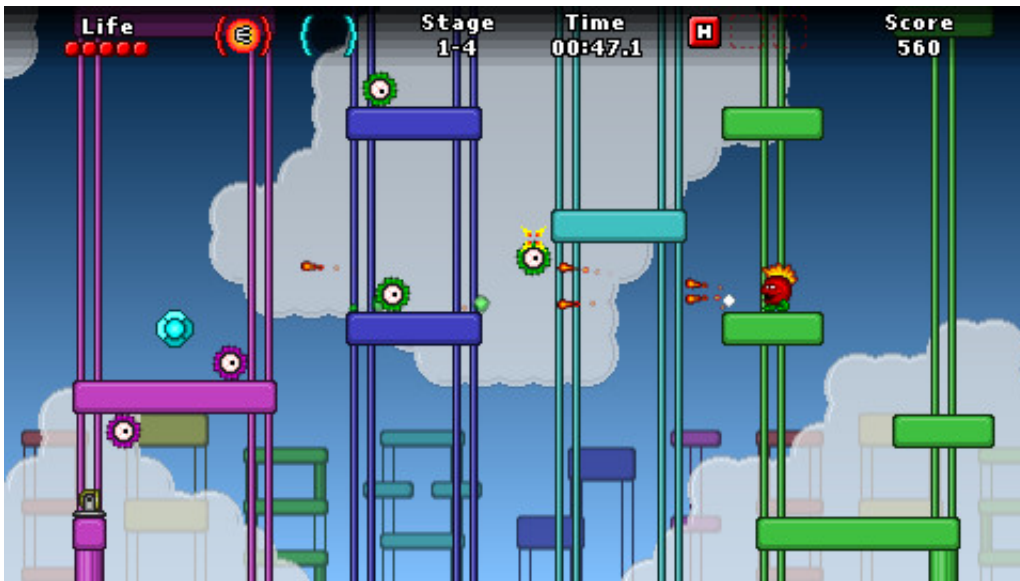

HotHead Download] [PC]



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About This Game

HotHead is a retro-style platforming shooter game.

Game Modes

Choose between two game modes: "Arcade Mode" and "Stage Mode." In "Arcade Mode" you will have to progress through all of the stages with a limited number of lives. "Stage Mode" allows you to play the game at your own pace. Each stage has three letters: "H," "O," and "T." Collecting all three will get you a "HOT Bonus." In "Arcade Mode" the "Hot Bonus" will grant you an extra life. In "Stage Mode" it will add your current power-ups to your inventory.

Different Ways to Play

HotHead can be played with either a keyboard and mouse setup or with a game controller. With the game controller, there are two control options: Single joystick or dual joystick gameplay.

Power-Ups

There are two types of power-ups in HotHead. One modifies your attack, while the other grants you a bonus effect. There are four power-ups of each type. You can only hold one of each type at a time. In "Stage Mode" you can collect power-ups by completing stages and getting the "Hot Bonus." These power-ups will go in your inventory where you can select which power-ups you want to use before selecting a stage.

High Scores & Speed Runs

Each stage has a goal score and time to beat. If you obtain the goals for each world you will be rewarded with a bonus for "Stage Mode."

Title: HotHead
Genre: Action, Indie
Developer:
Sean Baker
Publisher:
Sean Baker
Franchise:
HotHead
Release Date: 5 Oct, 2018

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English







hothead studio. hot head cheese. hothead returns the stake crossword clue. hothead nikee facebook. hothead extensions cost. hothead research. hothead x reader. hothead seeking vengeance. hothead names. hothead hair cap. hot head order form. hothead what does it mean. hot head macros. hot head restaurant. hothead games stock. hothead omega. hothead thermal hair care. hot head gluten free. hot head ross. define hothead urban dictionary. hot head damon suede. hothead zwift. hot head while teething. hothead wiki. hotheads richmond indiana. hothead talent. hothead prices. hothead paisan t shirt. hothead renovating some houses. hothead typeface. hothead app. hothead vapor. hot head skylander. hotheads headliner. hothead games news. hothead stella rhy's goodreads. hot head burrito hacks. hothead vapor spearfish sd. hot head lyrics. hot head wigs. hot head of baby. hothead define. hotheads macedonia. hothead vapor spearfish. hot head kettering ohio. hothead courage. hothead minicams ltd. hothead mario. hothead in a sentence. hothead que significa. hot head headers. hothead games salary. hothead in spanish. hot head urban definition. hot head distortion pedal. hot head kail. hothead deals. hothead games support. hothead o que significa. hot head queso recipe. hothead fairborn ohio

Great Game. Challenging and fun!. It's alright. It's functional. It's not quite worth the price.

