
Hector: Episode 2 Cheat Code For Ps3

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About This Game

Detective Inspector Hector – the hard-nosed, soft-bellied lawman of Clappers Wreake, a town that took the “Great” out of Britain. He’s violent, drunken, and has a taste for all things criminal, corrupt, or smothered in curry.
All 3 episodes available now - get the full season!

- **Episode 1 – We Negotiate with Terrorists:**

When a hostage crisis erupts in the centre of Clappers Wreake, Hector has to make a choice: carry out a terrorist’s demands, or let innocent hostages die. Hector’s still on the fence.

- **Episode 2 – Senseless Acts of Justice:**

Hunting a psychopath, Hector is pulled down a twisted trail of meat, sin, sleaze, and more meat.

- **Episode 3 – Beyond Reasonable Doom:**

Can Hector escape his squalid demise and stagger back to Clappers Wreake to save it from extinction?

Title: Hector: Episode 2
Genre: Adventure, Casual
Developer:
Straandlooper

b4d347fde0

Minimum:

OS: XP / Vista / Windows 7

Processor: 1.8 GHz Pentium 4 or equivalent

Memory: 2 GB

Hard Disk Space: 500 Mb

Video Card: ATI or NVidia card w/ 256 MB RAM

DirectX®: 9.0c

Sound: Audio Card required

English

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I almost never laugh at games. In fact, being the \u2665\u2665\u2665\u2665\u2665\u2665 that I am, I rarely laugh at all. Having said that, this game was bloody hilarious. This game is made of 2/4 win, 1/4 epicness, 1/4 pure liquid awesome. In a world where most games are nothing more than polished turds, this game is like a bottled mix of Prozac and Valium that lets you ignore the depressing, anxiety-inducing \u2665\u2665\u2665\u2665\u2665\u2665 that are mainstream games.

Because of the low price of this game it is well worth the buy. It is relatively short, but you will have a laugh playing it.. Avoid this piece of crap like the plague. There is nothing redeeming about this game.. got it for 50 cent. and like it.. I made a vibrating sex doll for a squirrel. 11/10. This game has the potential to be a lot of fun but right now there is a big thing preventing me from enjoying it. It seems after a certain amount of hits in a fight, it says MISS after every attack. I don't know why it does this but it makes attempting to defeat a boss or even regular enemies almost impossible. I really like the idea of this game and messing around in it is fun but until it's possible to actually defeat an enemy, I'll have to recommend against this game.

Queen At Arms is one of the better visual novels out there - certainly one I would recommend. However, at the current \$27.99CAD price, I would say hold off purchasing this game until it goes on sale. \$15 or under is definitely worth your money for this wonderful story. There's nothing stale within this world - every character is unique and the world building is awesome. It feels like a breath of fresh air, having interesting dynamics and every character is wildly different from another, each having its own voice that made me smile from the usual visual novels I play that every character sounds the exact same as one another. It's a unique game that I would say anyone interested in visual novels should play. My biggest problem with this game was the art - I found the style off putting, but that is probably more of a personal preference.. Let me preface this by saying that the core concept of the game appeals to me, and I don't just mean the idea of going through a JRPG in a disjointed format: The idea of making each flashback essentially its own single-dungeon long min-JRPG to tell the story of a considerably longer JRPG is something that appealed to me. They were clearly trying to focus on the dungeon crawling portion of a JRPG while minimizing the actual *grind* portion. Since you can't carry stuff over, that random loot you pick up in a dungeon is more meaningful: It would be a pain to grind for enough money to get the latest equipment, so that stuff you find in a dungeon, that new tier of armor, is actually relevant. Except their attempt to fend off the grind actually hurt them quite a bit in the design stage.

So, you will never need to grind in this game. Not for levels, not for equipment, not for money. Every Flashback starts you off with everything you'll need to clear the stage with a little bit of difficulty -- assuming you aren't getting like 20 extra levels worth of stat boosts, which you probably are. Meanwhile, while towards the start of the game those chests are meaningful, by the time you get roughly halfway through the game, most of the time you open up a chest and get armor that's a tier lower than what the team already has. They frequently start you off with equipment far better than you'll actually find in the dungeons, which ends up meaning that even with the game having complete control of your equipment, most of the stuff you find in dungeons is *still little more than vendor trash. I suppose you could return to town to sell them so you can buy the next tier of armor, but that's also pointless: As mentioned before, the game's already given you everything you need to clear the thing, so why bother? And thus the dungeon crawling and monster fights turn into a chore: You already have way more levels than you'll ever need, your equipment will always be sufficient even if you don't touch stores at all, and the dungeons give you little more than vendor trash, leaving the elaborate dungeon setups as little more than mazes that slow your progress, since you're probably constantly casting repel so that you're not stuck wasting all your time in pointless monster fights. With all this said, it's pretty clear that the mechanics as they are now is incredibly flawed.*

But let's talk about the other thing. Surely being able to flashback to several points in the story means that you'll have to go through the entire thing in an unusual order, right? Actually, no. For the most part, the game's pretty linear for the most part. There are a few points where they jump ahead, before returning to the previous spot we were shown, but those are the exceptions rather than the rule. Otherwise, it's pretty linear, so it feels like they didn't even deliver on the game's gimmick concept.

