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About This Game

HotLead is an arcade third-person shooter set in industrial surroundings. The game takes the players in a world where mankind has reached the deepest corners of space and has encountered new alien species. Humans wanted to defend themselves in the event of a war for space supremacy and built droid bases on strategic planets, which were each supposed to protect a certain area and launch a defensive attack in the event of war.

But the war never came and the droids were left abandoned, while their mission still remains the same – to attack anyone that might seem hostile. This leaves open the possibility of a battle happening by chance any time, where droids could attack even a peaceful visitor.

Humans created an enhanced species to help them decommission these settlements and the remaining droids. They form a division of soldiers with special skills called HotLead.

The central mission requires players to disable an enemy base and then get to the extraction point. To complete their mission they will need to go through a series of smaller, independent tasks – each more challenging than the previous one. Through these side-missions players will uncover and use new skills. Each enemy has its own ability, so they need to adapt their strategy based on their opponents.

The game requires players to use all their functions and skills and make fast decisions. Among the skills they could use, the most helpful are running and wall climbing, using their environment and surroundings as ammo, dodging, special moves or magic.

Title: HotLead
Genre: Action, Adventure
Developer:
Thrill Pill Games
Publisher:
Thrill Pill Games
Release Date: 6 Nov, 2015

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Minimum:

OS: Windows 7 32/64, Windows 8 32/64, Windows 10 32-bit

Processor: Core 2 DUO 2.1 GHZ / AMD Athlon X2 2.1 GHZ or better

Memory: 4 GB RAM

Graphics: Discrete video card with 2GB of VRAM (Nvidia GTX 600 or 700 Series, AMD R9 or HD7900 Series)

DirectX: Version 11

Network: Broadband Internet connection

Storage: 600 MB available space

English







This game is still raw even for early access. It shouldn't have been released in this state.

Cons:

- Control bugs and glitches (like mouse being at 0 sensitivity by default)
- Problems with fps
- No decent introduction or tutorial

Thinking about returning it.

Pros:

- + Cheap at the moment
- + Its idea looks interesting.

Consider this an early access game released by mistake, or just pass by.

this review is subject to change if the game gets to a state consistent with its trailer (currently it is not). This is by far the most captivating game you will ever own. If you buy it, you will get laid. Girls like HotLead more than sex. I like Hotlead more than sex. I will have sex with HotLead. Bad-

graphics

controls

AI

controls

sound

movement

wall-running

the tutorial

it... it's just bad

. I tried very hard to like this game, it looked fun and despite the problems others experienced, I thought for 39 pence I couldn't go wrong. Well...

Firstly, the control system is *extremely* finicky, particularly the wall-running mechanic. Sometimes it would work okay, the majority of the time my character randomly jumped and flipped around the screen like a dying flippy thing. I haven't even been able to get past the very beginning of the game as a result. I'm not the world's best gamer by any means, but I'd rather fail at a game because I'm rubbish, not because it is broken.

Secondly, as has been pointed out before, due to some weird clipping errors, enemies can shoot at you through 'solid' walls, sometimes, and also weirdly, doors above or below your level open because they think you are near them. Again, being killed because I'm rubbish I can live with. being killed because the game basically cheats, on the other hand...

Graphics-wise, it's okay, nothing amazing, but they serve their purpose. I've seen worse. if I was able to get further into the game I'd probably be able to comment better. However, I haven't experienced frame rate drops, and no crashes to desktop either and/or freezes, so at least that's something.

On the plus side, the developers are at least trying to engage with the community in fixing the bugs, and acknowledge that it is broken and are trying to fix it, which is better than some AAA companies I could mention. Unfortunately, the buggy, glitchy mess I experienced isn't the sort of thing that can be fixed by patches. Nothing short of a total rebuild from the ground up would resolve this. Which is a shame, as it has potential. Somewhere under there, there is a nice concept, but buried beneath the glitch controls and other issues I have experienced, I really cannot recommend this. if you have 79p burning a hole in your wallet, buy a chocolate bar, it will bring much more joy, and will probably last longer as well.. Clunky controls. Buggy Gameplay..

Whatever I'd call this, it sure isn't a game worth £38.99. There's the framework of a half decent game here, yes, but when you actually take the time to play it you're sent off to a world of outright frustration.

HotLead is a buggy, nigh unplayable mess which in a matter of 20 minutes took me from mild-mannered bloke killing a Friday evening alone to a burning ball of outright anger. Enemies glitching through walls, foes sticking to your feet in a tango of death, and a 'slide' which straight up doesn't work half the time are just some of the fun activities you can expect when playing HotLead.

It should also be noted that the trailer and screenshots have been expertly taken in a way which belies the game beneath. Do not

take HotLead at face value. Instead, view HotLead as an example of why quality control and the art of making a game that works should be praised a great deal more than they currently are.. Quite possibly the worst put together game I have ever had the misfortune playing.

it's been considerrably polished since original release but even now I would be ashamed to release something like this. Do I recommend this game? Hell no.. Good game yes. dont get this game it suckes horrible controlls

Can't bind keys. Can't bind keys. Can't bind keys. Can't bind keys. Did I mention - Can't bind keys?

Glitches everywhere... game engine is not well optimised , characters are not rendered with proper animation. Graphic bugs , sound bugs ... too much terrible things to list. Keys are hard-coded and can't be changed. -One of the worst indy on steam.

..."You need to have used this product for at least 5 minutes before posting a review for it (4 minutes on record)."

Almost had to vomit playing this game for 5 minutes just so I could write this review.. It's pretty well broken. If the mouse look works you are lucky. Tried it on both linux and windows and it's broken on both.

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