
The Hong Kong Massacre



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About This Game

Blast your way through the streets of Hong Kong in a fast-paced, top-down shooter.

Inspired by classic action movies, The Hong Kong Massacre places you at the center of a hard-boiled revenge story, filled with brutal, cinematic shootouts and vivid underworld locations.

Take on the role of a former police detective bent on exacting vengeance for his partner's murder and use of a mixture of raw firepower, slow-motion and dive/dodge mechanics to tear your way through the criminal ranks.

Dive through windows or dodge behind cover - every shot is lethal, so stay aware of your surroundings and exploit the environment however you can.

When the heat is on, you can slow down time and plan for the next move. Avoiding bullets whilst taking out enemies is crucial for survival - but beware, your slow-motion ability is limited: plan fast, think ahead and bring down the bad guys unscathed.

Each level features a range of challenges, allowing you to unlock new weapons as you progress, trading bullets from restaurants to rooftops across a moody, crime-riddled city.

Title: The Hong Kong Massacre
Genre: Action, Indie
Developer:
VRESKI
Publisher:
VRESKI
Release Date: 21 Jan, 2019

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Minimum:

Requires a 64-bit processor and operating system

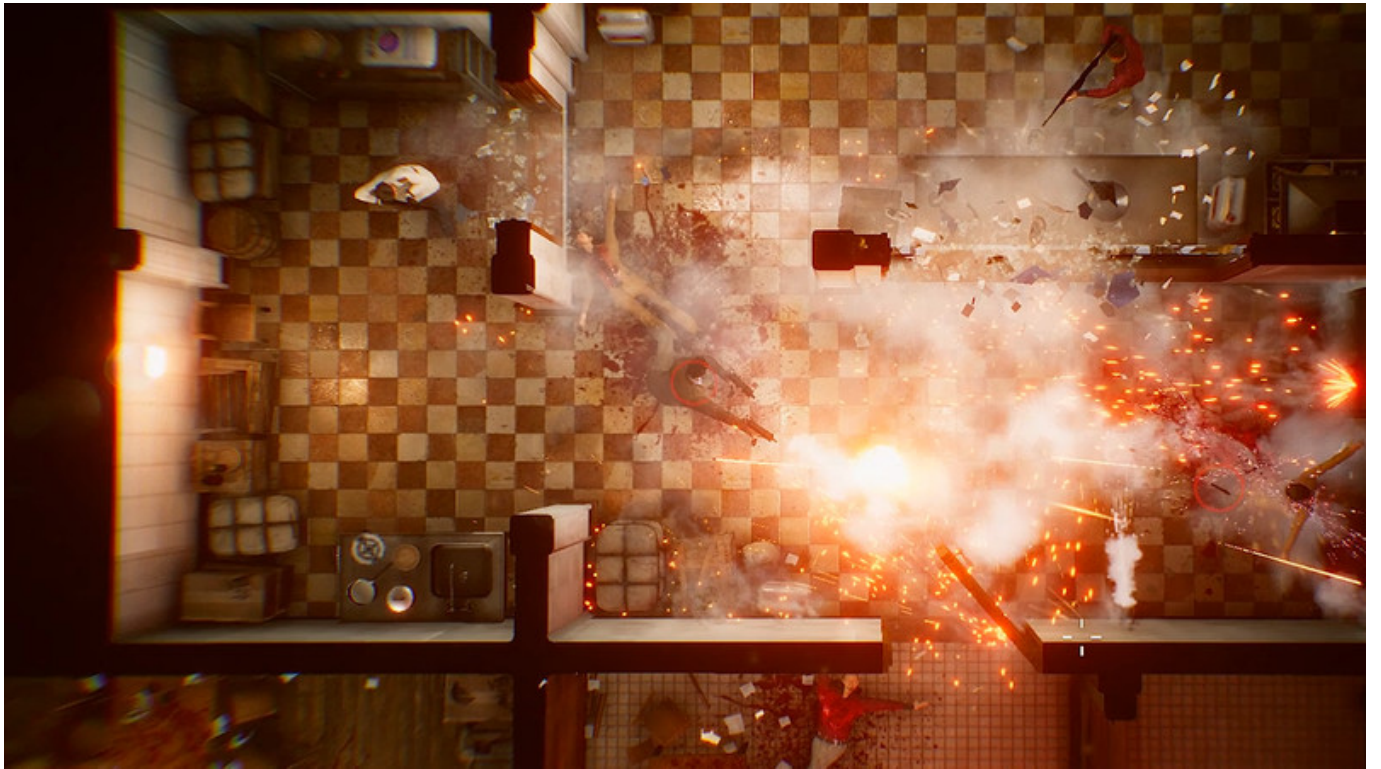
OS: Windows 7/8.1/10 x64

Memory: 2 GB RAM

DirectX: Version 11

Storage: 6 GB available space

English







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Great game.. Initial impressions are good. As everyone says, it's a mix of Hotline Miami and Ruiner, with a pretty good old school HK underworld story. It is tough even with the slo mo and dive mechanics, and maybe it's my failing eye sight, but I'm pretty sure enemy bullets can do things your bullets can't, COD-style. But if you're patient you'll get a lot out of this one, I think.. Hotline Miami 3D, i recommend!. For the price, it's not worth it. You'd be better off playing RUINER or Hotline miami if you want the frantic action experience. This is maybe a 5\$ game at best. Maybe

The controls are poor. It's a brilliant idea, but flawed in execution. Everytime you want to do the dodge jump, good luck actually controlling it. It'll launch you over cars, through windows you weren't near, into enemies that you were trying to get away from. The input lag on the controls doesn't do this problem any favors.

Perhaps the biggest issue I ran into, was just how boring it was. In my limited playtime, I beat the first "batch" of missions, consisting of stiff cutscenes animated in game, random renderings of the character driving places, the WORST boss battle experience I've had in recent memory, and rapidly becoming stale gameplay.