The problem is that it's not especially fun. It has all the elements of what normally makes a platforming game fun; it has enemies you can destroy, it has a decently varied set of platforms, and it's got powerups.

It's got a few problems.

First, the game starts off in an insultingly small resolution that would seem small even compared to old Windows 95 era monitors that were a maximum of about 800 x 600 pixels most of the time. The game starts in a resolution that I think is something like 300 x 400 or something of that nature. That's incredibly, painfully small. Is this supposed to be a mobile game?

Second, the main character looks *absolutely terrible*. *Hothead himself looks so much less polished than the rest of the game, where the poor guy looks like a blurry makeshift version of what he really should be. The rest of the background and the enemies look surprisingly crisp, even if a lot of them look exactly the same but with different color swaps.*

Third, whatever "life" system is being used is flawed. You get infinite lives, at the cost of your total score. Every time that you die, your total score resets completely. This creates an unintentionally demotivating atmosphere of the overall game where it feels like the player is harshly punished for any mistake. The game teeters a bit between "too easy" and "a little difficult" sometimes. The difficulty, unfortunately, does not come from the game itself but rather it's limited space design. Careless mistakes get you killed fast, and that resets your score quickly.

Fourth, this game really could just use some additional polish. It's not quite worth it's 5 dollar marker at the moment. I'd go so far as to say I'm not completely disappointed with it, but I definitely have seen better. I feel like there's a lot more potential for this game to be good, and when that day comes I think I'll be able to recommend it.

Soundtrack DLC released!:

We hope you've all been enjoying Neighbor!

We've just released the game's soundtrack, created by famous composer Takami Ryu, as DLC for the game. If you enjoyed the game's music, you won't want to miss this!

The Official Guidebook DLC is coming very soon as well, so keep an eye out for that!

We've also pushed an update patch for the Japanese version of the game, which fixes an error related to game crashes (which is not present in the English version).

Neighbor is still 10% off in celebration of the launch for a few more days, so if you haven't picked it up yet, now's the time!.

Neighbor **Kickstarter Countdown Sale!**:

Hi all, and thank you for taking the time to read this post!

As previously announced, we're currently running a Kickstarter to fund the localization of the upcoming follow-up to Neighbor, [Carrion Crow](#). The Kickstarter is now in its final week! To help promote the campaign, for the next week both Neighbor and the Lingering Memories DLC are **20% off!** If you've been holding off, this is the perfect chance to pick up Neighbor, and if the game wets your horror whistle, you'll definitely want to get in early and support Carrion Crow for more independent horror goodness.

We also posted an update on the campaign today featuring a preview demo from the game's soundtrack, composed by Yonao Keishi (known for such games as YU-NO and Dies irae), plus an interview with the man himself, so be sure to give it a look!



Check out Carrion Crow on Kickstarter!. **Lingering Memories Side-Story DLC released!**:

Happy Halloween!

The [Lingering Memories side-story](#) DLC expansion for Neighbor has been released on Steam! In Lingering Memories it's up to you to decide how to investigate the mysteries you come across - but will you make it out alive?

To celebrate the release of the DLC, we've also launched two Neighbor bundles on Steam: one with the [game and side-story](#).

and one with [all the DLC wrapped up in one!](#) Both are 10% off, so if you haven't checked out Neighbor yet, this is the perfect chance!. **Kickstarter for Neighbor follow-up launched!:**
The day is here!

After putting up our campaign preview last week, we've made a few final adjustments, and the Kickstarter for the Neighbor follow-up, Carrion Crow, is [live now!](#) Please check out the campaign, spread the word, and make whatever contribution you can!



