Nocturnal Hunt Portable Edition



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About This Game

Nocturnal Hunt is a dark, first-person stealth game for PC where you play a wolf.

Be a wolf in a forest full of cruel hunters and rescue your stolen cub.

Sneak your way through the gloomy woods or rip your opponents apart. No matter how, find your way to Brasov - the village of the hunters and the core of the evil.

Hunt or you will be hunted!

Story playthrough: 15-45 minutes Completionist: 2h+



Here you can find a list of core mechanics you will encounter while playing Nocturnal Hunt.

Wolf Instincts

Smell what you are not able to see. Trace tracks, discover hidden collectibles and see enemies through obstacles across distances.

Brutal Kills

Target your enemies with stealth. When you are close enough to attack your targets, your wolf jaw will become visible. That is the time to attack and rip your victim into pieces.

Breaking Bottles

Walk on bottles to break them to lure nearby hunters. Any hunter who hears the noise will investigate the source. The lure tactic can be used to your advantage.

Choose your playing style

Nocturnal Hunt, as a stealth game, can be played without a single kill. You have the choice: bloody beast or non-violent wolf.

Rewards

Depending on your playing style you can get different rewards with each playthrough and unlock several achievements. Some of the rewards are quite hard to achieve.

Hidden Meat

The search for your cub makes you hungry! Explore the unknown world and look for hidden meat. Keep your wolf eyes open. The meat might be in the darkest corners of the forest.



The areas are rather small, but filled with details and ambience:

Mountain

Strong wind. Cold nights. Your home. The hunters don't enter your territory unless they don't have a choice.

Forest

The hunter cult from Brasov is invading the forest. Year by year they reach further into what used to be yours.

Mine

The humans destroyed the mountains by drilling holes in them. These mines are the only way left to enter the village. It won't be easy to get through there without being seen.

Village

The citadel of human rottenness. The smell of death and feces is in the air. Huts constructed of dead trees and on top of it all their monument of death: The Cultists Church.



About the Wolf Pack:

We're a team of 15 independent game developers mostly from Berlin. Nocturnal Hunt was born at the Games Academy as a students project in the third and fourth semester. We were strongly influenced by games like Thief, Bloodborne but also old titles like Gothic I.

Title: Nocturnal Hunt Genre: Action Developer: Wolf Pack Publisher: Wolf Pack Release Date: 1 Dec, 2017

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Minimum:

OS: Windows 7, Windows 8 or Windows 10

Processor: Intel Core i5-2400S @ 2.5 GHz or AMD FX-4320 @ 4 GHz

Memory: 8 GB RAM

Graphics: NVIDIA GeForce GTX660 / AMD R9 270X

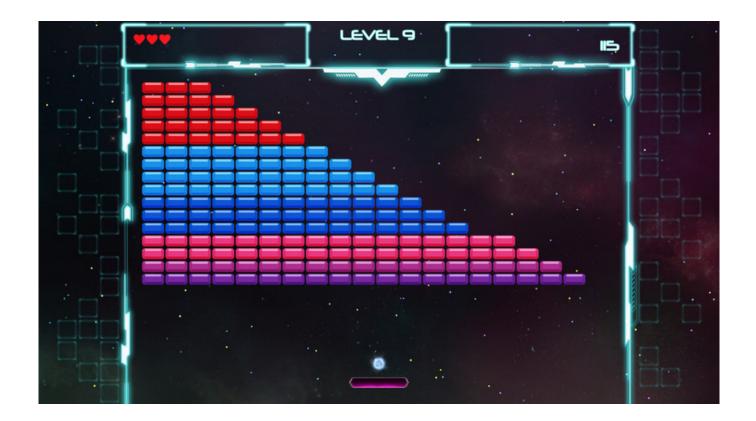
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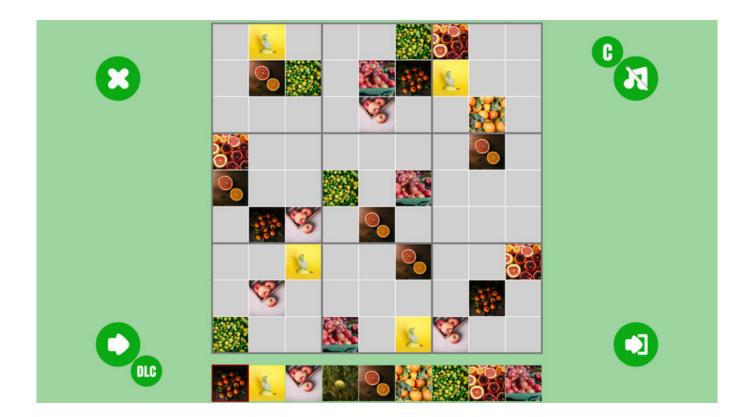
Storage: 3 GB available space

Sound Card: DX11 compatible

English

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Can't recommend this Game but first of all the Pro's:

-Character Customization is decent.

