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## About This Game

William "Bill" Sherman has a problem - he's dead. Blown to pieces by his own C4 payload, which he wanted to eliminate a South American druglord with on behalf of some shady secret service people. The fact that he accidentally blew a bus full of innocent civilians into the Great Beyond has given rise to an all new problem - Hell doesn't exactly have any problems with claiming his soul. But now Bill's in purgatory and he's caught the eye of heaven's warriors. He's been offered a chance to make good the havoc he wrought using his quite special skills. And with weapons of course. Bizarre weapons. Crazy weapons...

## The Game

Developed by Homegrown Games with former developers and modders from the previous Painkiller games in collaboration with Studio Med-Art and with a Catholic priest advising, Painkiller Resurrection combines rock-hard, no-frills action and an exciting story with painstakingly researched details. In a bizarre world influenced by medieval ideas about hell and purgatory and Dante's Inferno, the mixture of fast, straightforward levels and enormous, explorable regions containing the worst scum of any hell provides a unique gaming experience.

- Unique storyline told using top quality "graphic novel" style cutscenes
- Completely reworked "Painkiller 2.0 engine" with shader effects, weather systems, a superb physics engine, and ultra-fast netcode, including an anticheat system

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- The best weapons from all of the Painkiller titles + new, inventive tools of death
  - Classic-style FPS levels and enormous, explorable areas provide varied gameplay
  - Countless eSports-grade multiplayer modes with numerous new and updated maps

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Title: Painkiller: Resurrection

Genre: Action

Developer:

Homegrown Games

Publisher:

THQ Nordic

Franchise:

Painkiller

Release Date: 27 Oct, 2009

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English,French,German,Italian







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I do not feel this game was a satisfactory ending to the series. A departure from the beautifully pre-rendered graphics of the previous Myst games (Excluding Uru), End of Ages uses a realtime game engine to render - and it shows. This is a 2005 game which, while it makes good use of technology of the time, does not compare to previous titles. The interactivity is limited and feels forced, while the story is lacking and makes little sense as to why you're there and what you're doing.. Played the first one and I enjoyed a lot. This game is really good if you want relax and mellow out. Old-school reflexes got tested and I'm proud to say I still got it. Good job creators.. its the first game its kind that ive ever played and now i cant stop. the price is perfect the art is awesome the gameplay is awesome i really hope they make a sequel with the main character!. Nice game concept with some fun if not easy and predictable elements. Purchased on a steam sale for 61 Canadian ruble-cents. I think it kept me occupied for 37 minutes before I'd completed it twice.

I guess for 61 cents I shouldn't be asking for much but for some reason I'm disappointed. I really want to recommend this game but I dunno. Tell you what, I'm going to recommend it because I didn't see any bugs that were obvious.

@Ocze this is a great game concept. There's no indication as to your progress in the game - colour code the levels that you've completed within the game perhaps? When you've finished the game, you are returned to the main menu without an acknowledgement that the game is complete. I'd assumed that I'd gone through a training mode to get back to the main menu, rather than having completed the game. I'd also suggest that there be an obvious way of cancelling your last move in the game rather than having to start from scratch.

I'd love to see more of this game in a sequel that is more difficult and more polished.. This one.

What the hell did I play?

Very weird game, indeed, but, for some reason I liked it.

The funniest thing is that, for a game where you have to poop on people's heads (which is not easy as it sounds), well, heck, there are more dialogue lines than a Kojima's game!

Maybe it's a bit frustrating and redundant but it can donate a right amount of challenge and entertainment.

[ 60 V 100 ]

<https://www.youtube.com/watch?v=ILvV04qVKos> here's a review (english subtitles). Granted, at the time that I'm writing this I have very little gametime in. BUT based on what I've experienced so far, the game feels fresh, arcadey, & fun. Unlike most

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racing games I've seen on Steam that are rooted in modern day reality & are sims, this is fast paced & arcadey, & feels like I'm playing a game like F-Zero with weaponry that, for me, brings Mario Kart or Wipeout to mind. All this being said, if you wanna play a racing game but don't feel like playing a sim, you can't go wrong with this.. Ive spent way more time playing this than I thought, tatamis are strangly addictive and satisfying to cut. Definatly the most realistic sword physics Ive experience in VR so far.. This is an amazing shoot em up with a \u2665\u2665\u2665\u2665ING KILLER soundtrack!  
11V10 would blow that purple\u2665\u2665\u2665\u2665\u2665out of the moon again.  
I've also played the X360 port and this one runs just as good (Maybe smoother depending of your PC though).  
Highly recommended!

IMPORTANT: Know that you'll get more continues by playing a few more times!



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Bullshot is a run'n'gun game with lots of shooting and a little bit of platforming. With its Duke Nukem style, Terminator references and pre-rendered 3D art style in the vein of Oddworld: Abe's Oddysee, Bullshot titillates the nostalgia fibre of the late 90s. Quite a nice change of pace from all the pixel shooters we have seen in the recent years.

