Death's Hangover Activation Code [Ativador]

About This Game

Death's Hangover is a ball and bat game, featuring mature comedy and themes. (Mainly poop jokes)

'Old grim has a hangover, and a really bad one.. after discovering bastard dracula has stolen souls, he summons two of the greatest dead warriors to have ever lived, or the first ones he could find...

Only these two dead morons can get the souls back and defeat bastard Dracula once and for all. If they fail, Death will kill them again... So no pressure..'

Game features

- A Ball,
- A Bat,
- Two dead idiots,
- 96+ levels,
- Massive boss fights,
- Unique Bonus stages,
- Sticky, Spike and ghost power-ups, plus many more,
- Powerups can be leveled up,
- Control the speed of the ball, with dash, and slowdown,
- Puzzle levels, as well as arcade style levels,
- Multiple routes, and secret areas,

- Wacky humor throughout,
- Unique 2ply mode,
- Includes OST + Bonus tracks,
- Level editor, make your own levels!

Title: Death's Hangover
Genre: Action, Casual, Indie
Developer:
Retro Army Limited
Publisher:
Retro Army Limited
Release Date: 20 Jan, 2017

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Minimum:

OS: Windows XP or above

Processor: 2.0GHZ

Memory: 1 GB RAM

Graphics: 64mb graphics card

DirectX: Version 9.0c

Storage: 218 MB available space

Additional Notes: Minimum resolution required is 1280x720

English
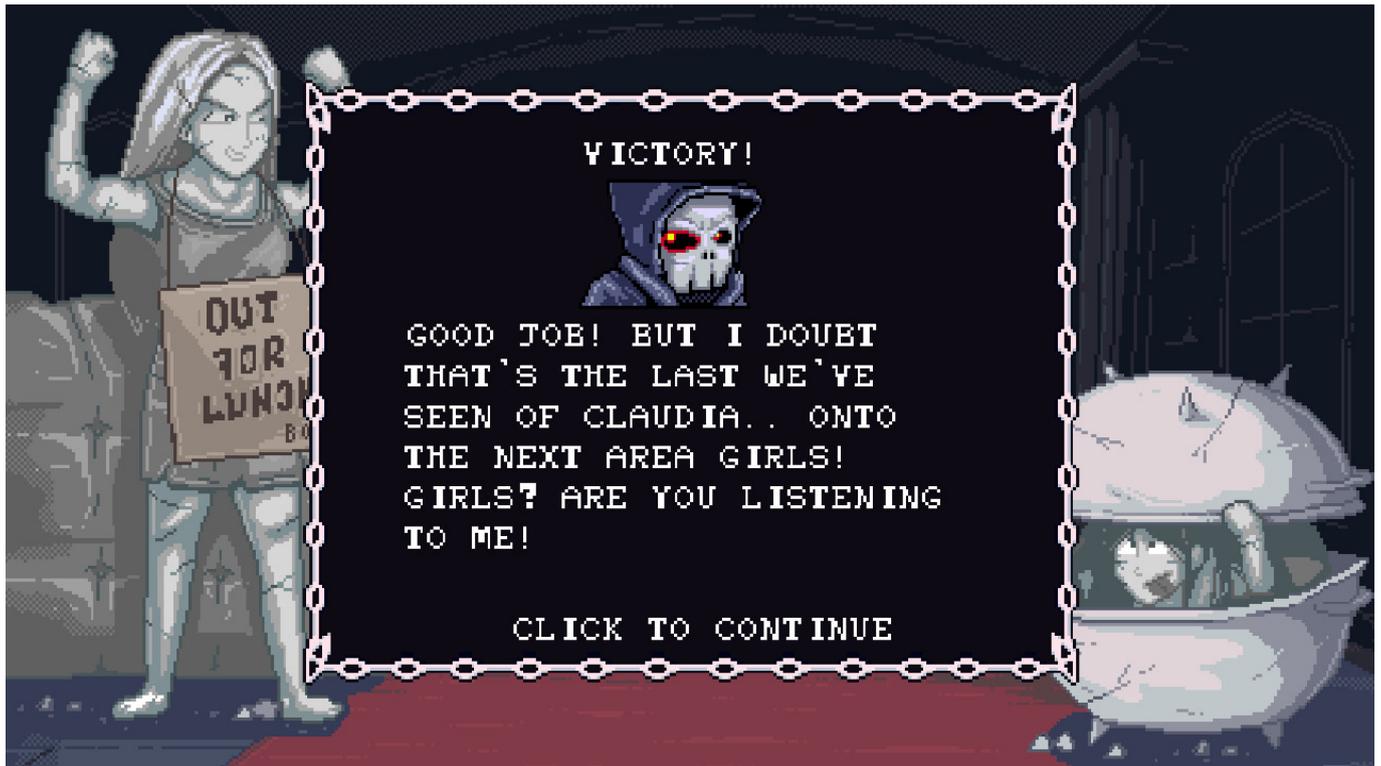
VICTORY!