-Characters itself look okish.

-The Class System seems promising.

-No Tab targetting.

-Good Optimization

Now we come already to the many Con's: -No Tabtargetting and yet "Press 0-9 to use Skill XY" -Genderlock doesn't work here at all. -To much running around in Town. -Controls are clunky -Gameplay is clunky -everything feels clunky -Leveling feels pretty slow. -Gamepad is supported, but makes no sense at all. -P2W (Gear/Weapons and whatnot buyable with real Moneyz.) -Doesn't save Graphic Settings

Overall the Game feels like a Prototype that could've turned into a good Game, but just didn't. The Class System seemed nice, the Character Creation was ok, but f.e the Tutorial started already... Lame. It could've been "something", but it's just not.

I played a total of 2,5 Hours. That was enough for me, to make a myself a Picture about the Game.

*Steam did not reckognize the Game anymore after the first Start. Whatever was the Reason, I don't know.. Really good zombie shooter with an interesting twist.

The drinking is very well implemented. I never felt sick or uncomfortable while being (virtually) drunk.

The first level is by far my favourite. To me it has the best weapons and ambience. Also zombies are coming from a 90\u00b0 radius which is nice. I don't like being attacked from all sides at once, mostly because of the Vive's cable and limited field of view.

The gunplay feels great, especially with the pistol and shotgun, while the SMGs are feeling very weak (except headshots). Also the revolver could have more power. Reloading is very fast by simply lifting the weapon over your shoulder.

+ Drinking works surprisingly well

+ No motion sickness

+ Weapon handling feels great

+ Nice bartender and creepy zombies

+ Nice graphics

+ Responsive developer

- SMG and revolver are feeling too weak

- Repetitive after a while (still fun though)

Played on HTC Vive.

P.S.: While starting up the game, be careful when turning around during the loading screen. There's a very nasty surprise ;). Numen: Contest of Heroes is a third-person hack & slash RPG. Having demonstrated enormous courage as a child, you are selected by a Greek God to be its hero and must compete against those of other Gods in order to find the Sickle of Kronos first.

Pros: You get to pick from a boy or a girl, although can't actually customize your appearance. When beginning the game, you are given the option of using different weapons, and your class is determined by the type you used the most. Your mastery of any weapon comes from using it. Each of the three classes allows you to pick from three different Gods to be the champion of, so the game offers a total of nine sets of spells and powers. There is a large variety of equipment you can find (common, enchanted, rare and unique) and may equip up to 16 at a given time. Some of the items you find are only good for one gender, but can be refitted to your character. Rather than being class-specific, items are attribute-specific, meaning a mage that works strongly enough on its Strength will be able to use that badass sword usually meant for Warriors. Graphics are ok, most textures are pretty good, and each piece of equipment have a different look on your character.

Cons: The writing is bad: sure, I spotted several typos and even apparent missing words, but the bland story itself is badly written with many mistakes about Greek mythology (example: Neptune is NOT a Greek God), you never actually feel like you're playing in Greece. The game lags and drops in frame rate when looking too far away. Combat is uninteresting, you click on the opponent once and look at the character fight, this game should've been an isometric hack & slash, but that would probably make the tiny size of the maps too obvious, or the comparison to <u>Titan Quest (a much better Greek mythology</u> RPG) too easy. There is little to no development, interactions with other champions are very limited and fighting them in arena battles is lackluster. The game is short, very few main or side quests, no branching paths, save a few short class-specific quests in the early game. The game itself would be over quickly if you didn't spend that much time grinding for levels, the first few hours of which is so tedious that I almost stopped playing (although the grinding got less annoying a few hours in).

Verdict: \u2605\u2605\u2606\u2606- Forget it

I've seen worst, but it doesn't excuse Numen: Contest of Heroes from being an uninteresting game that offers no surprise, no excitement, and no replay value. If you have it in your library AND have the patience to tough it through the boring introductory level, you might as well play through it to get it over with, but I otherwise don't see how I can recommend to someone to purchase this.

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If you found this review helpful, please consider giving it a thumbs up, and feel free to check out more of my (purely opinionated) reviews... Fun, Story driven game with simple mechanics and a lot of chaos. Here is my full video review https://youtu.be/gdBjuguLUw4. Really fun, long-lasting game, but once it's done it's done... It is a good game but, IT CRASHES FREQUENTLY

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