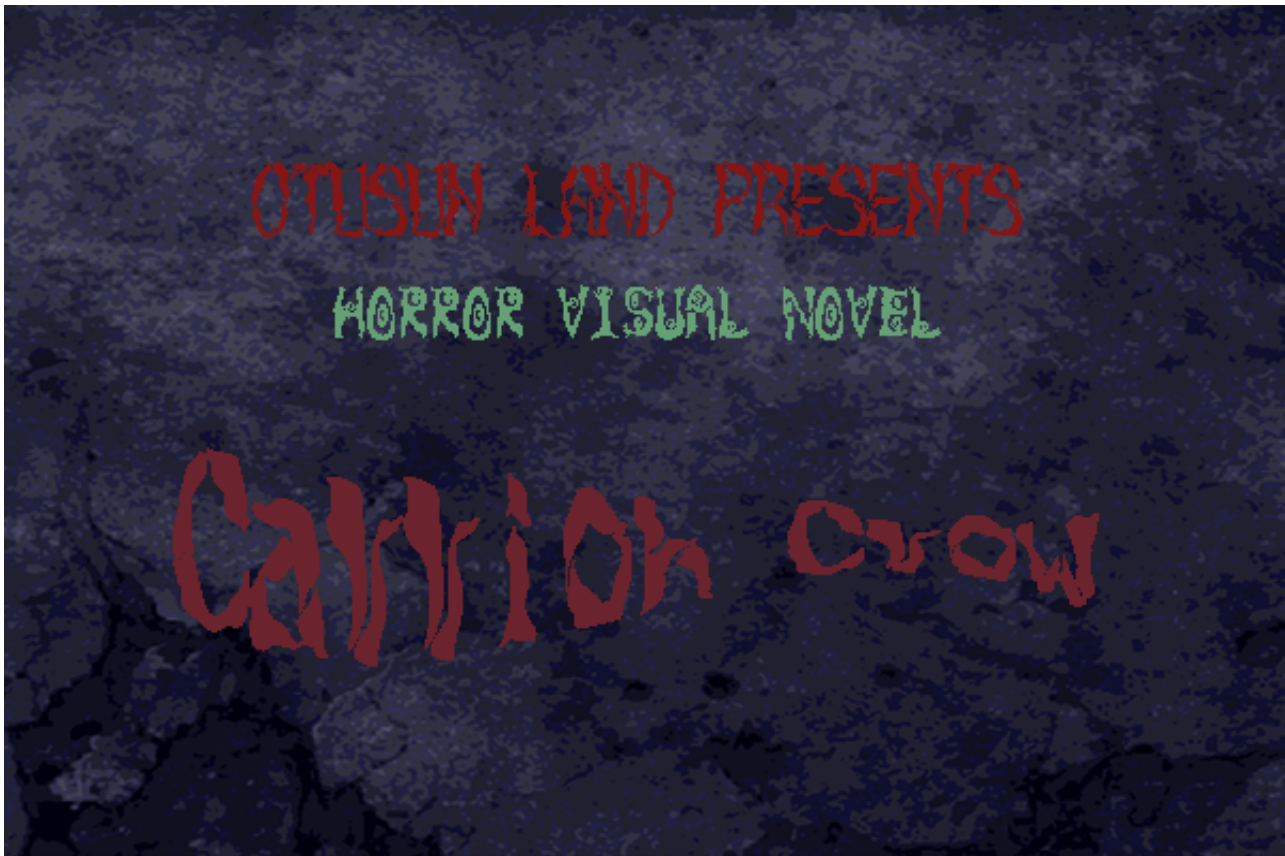
<https://www.kickstarter.com/projects/2098570429/338856707?ref=612166&token=52fd62b4>

We have some lofty goals this time, including a stretch goal to expand our soundtrack with contributions from **Masuko Tsukasa** (*Shin Megami Tensei* series, *Caligula*), **Murasaki Hirofumi** (*Sakura Taisen* series), **Satou Gou** (*Raiden* series), and **Kaida Akari** (*Breath of Fire*, *Resident Evil*)! We're looking forward to having all of your support again to help make this happen! If you have any questions about the campaign, don't hesitate to let us know on the comments page or via a message.

Let's make this happen!. **Kickstarter launching soon for Neighbor follow-up game!:**

Hey all! First and foremost, we want to thank everyone who's bought Neighbor on Steam, and especially everyone who's left a review. Your support is invaluable!

We've been teasing this a little bit, and you may already have been aware if you've been following the Japanese side of our social media, but we have a big announcement: a follow-up game to Neighbor is in development, for release in Summer 2019!



Click on the image to check out the Kickstarter preview now!

What this also means, though, is that we need your help. Localizing a text-heavy game like this is a big task, and we'll be returning to Kickstarter to raise the funds we'll need in order to make it possible, plus make some sweet rewards available that we wouldn't be able to produce otherwise!

The Carrion Crow Kickstarter will launch at **7PM PT this Sunday, Nov. 11**, and last for one month - but you can take a look at the [preview page](#) now to get an idea of what we have in store! We're especially keen to meet our stretch goals this time, one of which will allow us to expand the game's music team to include composers from franchises like *Resident Evil* and *Shin Megami Tensei*! Be sure to check out the Kickstarter preview for all the details, and most of all, **please help spread the word!**

We're looking forward to all of your support again to help us continue to be able to bring niche Japanese horror to an international audience!. **Official Guidebook DLC released!**

Hey, Neighbor fans! We hope you've continued to enjoy the game!

Hot on the heels of the Original Soundtrack DLC, we've just released the [Official Guidebook](#) for the game as DLC as well! Chock full of artwork, sketches, and behind-the-scenes info and insight!

We're also currently preparing the [Lingering Memories](#)[www.otusunland.com] side-story DLC for release - this expansion for the game adds a new episode exploring an incident mentioned in the main game. Look forward to more info about that very soon!

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