Killing Floor: PostMortem Character Pack Download] [serial Number]

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About This Content

The PostMortem Character Pack adds 4 more new and unique playable characters for Killing Floor as Downloadable Content. Once you have bought the pack, they will become selectable in the character selection screen in-game.

Harold Hunt

Harold was the front man for the underground punk band "The Fecking Nancies", who played mingin' pubs and bars all over South London. And if he wasn't screaming into a microphone about anarchy and chaos he was out causing it by kicking the shite out of cockneys, chavs and pikies before stealing their bling. Courtesy of the Horzine outbreak, he's finding out what real anarchy and chaos is.

Kerry Fitzpatrick

After disfiguring one inmate in his last prison fight, the others stopped calling "Kerry" a girl's name. During his transfer to the high-security psych ward at Broadmoor, he watched the guards get eaten by a herd of crazed, emaciated mutants. Kerry took pleasure ripping apart the monsters before looting the dead prison guards. From life in prison to a free man in seconds, Kerry has found a world where he truly fits in.

Trooper Clive Jenkins

When he wasn't jumping out of airplanes and breaking heads for the British government, Jenks could usually be found getting rat-arsed in the pubs of Aldershot and picking fights with civvies. C Company was on standby when word of the outbreak struck. They loaded into the Herc and jumped over London. Straight into a mob of chainsaw-wielding nutters. Come and get some, ya ponces!

Paramedic Alfred Anderson

Working nightshift for the hospital can be interesting. It's also a good place to stock up on supplies when the whole city has turned into a cannibalistic feeding frenzy. Well equipped and knowledgeable, Alfred's a good ally to have when a fleshless creature is beating down your door.

Title: Killing Floor: PostMortem Character Pack
Genre: Action
Developer:
Tripwire Interactive
Publisher:
Tripwire Interactive
Franchise:
Tripwire Interactive
Release Date: 7 Oct, 2010

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Minimum:

OS: Windows XP/Vista
Processor: 1.2 GHZ or Equivalent
Memory: 1 GB RAM
Graphics: 64 MB DX9 Compliant
Hard Drive: 2 GB free hard drive space
Sound: DX 8.1 Compatible Audio

English

awesome its like hl2 but better and online .....and death match. I downloaded this game to play multiplayer with some friends witch we could not manage to do. The implementation of hosting\/joining games is realy bad needs some serious change\/update. As singleplayer the game is quite simple and not very fun.. If you take strider and mix it with supermeat boy I'd imagine you'd get this.. Great Online 2 player game for the price. This is an RTS in it's simplest form, and that's what makes it great. There's one unit type, no resources, and the strategy is in flanking, directing, outsmarting enemies, and the occasional crate (random powerup) drop. No hard counters here. If you're looking for an in-depth, ultra-competitive RTS, this game is not for you. Otherwise, grab 2 or 3 copies, give them to your friends, and spend some hours watching your little pixel men shoot little pixel lasers at other pixel men.

Played the demo of this game a couple of years back and never played it again since, until now (tbh it was due to not knowing you needed the bomb powerup for everything lol; got kinda frustrated. Know how to play it now tho)... Bad mistake; this game is a damn gem! Genius aestheics, good level design, great OST!

Tbh my only problem is it doesn't support my 360 controller for some reason? I assume it'd be the same with my PS4 controller since that's not an MS thing. So yeah, I had to make due with keyboard controls, which was still bareable, but probably would've been more fun on controller. Please fix this if you can, would be appreciated!

Also, is the castle level that requires 12 super gems even completeable? I have NO idea on how to do it, lol...

Regardless, this game is great and you should all go and at least try it! Seriously, you won't regret it. This needs more attention. Looking forward to the full release! <3. A VERY worthy TRY in adventure games.

The games plot is really adventurous. You're an inventor that his brother is interested by Inquisition. The brother studies the artifacts that an uncle sends all the time as presents. Because of those the brother is arrested by the Inquisition and the story begins. In the start of the game you try to build the first flying machine ever and you finally do to escape the Inquisition. You try to save your brother. You travel to South Spain where you come across a girl, a pirate Captain's daughter. You travel with them and their ship was sunk by the Inquisition. The only survivors is you and the girl. You escape nearly to the pirates hide out and from there to Africa to save the brother, in the legendary "Tripoli" city and from there to the desert and Zerzura,the Lost White City, where they have the secret of immortality.

In your journey, you make inventions of the time trying to bypass things. The game is NOT difficult. For someone that has logic and played some adventures it will be incredibly easy. I finished it in 12 ours with the hotspots on. Someone that will NOT use the feature he'll may finish it in 14 hours. The game is really easy. Like many adventures of our time the game's target is to travel us and entertain us, not to stuck us on a riddle.

