing
Release Date: 27 Sep, 2018

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7/8/8.1 64-bit

Processor: Intel i5 Dual-Core CPU

English

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I thought this game might be good, then i saw it was made using Unity and though here we go. Well i was right this game is really bad. Movement is really bad swaying left to right hard, running is crap, I mean i Press (Shift) and half the time you cannot or dont run and before you say it, what about tyour STAMINA BAR? It's full. Combat: What is this?? OMG. I actually have to use a weapon to break boxes, cant use fists. Aiming what aming . Graphics 4/10. Water on ground looked good. Sound meh, my farts sound better and the voice acting omg like robotic. End: Im glad i didnt pay \$60 for this game. Play at your own expense its not that good.. Feels like a game from the 90s . Slow and aqward movinglooking aroundinteraction. So bad graphics. So many places you cant go, and there is no obstacle. But i like the story and atmosphere. Some ppl would think this is fun and its a cheap game.. Herky-jerky gameplay. Third and first perspectives both forced and awkward. Graphics extremely dated and unconvincing. Combat extremely unwieldy and non-intuitive. In two words: Not fun. Tried to get a refund, but I took too long and gave this dog too many chances; the window of opportunity closed.. UPDATE 3: After playing it a bit more I'm pretty much stuck on some level with a chapel or something and it won't let me progress and every time I try to read some notes it just blurs the screen, not sure if I'm missing a key or if the game is actually bugged, there are quite a few objects in the map that seem like they were just placed quickly without any thought or care like how the cross on the chapel is off center. Not a fan. UPDATE 2: Since my last update it has been a few months and I have tried it again and got further than I did before, a lot of bugs I experienced before have been fixed and it feels like a more complete experience, I still have a few issues with the game such as the bad combat, the items not stacking and the bad weapon durability but aside from that its not too bad. UPDATE: Played through the game finally and although it apparently updated since the last time I played I've not noticed anything new, infact it might have gotten worse. For example for some reason when I try to go info first person mode the screen just goes white and I hear birds and people talking like there's a cutscene going on or something and then like randomly some keys stop working like the only things that kept working were movement keys, inventory and attack, everything else just didn't work when I pressed it.

I also for some reason didn't take damage, I don't know if skipping the opening cutscene glitched me out or whatever but I got to what I think was the end without taking any damage. The game itself is very weak, well if you can even call it a game, the first 2 chapters you just have to find keys and get to the exit, the third chapter you have to find keys and then blow up some trees and then fight the boss all while running away from enemies cause they take too many hits and your weapons break in like 10 hits. Also for some reason I couldn't equip the shotgun from the inventory so had to rely on melee most of the time. There's also a merchant in chapter 3 which is really weird and out of place like she's a demon or something and then she's also got really modern looking clothing, I dunno bit dumb. The final boss is pretty garbage, just a big demon guy, I hit him with dynamite then punched him to death and even though the game clearly stated that enemies would stop spawning after he died they continued spawning and it doesn't end, since the game has no clear ending then I honestly can't even call this a game its so bad. One more thing when you throw dynamite most of the time it either doesn't go off or doesn't show any explosion. Overall the game is terrible and should not be charged for. Come on dev, this would be good for a college project but making people pay money for this may aswell be theft. ORIGINAL: It does feel asthough effort and time has gone into this however it does have its problems as all indie games do. The game isn't very polished, although its not in early access it feels like it should be. I mean I got to chapter 2 and right next to the save point was an enemy that killed me cause its so strong and also melee weapons seem pretty useless. The viewbobbing in first person mode is a bit excessive aswell. The enemies aren't very well programmed, they more often than not hit you without any attack animation. There's quite a few noticable problems with the game really. Aside from that though the graphics are nice and it has cutscenes and the voice acting isn't too bad. The game does need some work though. A for effort.. Bad game. Bad graphics, not funny.. Not to sound like every other Average Joe and Joette but Hegis' Grasp is one of those games that continues to make me wish there was a "neutral" rating button on Steam. I'm going to give this game a very light recommend. I've plowed through a decent chunk of ground in 2 nonstop hours of the game and I feel informed enough to review it. As a history and altered history buff, I love when survival horror games try to tackle older periods such as these. Unity assets about in this one but there's something oddly endearing about the atmosphere and setting. It reminds me of the colonial themed chapters of Gamecube's massively underrated Eternal Darkness along with the budget but solid 3rd person horror thrills of the also underrated Curse; The Eye of Isis, along with the isolation/wartime style vibes of a movie like Ravenous or even the lonely, downer shootfest that was Betrayer (another solid game well-worth playing).Hegis' Grasp feels a bit influenced by all of these kinds of games and movies. You play as journalist Henry Wood who goes to investigate otherworldly rumors in the small countryside villa of Hegis. You and your party stop your carriage at the locked gates of Hegis and it appears as if the place is deserted. Your compadres decide to hold down the fort as you load up gear from a RE-esque inventory box and try to find a way to penetrate the town's extensive outer gates and fencing. Before you even get back to your group you are besieged by villagers gone mad, poisonous tiny spiders (by far the most obnoxious enemy I've encountered in a game as of late), wolves, mutant infected (again stolen from RE 4's playbook) and other hostiles who stop at nothing to mow you down. Right off the bat the experience is awkward but somehow interesting enough that I played for 2 interrupted hours, which is a rare occurence when taking a chance on a cheap, indie horror title. It's cool you can switch from between 3rd and first as fighting in third person is a penultimate pain in the rearend. I wanted to play in 3rd person initially but found myself getting stuck on half of the scenery, unable to shoot the broadside of 60 story tall and 60 story wide building and I could barely control Henry the Town Idiot's choppy sprint. I settled into first person and found that I stood a fighting chance through the first fairly frequent enemy encounters. First person isn't smooth but the aiming works well enough that you can take down your foes with relative ease. They're not the brightest bulbs in the box but they do some vicious damage and can smash you fast if they get around you or on your flank. Sometimes the villagers and wolves get stuck in place and you can mop up the opposition with cheap hits. It actually does matter where you aim your weapons as I found head shots to do triple the damage on a lot of the varied beasts and since your melee weapons can break and ammo is scarce, it does pay off gaming that hit box. The combat is rather wonky like another forgotten Gamecube game that I'm reminded of called Geist but once you learn the quirks in the AI and hit detection you can face 'em down pretty good. Otherwise, you can run. By far the most annoying feature is the lack of your character's ability to crouch which makes the itsy bitsy spider b*stards that you fight the most rotten yet ridiculously weak enemy in video game history. Get a pack of them on you and yourself in a corner and you'll die fast if you've been through a tough fight. They're simply reprehensible but overall I had a fun time with the combat. Also, the slimy, infected demons will suck your weapon supply dry as I figured out fast that even when you kill them, they get back up again. It doesn't appear you can SH stomp 'em or burn 'em like RE, so these guys are best to avoid or you'll have 2 or 3 of them on your tail for a whole map. Speaking of combat and tools you get to fight with, Henry can keep 2 weapons on deck and more on backup . You can't dual wield but a simple button tap makes for fast, easy switching in the fight. So far I've found pistols, shotguns, machetes, hand axes, pitchforks and torches. Each weapon has range variances, a meter showing how much damage it can take before breaking and its own pros n' cons to weigh which I found refreshing. While not huge in their impact, they get the job done and are satisfying to use, especially the melee stuff. Mind numbingly irritatingly enough the torch is your best friend. Even with full gamma the nightfall sections are still sometimes PITCH BLACK. It's one of the game's worst offenses in presentation and combat. I found myself often switching quickly to the torch to see/line up with an enemy and then switching to a gun or axe and going bonkers. There

