
Operation Hardcore Ativador



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About This Game

Dateline: Earth, 1999. An unprovoked alien invasion is underway. You, a total badass, don't really appreciate it. You won't stand for it. You're downright outraged. You pack up some essentials--guns, cigars, whiskey--and head out into the night. Little do you know that tonight you will make history. This is: Operation Hardcore.

Operation Hardcore is an action-packed 2D side-scrolling shooter inspired by classic twitchy action games of yesteryear, but with modern touches and conveniences.

- fight your way past enemies using a range of weapons
- double-jump your way around obstacles and hazards
- activate your traditional plasma-based shield to deflect enemy fire
- drink some whiskey to slow time and increase damage (...at the expense of mental clarity)
- strap on a jetpack and get airborne for some classic forced-scrolling challenges
- collect coins to purchase items, weapons and upgrades between levels

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- meet or beat level par times to earn yourself a brag-worthy Badass Rank™
 - grab a friend for some friendly and/or competitive 2 player local co-op

Game Features

- 12 levels of fiery, bloody, explosive-y alien-blasting mayhem
- 4 playable badasses
- analog controls for precise 360 degree aiming
- modern sound design and electronic soundtrack by Snug
- intense 2 player local co-op
- modern particle/atmospheric and lighting effects
- multiple difficulty settings, upgrade paths and secret areas
- achievements and unlockables for the overachieving, enterprising badass

Title: Operation Hardcore
Genre: Action, Adventure, Indie
Developer:
Cosmocat
Publisher:
Cosmocat
Release Date: 28 Dec, 2016

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English

Credits 102

REPIT/MECH TRADE ENHANCE ITEM SCRAP ITEM

Weight: 225000 Kilo
 Height: 0 meters
 Speed: 4.71 km/h
 Armor: 170 (70)
 Energy: 30/30
 Energy recharge: 0.33 per sec
 Top Rotation speed: 44
 Inventory slots: 24

Scraps 8
 Type: Scrap
 Color: Base
 Value: 80 (82)
 Weight: 10 Kilo
 Armor: 10

Bunny
 Type: Locomotion
 Color: Base
 Value: 200 (716)
 Scrap value: 2
 Weight: 400 Kilo
 Max Weight: 500 Kilo
 Armor: 15
 Inventory slots: 20
 Speed: 5.93

EXIT





In the space only Captain Bayback and his Gravity Badgers can stop the forces of gravity.
You are a skunk in space who has to save his friends and universe from Worms.

So what can i say about this game:

This is a physics-based puzzle game, where you have a character with a jet-pack.

everybody says that it is like angry birds but that people are mongols.

There are 140 levels and 5 episodes+bonus episode.

First 3 bosses were easy then last 2 bosses were hard.

It has AWSOME SOUNDTRACKS!!!

The only thing why this game isn't that good, because it is poorly made and mechanics not that good.

If they invested some effort in this game, it would be a better game.. I love just about everything about this game. I love how the cars handle. I love the environment for its novelty and variety. I love pulling off the jumps. I love ramming people in the shin and making them hop on one foot. I love the music. The difficulty is just right, so I'll play a track a dozen times to get that gold medal. I've never been big on racing games, but I'm glad I discovered this one.. One of the best zombie survival/base management game with (half as*ed but still) multiplayer,

countless hours of p*ssing off RP communities, stealing supplies, making friends, basing with them, but there's a big downside to all of it, the developers reaaaally take their time with developing this game, it's been in development since like 10 years (less or more) and CARS and A PROPER COMBAT SYSTEM (which is, one would think, an important factor in ZOMBIE SURVIVAL games? go figure) still are not in game (cars are but they're half as*ed too), and yet i think what we're all waiting for is (go figure) some LIFE maybe? the game has no NPCs, no WILDLIFE, just you and zombies, pretty sad for a game about survival isn't it? you'd figure maybe you'd find some other survivors, the game even tips you to look for them by making fake gunshot sounds and helicopter flying over events etc, but no it's just a decoy to keep you playing a bit longer before they take another 5 years to release a small game feature that should have been there in the first place, but well, the game is still really good, can't wait till 2030 to play a full release of it!. I bought this game because I love Manager games, Especially ones todo with Motorsport.