As for the plot itself, it is indeed pretty standard JRPG fare -- whether you consider that a good thing or a bad thing is up to you. Perhaps the biggest thing to note however, is that when taken as a whole, the game's plot seems to be split into two distinct segments, with the majority of the game in the first segment, and a second segment for the finale (roughly the last "minute" of the boss battle). While the first part at the very least feels reactive, the second part ends up feeling less like you're a participant and more like you're being forced to watch someone else's carefully devised plot and suddenly it feels like everything you did in the first part was completely meaningless, because... As far as the game's concerned, it was. Further explanation veers into spoilers, so please try and ignore the upcoming black bars.

The game's final minute introduces two previously unmentioned characters, and immediately establishes them as pivotal to the plot. What, you're not invested in characters we just made appear now that the game's almost over? Here, have a bunch of arbitrary flashbacks to show why you should care about them. You don't even have gameplay during these, not really. You just have flashback after flashback of "you should care about these characters", and I can't help but feel that I might have cared about them if these flashbacks weren't all offloaded onto me during the finale. By the time they're finally revealed in the plot, you basically have no time to be invested in them, but they are constantly pushed as The Characters You Should Care Most About. You can't seriously expect us to be invested in a rival and love interest that literally aren't even mentioned until the end of the game, can you?

I might just be a bit bitter that the constant shiptease with Clover was abruptly dropped because of course the protagonist's one true love is this character that wasn't even mentioned before now, though.

Fourth minute stuff aside, I did actually enjoy this game. I mean, I actually finished it, which is a good indicator that I was actually pretty invested in it and cared enough to play it to the end. That being said, looking at it from an analytical standpoint, I absolutely can't recommend this game to people, especially at its current price tag.. First things first, this game works fine for me in Windows 10.

With an odd mixture of German and English text, this game seems like a half-hearted attempt to reach a larger audience than it would otherwise have. The tutorial is minimal, but I did pick the gist of the game quickly enough I suppose. The graphics look fairly dated and generic, but are serviceable enough I suppose.

The game play was the weakest part for me. Basically the player is tasked with picking up vehicles with various thought-balloon "wants" and then dropping them at the appropriate venue. Various venues can be built, but several require the currency of "Bonuses" as well as in game money. This one got very boring and repetitious for me very quickly.

Oddly, that doesn't mean it's easy. One has to periodically restock one's venues, which is fair enough. The problem is that I even dragging and dropping as quickly as I could, I found the restock fee negated any profit I was turning. So I can add the word "frustrating" to the list of things that describe this game.

I got it during a 40% sale, for the price \$1.79. I don't have high hopes for games that run that cheap, so I guess I can say it's a fair value, if drag and drop games appeal to you. For my part though, I wish I had given this one a pass.. Classic little game, kinda like it, Intense classic shmup gameplay

Got a free copy of the game from orlygift.com. For a couple bucks, it was worth it. The art is excellent. There were some scenes that I really thought could have used art that didn't have it, like when the MC touches the one guy's horns and it's pretty adorable. And I'm pretty sure we didn't get a kiss art for the main romance pairing, which seems an odd oversight. So I guess my only complaint about the art was that I wanted more of it.

The routes are a little hard to figure out. I ended up dying at the very first choice because it turns out that in order to talk to the guy, you have to choose the option to talk to the woman, which was weird. Other odd things like that, too. I was going along, trying for the ruler guy, and ended up getting a swerve at the very end and getting the yuri ending. Which was very confusing. (It's quite tame, at least, and could be taken as good friends with only mild hints at romance.) So I ended up having to use a guide to see everything.

The story was fairly shallow and there wasn't a whole lot of worldbuilding. Human gets captured and taken to demon world. She's a captive there (heh, if you don't do what I did at first and immediately get eaten) and interacts with some characters she meets. She has some moments with one or two of the guys and eventually may or may not have the option for a HEA with him, depending on what choices you make. There's talk of politics happening, but aside from brief and vague mentions of a revolution/rebels, you don't really ever find out much about that. Just that there are many kingdoms in this world and they're trying to sort out what to do with the questionable power issue that this particular kingdom is having at the moment. There's no demon lore, really, other than that they eat humans. There were even hints, it seemed to me, about the main guy's heritage possibly including humans, but I played through the whole game (as far as I could tell) and that never got mentioned in any more definite way. So ... story-wise, it's pretty shallow. I still enjoyed it for what it was, though.

The best ending was the "human ending" I guess I'll call it, trying to avoid spoilers.

The "revolution" ending was best for the other guy.

Though the funniest was the threesome ending. Though TBH the art for that one could have used 100% more male nudity, IMO. (None of the art, even the sexytimes art, is really explicit, BTW.)

*Really a pretty short game with only two romance options (and that odd curveball route with the woman). So, I'd say it's not worth a *lot* of money for that reason, but on sale for a few bucks, I thought it was worth it.*

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