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## Heat Guardian Full Crack [crack]



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### About This Game

**Heat Guardian** is a hardcore top-down shooter set in a freezing world. You'll have to travel through the dying lands to find the one last stronghold of humanity – trying your best to stay alive. Deadly mutants, limited resources and even the world itself make this journey a trial only the most skilled survivors can endure. In this grim place there is no easy way – prepare to fight for your life!

Our world is dead. What's left of humanity is scattered over the ruins of civilization consumed by the endless winter. Mutants are the new dominant species – they hunt down everyone unlucky enough to survive the apocalypse. And you are one of those who keep fighting for their lives amidst all the horror.

Surviving is a skill to master in Heat Guardian. Your foes are lethal and your ammo is scarce. On top of that you can't escape the main enemy – it's in the air you breathe. Cold rules everything around and surviving means staying warm. Fail – and you'll freeze to death.

#### What makes Heat Guardian special?

- Atmosphere. The world is dead, the remains of humanity are living their last days. Can you find a glimmer of hope in this cruel winter?
- A full-scale story campaign. A dangerous journey split between 40 levels – sure it won't be a brief ride.

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- Hardcore action. Mastering the game's combat is a process of trial and error – you'll see the 'Game over' screen a lot before learning to fight back.
  - Surviving the endless winter. Keep yourself warm and count your ammo to stay alive in this harsh new world.
  - Post-Soviet aesthetic. Heat Guardian takes place on the ruins of Eastern Europe.
  - Tools of survival. More than 50 weapon types and tools to help you in your path.
  - Fight-till-you-die mode. Additional game mode for the diehards – how long can you last against endless waves of enemies?

Travel through the dying lands of Heat Guardian and find the last stronghold of humanity!

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Title: Heat Guardian  
Genre: Action, Indie  
Developer:  
Denis Rudoy  
Publisher:  
Denis Rudoy  
Release Date: 10 May, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7

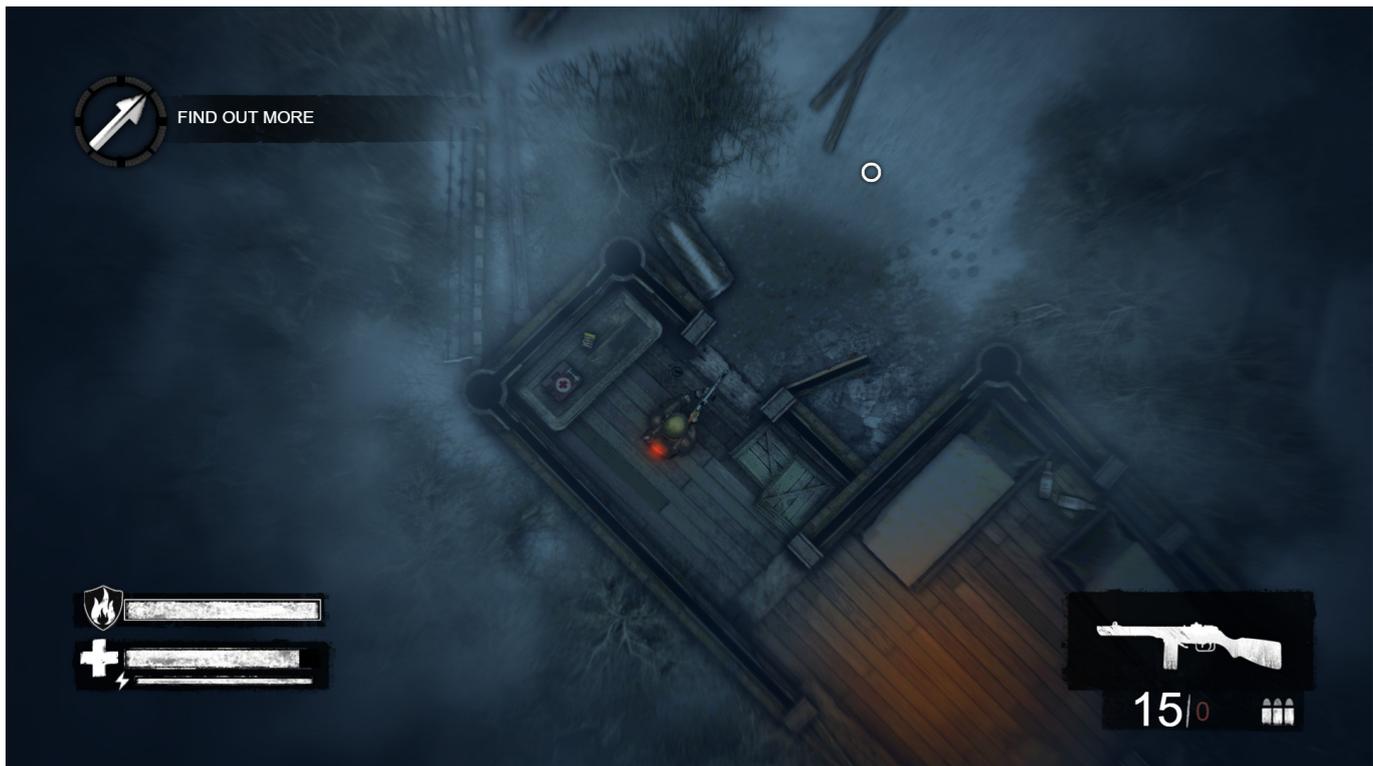
**Processor:** Intel Core 2 Duo 2.8Ghz or equivalent

**Memory:** 4 GB RAM

**Graphics:** GeForce 8800GT / ATI Radeon HD 4850

**Storage:** 500 MB available space

English,Russian,Ukrainian







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Atmosphere of Stalker, Metro and Fallout packed together. Good things end there.

The story. It might as well not have one.

The sprites are pretty poorly drawn.

A wide variety of weapons, I praise the metrolike weapons, like the "Air Pistol" basically Tihar, the pistol infinite ammo version. Now things like vector and other end of the line modern time weapons, they don't really fit in.

The game plays like Metro you'll enter one area after the other and face off a pack of human or mutant enemies. There is stealth in the game, poorly realised like all things but it's there and that's probably the most fun you'll have.

Remember I said Air Pistol has infinite ammo? Well it's not supposed to, you'll find a very limited amount of ammo for it and the thing 1 shots most enemies but somehow you'll always have max ammo for it. Uzi is not usable as the code isn't even finished for it.

For some reason the game at times would decide that I should die and start over while at full hp if hit during the last few levels. Which I might add were fucking long\u2665\u2665\u2665\u2665\u2665levels and threw a stupid amount of enemies at you with your every step.

The shooting system is reminiscent of stalker as in you're not gonna hit every shot and I like that, the problem is, for alot of weapons you'll never hit a shot 2 feet in front of you. So melee enemies... yeah you're dead son.

The biggest problem by far is that the game has a huge memory leak issue and I was able to play it 5 minutes at a time as it'll gradually go from 140fps to none.

I went to the forums to see what's up with that and found that the developer has promised to fix all the bugs. That was shortly after the game came out. As far as I know the game had only one patch and judging by the feedback it only made things worse.

Nailed the atmosphere. fucking hated everything else.. Atmosphere of Stalker, Metro and Fallout packed together. Good things end there.

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