While the design is really nice and the levels look good, some early levels are really dark and it gets hard to see where the ladders necessary for progress are located (they should have been colored, rather than left black). Furthermore, it can sometimes become difficult to tell apart the enemies from the background, but at least they shoot to politely make their presence known (unlike those pesky passive ladders). The horror culminates in the Sewers level, really hard to navigate, no checkpoints and insta-death toxic pools. No wonder less than 4% of the players made it past this level. After the Sewers, the next levels are much better. Gorgeous, easier to navigate and with a better level design.

Another issue with this game is the core gunplay. Most weapons are garbage, they have a low range and slow rate of fire. Worst than that, there is no dedicated key for each one, the player has to switch between them one by one. Only the missile launcher is more fun to play, but it has a very limited amount of ammo. This leaves us with the base weapon, a machinegun that is very efficient (fast, long range) and it becomes a crutch for clearing the levels. Except that the feeling of this weapon is non-existent. It has no weight to the shots, completely braindead to use. Perhaps a slower time of flight and lower rate of fire would have made the gunplay feel more interesting. The games BUTCHER and RIVE do a much better job in that department.

The rest of the game mechanics are fairly good, with the ability to charge enemies for an insta-kill (beware, some of them can explode on your face!) and a cover button to hide in the background (can be used anywhere). These features give extra tools for the fights. There is also a bit of variety in the intermission levels, like riding a bike or controlling a mecha. The game can be finished in about 4h, but since it is very cheap this is not really a problem. The levels all look cool and different, and added to the final bloodbath it all makes for a very satisfying adventure despite the lackluster beginning. What's missing also is spicing up the arenas/waves, very few run'n'guns are actually successful in that department (RIVE).

As a conclusion, I do not think Bullshot is a good game because its main activity (the shooting) is not very well done. Furthermore, the early levels are hard to navigate and really lack checkpoints. However, the rest of the game is actually a solid foundation and shows that this is not a bad game. It has a lot of potential, so I hope that the developers will take heed from the criticism, improve their formula and create an amazing game.

I am trying not to take the price into account as to whether to recommend or not, but needless to say that at dirt cheap you can take it just for the art style. I find it hard to give it a thumbs up, I wish there was a "neutral" button because Bullshot does not deserve a thumbs down either.

Here is the video review:

<https://steamcommunity.com/sharedfiles/filedetails/?id=808012232>

[For more reviews by me \(and a few others\), check out this website:](http://saveorquit.com/author/8rgk/)

<http://saveorquit.com/author/8rgk/>. This game clearly show why it's so fun to get pregnant and getting an abortion rather than getting proper protection.

[Nurses and doctors are totally handsome and will do their job properly with a lot of respect even if you go there at least each month.](#)

[10V10 Would get teenage preggo again!. Yes chapter 1 was a lot of fun, but way too short! The first chapter is a tease, then the rest of the game costs \\$11.50 cnd? Way too pricey for a puzzle clicker type game imo, def wait for sale\(60% off should do\)... Great little time waster. Fun to play a few rounds and then put down.. Infuriatingly fun!. I downloaded Rise of Flight: Channel Edition and it was great. I decided to purchase the Birth of Warbirds download and it downloaded. I was certainly charged for it and it says it is already in my library. Unfortunately none of the planes that are supposed to be available are there to fly in game. I sent multiple emails to Steam Support and they were no help. At this point, I just want a refund but there has been no reply. I can't recommend this game for this reason.. I like all of the 4th wall breaks. Better than the actual Bible because when was the last time the Bible version of Satan started singing Sympathy for the Devil? 10V10 would miracle again. Super Man or Monster is a fantastic game that hearkens back to the days when video games were fun! You play as man or monster either destroying a city or trying to stop a monster from the same thing. Fun gameplay, great visuals and a ton of heart make this a game worth getting. There's also two player couch co-op for some monster blasting and city smashing good times. \(Here is my video review](#)

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if you prefer that format) <https://youtu.be/VC7-lKemUFPc> There are 12 levels that can be played from either perspective and their are upgrades for both characters as well. The game boasts 3 objectives per level that can be completed including score, time and hidden object recovery. I really love what the devs have done here, and look forward to future projects from them. My only real negative here is that the monsters are at times painfully slow moving, but that's really there to balance things out bit so not much could really be done to improve this minor annoyance.. Very beautiful game, clever in the design and mechanics.

There are a few sections which are beyond the difficulty of normal players (to get all hearts). Not much of a spoiler, getting all the hearts for each level does not unlock a special ending, only perhaps a level or two.

There is one or two situations where due to a mechanic your characters can get stuck in the wall and die, because they're moving randomly beforehand, which prevents you from getting all the hearts unless you redo the level.

Overall I'd look forward if the developers made other platformers with odd mechanics.

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