There are only 4 guns in the game: The pistol, the AR, the shotgun, and the SMG. Once you finish two or three levels, you might find yourself with the points to buy the unlimited ammo upgrade for your pistol. This makes the game extremely trivial as you can just gun down everything in the general direction, because there are "helpful" red triangles at the border of your screen telling you where enemies are coming from. The first couple missions took me a few tries, but I found it was more due to the controls messing everything up, than the game being difficult.

For four years of development I expected more from this title. The game and menus are riddled with spelling errors, the dialogue is stale, the gunplay would be so much better if there wasn't lag, and the story was generic, poorly written, and most of all boring. These things wouldn't be a problem if the gameplay held it up, but unfortunately, it doesn't.

Unless it gets majorly fixed and re-developed, avoid this game.. I hate that i had to wait so many years for this to finally release but it was worth waiting. Hotline miami was just a place holder for this gem. It is like watching Hardboiled or any other Chow Yun Fat movie only you get to be the protagonist. 10/10 would recommend to any fan of John Woo movies or even if you have no idea who John Woo is.. It basically Hotline Miami meets Max Payne. You have a dodge-flip, bullet time and a top down view, one bullet kills. It's pretty fun, a good challenge and really flows once you get into the swing of things.

Some people report input lag, but I didn't notice any.

Pretty cool game and quite addictive, but it's pretty hard as well.. This game is just mindless fun. You will die a lot but it's action

packed and entertaining. A good distraction away from the usual genres.. It's a sloppy Hotline Miami with bad controls, stiff aiming, annoyingly repetitive music and questionable A.I behaviour.. Absolutely fantastic. Surprised this game just suddenly showed up after being teased years ago, but its definitely worth the wait. Excellent soundtrack, presentation, fun as hell boss fights, and challenges that encourage you to replay levels to with additional restrictions. Worth every penny.

I Highly recommend!

Short but sweet. Made it in about 4 hours. 4 hours of total destruction and awesomeness. Nice music.

You can dodge bullets, but if you get hit by one, you are dead.

You can use slowmotion. I did once. It's some really fancy effects in here.

Story? It's mediocre. Just like a Hong Kong-movie. If you're looking for a storygame, this is not for you.

Price tag at 15.11 Euros is OK!

Music is cool. Just as the Gameplay.

A big negative is the so called "Bosses". All bosses are fought the exact same way. I learned how to beat em fast. I died 2 times during the "Final boss".

If you liked Hotline Miami, you probably like this aswell.. It's so fxxking awesome!

Just give it a try and I'm pretty sure it won't let u down:)

Especially for those who loves Max Payen, John Wick and all the 80s Hong Kong action movies!. This is pretty terrible, a poor mans hotline. I really didn't find any fun in it.. If you play this game without slow-mo - this is Hotline Miami with guns.

If you play this game with slow-mo - this is Asian Max Payne on Hotline Miami.

It's simple and fun. Music is good, but not like on Hotline Miami level, but it suits this game well.