are healing items, items to boost your adrenaline for fighting and stamina for running to help you, as well as save stations in the form of books and health stations where you can completely recover. I've died a few times because I can't friggen see, but I seem to be able to handle the challenges so far. Gameplay revolves around exploring the town, fighting/fleeing to the next location, reading notes and tons of key fetching. The story's a bit generic but the notes are proofread well enough and have some entertainment value that's making me try to seek them out. I highly doubt I'll find everyone because the night sections are so damn disorienting, I constantly feel like I'm missing something, even though I try to explore as well as I can. There's also money to be had but I haven't found a merchant to buy anything off of and I'm just about to head into Chapter 4. Be warned that if you're looking for a brand new gameplay experience in the horror genre, this is not what you're after but those into the survival horror basics will feel at home. Graphically the game is way out of date and somewhere between a PS1, PS2 or n64 game. Visuals aren't everything but there's environmental clipping aplenty, a decent amount of pop up when you use the beefier graphic settings (I gave these a shot because I have an Alienware), fairly bland textures and so/so characters. The monsters are lo-fi but kinda cool and it works for the setting, though animations leave something to be desired. Where the game makes up for it is with the locales which are cool and well-done. I'm a sucker for period horror. The atmosphere is there and because of the old rustic feeling of the game's major areas, the meat n' tater visuals are par. Sound is rather lousy but "ok enough." The voice acting seems to glitch and play at random; certain notes are delivered with speech and others you read yourself. As far as voice actors go, ouch. It's pretty bad, so I'm actually happy that not all of the notes are blurted out. It may sound like I'm ragging the game pretty hard but there's still something oddly enjoyable here. The premise, place in time, haggard battles with archaic AI, old time weapon selection, classic survival horror homage and the ability to fight in 1st or 3rd person are what will make me play more of the game after this review. I highly doubt I'll hunt down all of the achievements due to the insane lighting issues (and the game's already frustrated me wildly a few times) but I'm enjoying the throwback feel and ambition here. It's way better than attempts such as say, Back in 1995, the abysmal Husk or Evil Dead's infuriating Hail to the King. There are way worse titles out there but there are many that are A LOT better. I won't return it though, look forward to finishing it and hope the developer continues to make small upgrades to Hegis while developing more titles in the future! Update: After nearly finishing the game and enjoying several rounds of money grinding in survival mode I've raised the score. This is a fun but flawed throwback horror game. I'm quite enjoying my time with it.

Citadel 1986 Alternate Ending . Is it just a rumour? : Hello, I've wanted to make an update for Citadel 1986 for a while now, but the game's bigger brother (Grim Earth) has been taking up all my time . for the last two years!! : P Anyway, I've tweaked a few areas of the map and the teddy bear is now more approachable (literally). The main addition however is there's now an alternative ending. I'm hoping someone might find it without me explaining what to do, but here's a clue .. Trading Cards : Just added trading cards (along with some backgrounds & emoticons) .. New Improved Jump! : Quick update. I've improved input response on slower machines (I was a frame behind) and removed a small jump delay which occurred when trying to jump straight after landing while running (an unnecessary animation thing).. 'Define Keys' : I've added keyboard configuration to the options menu and the mouse cursor now auto-hides when not in use.

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