Worms Reloaded: Forts Pack Free Download [pack]

About This Content

The Worms™ Reloaded "Forts Pack" features 20 addictive and challenging single-player levels, based upon a variety of fort-based mission objectives. The "Forts Pack" also includes 10 brand new forts for multi-player battles, 3 new hats, 3 new speech banks, 3 new gravestones, a new "Fort" landscape theme and 12 new Achievements.

Key Features

- 20 new single-player fort missions

- 1 new "Fort" landscape theme.

- 10 new forts.

- 3 new hats.

- 3 new speech banks.

- 3 new gravestones.

- 12 new Achievements.

Title: Worms Reloaded: Forts Pack
Genre: Strategy
Developer:
Team17 Digital Ltd
Publisher:
Team17 Digital Ltd
Release Date: 30 Jun, 2011

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English,French,German,Italian

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A fun little adventure, and especially since it was free I have nothing to complain about. We need to make a new map

COD Devs: We have the GDP of a small country and enough creative force to rival mecha-shakesphere, lets make another generic desert map

Graviteam: We have the money reserves of a high school in Siberia and a couple of Gopniks that like tanks. Lets make a unique map with bridges, water, and all based on a real location. Oh, and lets throw in drones, because \u2665\u2665\u2665\u2665 it why not.. Best Pony Game I Ever Played, Even tho its Graphic aint That Good. But The Storyline is Damn Unique.. **NOTE:** If you don't want to read my whole review just scroll down to my conclusion, please.

I bought the game during a sale a long time back and am currently three hours into the game, so I want to share my first impressions with all of you so far. First of all, I really enjoy the setting of the game being WW2 with rather authentic uniforms, guns, vehicles and so on. Yes, there are functional vehicles in the game! Nicely done.

It is not entirely clear to me on why this game drops me into a forest when starting my first mission without any explanation on what to do - no tutorial option whatsoever. Don't get me wrong. It isn't unforgivable if a game decides to do that to raise the failure state and force you to figure out stuff on your own. But I had the feeling that I should have played the first part to really understand the mechanics of the game. So after an hour of screwing around and getting to know the mechanics I was actually able to complete the first mission within 15 minutes - stealthily.

For the second mission I chose to try the guns blazing approach, which worked perfectly fine. It took me around 30 minutes to murder everybody on the level and then go about my business to finish the assignment. So yes, I guess the game does not limit you in your preferred approach, which is great!

With regards to uniforms represented in the game, it is nice to see significant differences and roles represented by a disguise. It is much like in Hitman, where the cook belongs to the kitchen and the mechanic belongs to, say, a steam room. This system is done fairly well and people will get suspicious of a mechanic wandering about the officer's quarters. Als interesting: ranks play into account. If you happen to knock out or headshot an officer to take his uniform you will not be questioned by personell of a lower rank. Pretty neat. Enemies won't get suspicious if you wear the same uniform - unlike in Hitman: Absolution. I found this rather refreshing, since in a huge army (in this case all the WW2 German armies) you are more a shadow than someone of significance. However, you do draw attention for sabotage, dressing, knocking people out - really the usual stuff which only makes sense.

Now comes the hickup if not the ugly. I've had my machine updated in 2015 and this game is from 2008. Nevertheless, fps tank every now and then, which is not ideal, since the game as not the best of looks (I won't complain about graphical fidelity, since I think it is still fine).

Also the AI - atrocious. As I mentioned, I went in guns blazing in the second level. And all those bots (seemingly 100+ guards) just ran into my open fire. Why? I understand that it is supposed to be a stealth game, but it also gives you the freedom to go

about your business as you want. So why not make the AI a bit better? Just a bit, so that enemies don't just rush into a hallway plastered with dead bodies but think twice before doing so. Also shooting is not really satisfying, because weapon sounds and aiming (which is just zooming in) sound and feel dull. It is not enjoyable - but there is ragdoll physics which is coded pretty good.

Additionally, mechanics feel a bit clunky. If you want to open a door, knock someone out, garrotte someone, actually perform any action whatsoever, you have to scroll through a damn pop-up menue with your mouse. This is not acceptable. Comparing Hitman: Blood Money (2004) to DtS:MoT (2008) there was enough time to think about a system more suitable. Adding to this awful mechanical ordeal are forevertaking actions like pouring acid onto metal, opening doors or sneaking. It is not unbearable, but annoying nonetheless.

One time my map wasn't working out properly as well, meaning it did not distinguish between floors/levels anymore. Not good. I also experienced, that the game overwrites your quicksave slot when autosaving - this primarily happens when a fight breaks out. So better save permanently!

For those who read all the above:
So, what is my conclusion on this? Can I recommend it? I really don't know.
If you get crazy about WW2, Hitman-esque gameplay, rather simple objectives, a low fail state and rather satisfying difficulty (meaning casual) then this game is right for you.
If you need to have a challenging experience in an unforgiving environment with relentless AI you might want to look the other way and get something else. I am still gonna click "recommend", since I am probably gonna finish this game.

CONCLUSION FOR THE LAZIES:
This game is confronting you with easily solvable tasks while "matching" you up against dull AI in interesting environments of WW2 Nazideutschland. A rather casual Hitman-esque experience with two possible approaches to reach your goal: stealth or guns blazing - you decide. Dive into this world of interesting yet horribly executed mechanics and unexpected bugs like disappearing maps, autosave overwrite or slow aiming (zooming) to shoot your opponents.
Since, despite all the flaws, I am going to finish this game, I am gonna recommend it to you. Have fun.. You can Marry Nep!.
No updates for 3 months, no planned DLC. Vaporware. Dead game.

Good cheap hidden object game for achievement hunters. Took me roughly 25 minutes to finish the game. Takes exactly 1 hour to 100%. Just leave the game running if you get done before the hour is up.. have to♥♥♥♥♥on cables to "fix" them,
have to break off leg to tippy touch the ground with your door,
you can fly like you are on the moon,
can crawl up walls with your toes.

10\/10 would play this game again. Does not work for new-er model computers. This game is exactly like some free flash games I played when I was younger. They even use a lot of the same sound effects that they used from back then!

The main story is beaten in under 2 hours and the multiplayer has no right of existing because it is somehow trying to be both cooperative and competitive at the same time. In most of the levels during multiplayer one person can get all the available food that the other can eat, thus making the second player stuck being too small to be able to do anything.

Honestly you could play the flash games these developers have made instead of wasting your money with this. Sure, it's just 6 euro, but that's way more than I would pay for the amount of content it has.. great game!worth every penny!glad i bought it.. Cards and +1, what more can one ask?. Just get 4 friends along with a set of controllers and this game is a blast!I would'nt recommend this for single player (its not that great).

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