I like it. Grab it now or grab it on discount.. A really cool, stylish, fast-paced, top-down shooter. Would reccommend.. John

Woo style Hotline Miami. This game is great, fast paced and very smooth. Great graphics and a thrill to play. If you like Hotline Miami definitely give this game a try. My only complain is that the boss fights are all basically the same, yet some can still be challenging.. yyyyyyyyyyyyyyyyyyyyyyyyyyyeccccccccccccccccccccccccccccc

hotline miami and max payne had a baby. If you are having INPUT LAG, TURN OFF VSYNC.

I'm seeing a lot of reviews that are complaining about the input lag, but it is completely non-existent if you turn off vsync.

ALSO, NEVER USE THE SLOW-MO BUTTON IF YOU WANT THIS GAME TO BE FUN

Let's start by adjusting our expectations. This isn't a AAA game. It is two guys who spent 6ish years developing this game. It also <\$20.

The Drawbacks

-The story is an excuse to justify the gameplay, which, for a two-person team without a writing staff, makes a good deal of sense.

-The AI is limited, but so was Hotline Miami. This game is meant to be played fast, so it doesn't really cause any issues for me.

-Not a lot of variety in weapon choice. You can get dual-wielding handguns, a shotgun, an SMG, or a rifle and there are upgrades you can purchase for each that are identical. No knives, swords, bats, anything melee, or anything else. That's because it is a two-person team. If this game takes off, I hope these would be added in the sequel.

- The slowtime ability is OP and virtually infinite.

-The mission scoring system is a huge stepdown from Hotline Miami and does restrict replayability. I wish it was a lot more complex, but that is, again, a problem resulting from the small dev team that could be fixed in a sequel.

The Draws

-Graphics are surprisingly fantastic.

-The combat is like a top-down Max Payne. Visceral, intense, and rewarding.

-The limited mission scoring does add replayability in that it is annoying to only receive 1 star and so I might replay a level to make it a shorter run, do a no-slowmo run, or a perfect shooting run. Getting all 3 stars at the same time is pretty thrilling, although the game doesn't acknowledge it.

The Conclusion:

Got \$20 burning a hole in your pocket? Did you like Max Payne, Hotline Miami, and/or Ruiner? Want to support a small dev team and still get a fun, fast paced visceral shooter?

Then, this game is for you! Don't go in expecting Hotline Miami or you will probably be a bit disappointed. But, if you enter the game with an open-mind and acknowledge how small the dev team is, then I think you will find it to be very enjoyable! What excites me most is the potential for this dev team. If this game is good enough to warrant a sequel, the dev team should be able to hire more staff. There is a lot that could be improved in this game and with a solid basis, the sequel will undoubtedly be a fantastic game.

Patch 1.04a Hotfix:

A quick hotfix for a bug in the latest patch.

Fixes:

- Fixed bug that depleted slowmotion power faster on medium setting than before the patch, also fixed depletion on easy mode, being 50% slower now.

. Patch 1.02 Released:

Hello everyone.

Today we are pushing out a small patch to mainly adress the aim speed when using the mouse.

Patch Notes

Added:

- Added the option to restart a level when died by pressing the reload button
- Added the option to change the crosshair color

Bug Fixes:

- Fixed bug that did not save some settings when exiting the game
- Fixed bug that made you unable to change/save quality settings
- Fixed bug that made the game not start when in offline mode

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- Fixed bug that showed wrong and low-res controls for game-pad

Changes:

- Removed mouse slowdown in slow-motion, can be activated back with Legacy Aim in menu.
- Balanced the default mouse speed, and making it possible to have a even lower speed.

. Patch 1.03 Released:

Hello!

Today we are releasing patch 1.03. This will add the option to rebind your keys and fixing some minor bugs.

Patch Notes

Added:

- Added the option to rebind keys
- Added the option to use hardware mouse input

Bug Fixes:

- Fixed bug when holding down dive button would not make the player dive
- Fixed player death sound not being affected by volume settings
- Fixed "Master at my skill" achievement not being unlocked

Changes:

- Added the option to unlock "Hard-Boiled" and "Just another day" without starting a new game

. Patch 1.04 Released:

Hello!

We just released patch 1.04. This will add two new difficulty settings(easy, hard) to the existing(medium) one.

Patch Notes

Added:

- Hard and Easy difficulty settings.
- Different leaderboards for different difficulty settings
- Option to see the user rank in leaderboards
- Total kills display at level end screen

Bug Fixes:

- Controller setup in pause menu bug

Changes:

- Updated achievements so that "Hard Boiled", "Just another day", "A master at my skill", "End of the week" and "Done and done!" can only be unlocked on medium difficulty

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