In fact, Motorsport Manager is my most played Steam game.

Probably the best way to describe (in my opinion) where this game will end up is this: Motorsport Manager 2 for iOS and Android.

It's similar in feel to Motorsport Manager for PC, But a LOT simpler.

In saying all that, Here's a little pro and con list:

Pros:

Many more drivers in a single championship (42 versus 20)

Create a new car mid-season with totally different stats

Better driver stats tracking

Easier for ' non-car ' people to play

Switch out drivers without worrying about their morale/happiness

No bugs or glitches that I've seen

Cons:

Only a single season playable (for now)

Only one ' active ' driver and car (for now)

Can only sim races, Apart from the pre-race setup (which isn't really much tbh) theres not a lot you can do to affect the outcome.

Loud sound for headset users (Had my volume set to 1, Still had to switch off sound)

Doesn't seem to go fullscreen (Running @ 1080p)

Car RnD needs to be able to be upgraded to be fully competitive with CPU drivers. (on normal difficulty at least)

Couldn't get a sponser interested in me for the whole season. (To be fair, Money earned from races was enough for me to develop three cars and still have around 220k in the bank after starting with 500k)

Right now, I can't recommend anyone buying it as there's really only 20mins of content (You can do a whole season in 20mins pretty easily)

BUT! I'm going to put it as recommended as you should put it on your wishlist and keep an eye on it! With a bit more spit and polish, This could be a real gem! Given the asking price compared to MM as well.

. This is a little gem made by FIVE-BN GAMES who also do the Lost Lands games that I like. Has nice art and voice plus all the Steam features. Good HOG.. Good. Very blood.. I have no idea where it is. I can see the files on my hard drive but FSX-SE just cannot "see"

those files. I paid the money but

I had to say something in the either...or recommendation. I have no idea if it's a good game or not. My paid-for FSX-SE just cannot find it.. O C T O P U S T H E S E L L E R

This is just a mobile version of "Anomaly Warzone Earth" and there is no point in purchasing it on its own, but as a part of the Anomaly Uber Bundle I guess its ok.. So this game is far more fun than it has any right to be. It is ROUGH like crazy around the edges (note to dev...the high scores overlayed in the menu screen could use some polish...) but I DO recommend this game. To me this is a game developed for someone that HAS experience in VR and for those who don't. Wireless controllers not needed, but you need lots of room to move around. It will kick your butt quickly so it also feels like a game to load up when your friends are over...and in case you need more details - check out our FULL review here <https://youtu.be/V9kOOZaEUDvY>

[Also...not getting hit in the face is a good lesson to use in life as well as VR. Just putting that out there.. 2 Zen 4 me. 10/10](#)

Pros:

[-You wrap string to paint wooden objects through the power of magic and your invisible right \(or left\) hand only, instead of being a normal person with two visable hands and a paint brush. You ♥♥♥♥ing hipster.](#)

[-You wrap things in string and try to forget about your bondage fetish.](#)

[-Nice, peaceful music for any occastion. Even masterbation](#)

Cons:

[-Still haven't fixed the streching string sound effect loop bug.](#)

[-Too much zen. Not enough water. Defies physics through magic paint](#)

[-A "Ghost Monkey" is involved. I don't trust ghost monkeys. Go back to the afterlife you stinky dead animal.](#)

[In all seriousness, just wait for a sale or buy it from a bundle. It's an okay game that slaps you in the face with zen. Sometimes you like it, sometimes it gets frustrating. Point is, you won't always be in a zen mood to fully enjoy this game but you'll certainly like the challenge of wrapping string around a variety of objects. Just don't expect full-on zen \(unless you're listening to the soundtrack alone\).](#)

[Overall: Not worth full price, get it in sale or in a bundle. It has the same sounds as the SP SD70M and the UP SD70M. I should have the same engine sound, but the horn sound should be different. Other than that, its a good add-on for people that like fast American trains.. Cute art, charming gameplay. Only hangups are minor buggyness at certain corners \(not at all gamebreaking\), and the inherent frustration of point and click games. Interesting idea, fun story, would definitely recommend as a fun way to kill an hour or two.](#)

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