GOOD JOB! BUT I DOUBT
THAT`S THE LAST WE`VE
SEEN OF CLAUDIA.. ONTO
THE NEXT AREA GIRLS!
GIRLS? ARE YOU LISTENING
TO ME!

CLICK TO CONTINUE

DEATH'S CASTLE

WELCOME TO MY M-MASTER'S
CASTLE! HERE YOU CAN
HONE YOUR S-SKILLS ON
AREAS OF YOUR OWN..
D-D-DEADLY.. D-DESIGNS..

CLICK TO CONTINUE
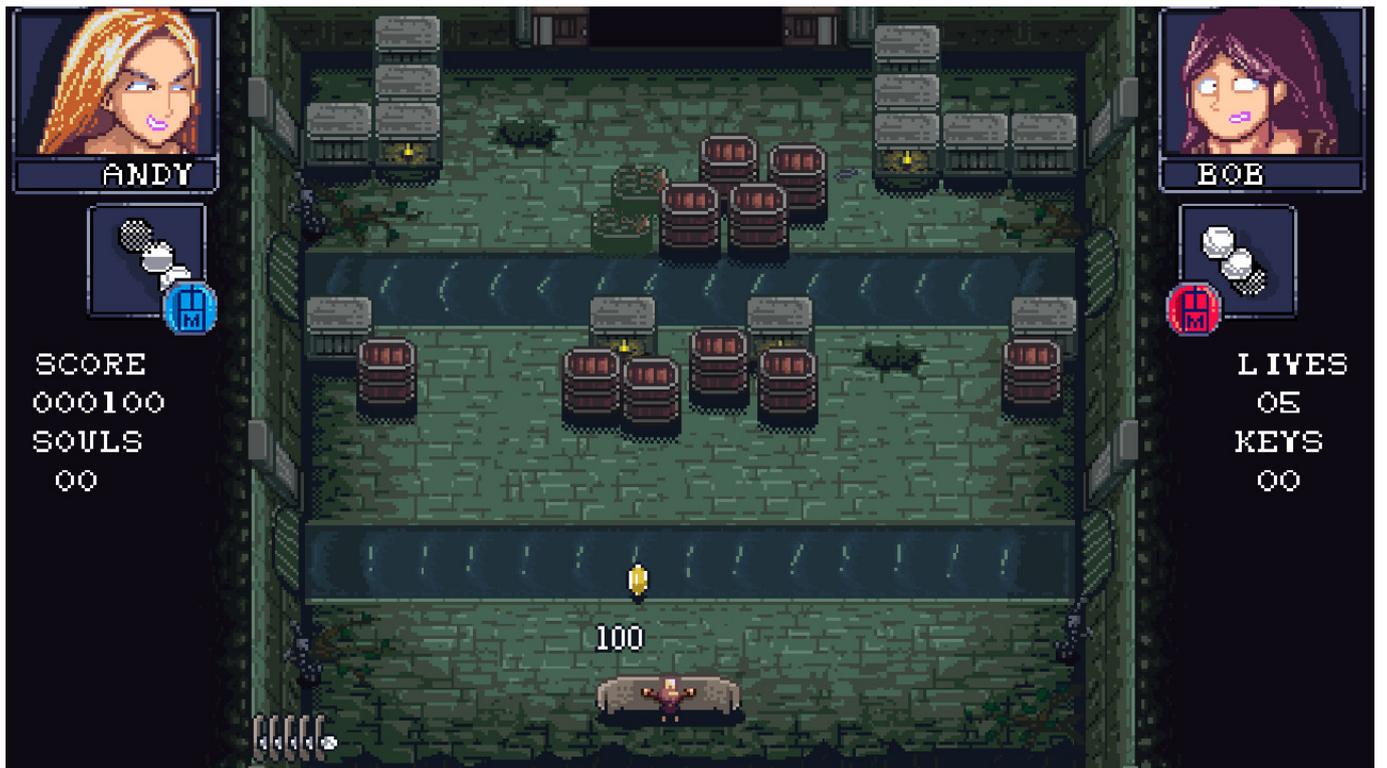
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i like retro army very much , and I will explain why ..
evrey game that they make is just pure fun .
the fun i used to have from games i playd in my childhood
i truly hope they will keep the games coming and will not lose thier charm over the time .
retro army thank you so much!
. I'm changing my review. At first I praised this game, but the more I play the more I become frustrated at the mechanics.

Where to begin...