A really minus is when the inquisition tries to arrest you several times and there you have time limit, as much the one move that you have to think of. In any other case the character is murdered in front of your eyes and the game exits in the menus. Before every scene of that kind there is an autosave and you just can press the Continue game option. So , don't bother. But the fact that you'll die many times before you find the solution is really irritating.

The graphics are 3D from every perspective. A modern game. Though ,you'll not find the best textures, the picture quality is really good and it even supports HD. There are NO cinematics in the cutscenes. That's a minus. Just the story teller that says some words and hand drawn sketches but no complete pictures. Like a cutscene but no cutscene at all. Let's say they didn't want to make the background just black in those few words that the storry teller says. Anyway, from every other perspective the graphics are fine. When you take things or combine them , the style is like the older games. You just see the hands to move in most cases.

The sounds are not the best but are really good. The quality is of the voices fair as much as the speaking. Ok with the music,too.

One thing that I liked much is the saves speed. You really could NOT say that you really were saving a game. You pressed ok and it was instant. The computer never slowed down.

With an interesting story line and plot, good graphics, modern game features. I would say that we have to do with a very good game. Some could take it aside "Lost Horizon" because of the plot. But the last one is really MORE... As much is older the game promises more. "Lost Chronicles of Zerzura" in the other hand is made by people that make a good entry at this market.

But in any case you have to try it! It's really entertaining and the story line is sand box like,thing that make it really interesting!

HAVE FUN!. chapter 1 is short but already a challenge, if you like puzzles give it a try!. Paint from windows 98 did better job. I'm still getting started with this game, but I'm absolutely loving the simple, yet well-done scenery. Like Kairo or NaissanceE, it mixes platforming with wonderful eye-candy so just looking around is an experience by itself.

It runs very well on weak hardware. I'm enjoying the game on a laptop with a Celeron N2920 (aka an Atom), 4GB RAM, and Ubuntu when playing on 1024x600 resolution.. 4/10

Game is very boring and repetitive. Maybe good for a lan party while intoxicated. The game is also broken. I keep dying to my own bombs. No charm. This BombTag is all bomb and no tag. All theft and no originality. BOOM. It's the counterfeit product that everyone can tell is a counterfeit. I can appreciate the attempt but I can't accept it as worthful.. Amazing visual novel. I loved all the routes. I have yet to complete Nemu and therefore, Sasami, but I've loved each route in their uniqueness. Almost every route has brought me to tears in some parts. Each story is so well-written and emotional and inspiring. Even the hentai scenes which I enabled, were well done. This is a fantastic VN.. A good game that has potential too become so much more and even charge a couple of bucks more. If the bugs are fixed and some more features are introduced. Like expanding the slots to place the troops "formation for the troops" making it larger so you can stack more Warriors in a row. Another feature that would take this game to the next level would be to have either automatic fights or a mode where you tell the troops where to go before the fights starts then you start it and they follow the pattern you have chosen.

+ Good game considering how cheap it is.
+ Good looking art.
+ The description of what a hero like Favorite spell, Favorite weapon etc makes the game a little better and interesting.
+ The creatures that is just walking around the map actually effect certain monsters etc. Trolls eat them to heal, cool effect cause i thought they were just there for visual effect on the map.
+ It's a very easy game to multitask with since battles and everything is automatic.

- Grinding is a bit too much at certain points. "The map before you can complete with 3 stars and the next one is too hard too complete. Not even talking about the final boss level on each section of the map"
- Descriptions on heroes disappear after you buy them and doesn't show before you buy them.
- Lack of description in the ui and overall. Some items you even have to hold left mouse button on them just to see what stats it gives. A simple hover description instead would make it so much easier and faster to switch items.

Neutral: I don't know if there is a bonus if you equip a heroes favorite weapon, but if there is that's a + for sure.
The magic the player can use himself is kinda slow and boring cause you have to grind it up, neutral opionion because some people likes grinding and some doesn't.

Edit:
+ The new hotkey system for players casting made the spells more usefull since you just have to aim and press 1, 2, 3 and if you use the first spell the second spell becomes the first.

+ Fixed a lot of the descriptions in menus, helps a lot. Also getting information about heroes before buying them, is really helpfull

+ Added description in the Rally, being able to check heroes levels and what troops they have with them. It helps a lot when you are about to place the troops for strategy purposes

- You can get duplicates of the blueprints... Kind of like a fun little simpler version of chess, nicely animated. Clever and good for the price!