Not enough power ups.
Can't control your ball (unless you're MLG or can hold on to a power up for a long duration of time).
At certain parts you're told to avoid enemies, but sometimes you can't do so without losing your ball. You'll die trying to collect your ball because there's always an enemy in your way unless you get lucky (you can only move side to side). I could see if you were allowed to move in different directions, dodging an enemy would make sense, but don't force me into an RNG situation that's outside my control.

By default, you can slow your ball with RMB (no power up required) to plan your trajectory, which is nice, but not well implemented. Would be nice if there was a path to guide you on your ball's future direction considering the enemies and obstacles you have to maneuver through.

I think the game is good enough to buy and play around with from time to time, which is why I still reccommend it, but I was hoping for so much more with the promise of boss battles and albeit a silly quest story.
Unfortunately, the game mechanics for a breakout style boss quest game hasn't been implemented well here.. Fun litte breakout type game with funny characters. I would recommend getting it with a discount but the developer seems amazing and it is really cheap so go and support the dev !. Surprisingly fun Breakout/Arkanoid style game. I thought the stupid little story was cute. I doubt I'll replay to get all 18(!!!) endings though. Not worth $5 but probably worth $1. There's a menu option to download new custom levels from the internet that doesn't seem to be activated.. Amazing game. If you like Break-Out clones with a twist, this game is for you. As other players have mentioned, you will have a good laugh to.

Good game. But there have been quite a difficult moments.. Death's Hangover is a arkanoid style ball'n'bat game with unique mechanics.

Pros:
+ Game mechanics: Lots of innovation to the genre
+ Jokes
+ Nice artstyle
+ Fun

Neutral:
~ Sfx and soundtrack is a bit shallow

Cons:
- None

8/10 Its a little gem. If you want a fun, innovative ball'n'bat game with a retro look, this is it.. This is easily the best breakout-type of game that I've ever played. It has a fun story and interesting characters and the levels are unique enough to keep things from getting boring.. Forewarning: I like games mostly based on (pixelated) aesthetics, and find high replay value in extremely simplistic places.

I can't believe how much fun I'm having on 50 cents. I was a little apprehensive about the non-sale price tag, but I'm now willing to say I would have paid full price for this gem, and I feel like it's a steal on sale. If you favor the arcade style and / or graphics that look like they just popped out of a Sega Genesis, this is a must-own.

Even though this game is much more 'breakout' in nature, I almost want to call this an action/pinball game. It's just too awesome.. Death's Hangover is not your grandfather's "Breakout" - nor is it you father's "Arkanoid". Having played both of those games upon release (yes, I am old...), and being a big fan of well-made ball and bat games, Death's Hangover oozes love and attention to detail. And farts. And poop.

With story-driven level progression (albeit a story centred around two of the dumbest protagonists in video game history, and a sarcastic and cynical Grim Reaper who is obvously just messing with them), Death's Hangover has wonderful pixel graphics that remind me of my old TurboGrafx-16. The music - although sparse - is wonderful.

It can change from a relaxing block-breaker into bullet hell with more stuff on screen that my old brain can process. There are a few minor issues, but the developer seems detirmined to squash the bugs - and actively accepts input.

The problems I had:

1) Received a Visual Basic Runtime Error and the game crashed. Have not been able to replicate it, though.
2) Once, my ball was bouncing between two unbreakable blocks. For ten minutes until I quit and continued.
3) It can get unforgivenly hard.
4) These types of games REALLY need a paddle controller. The controls are fully customizable, though, and the mouse works well enough. Or you can use a keyboard or controller.

These are minor quibbles. If you enjoy a good ball and paddle game with fantastic retro-style graphics, download the demo and give it a chance. Then buy the game. I bought it on sale for under $3 Canadian, and I actually feel guilty for not paying full price.

I payed about ten times that much for Breakout on the Atari 2600. Devil's Hangover is better. It also runs smooth as silk on my crappy Acer 2.1 gh Celeron powered laptop with Intel Graphics.

Now excuse me, I have to play some more.... Ok, I bought this game for 50 cents, and I recommend it for a bit more. However, I was ready to give this game a bad review. I love Arkanoid and the whole ball and bat genre. However, when I started this game, I was missing shots because my cursor was so laggy.

It might just be my PC, but I have an I7 with a GTX 1070 and 16 gbs of ram, but that doesn't mean there's some unique combination of hardware that made my pc have a problem with this game.

Anyway, if you buy this game, and you're having a problem, go into the options menu and change DirectX to Opengl rendering. I did this, and my framerate was immediately smooth, and instead of dying repeatedly on the second level, I began progressing and having a lot of fun. Everything was smooth, and I was hitting my shots.

I'm not sure what is wrong with DirectX rendering on my machine, but I can recommend this game, and can tell you that if you're frustrated, switch your rendering to Open GL!

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