
Hedon Crack By Irfan Doggar



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About This Game



It's an oldschool/boomercore game not by just looks and engine, but by gameplay. That means:

- Sprawling levels that offer a degree of freedom and don't hold the player's hand. Exploring, hunting secrets, backtracking, patience and having to figure out what to do next is key. Monsters and pickups are hand-placed and vary according to the difficulty you play on.
- Original story packed with lots of lore and doubled by a permeating atmosphere. Intensive attention to detail and world building.
- Gory, fast paced shooting, a solid arsenal of weapons and magic items. Combat is projectile-based, movement is essential, enemies are unique and vary in type and abilities.
- Original soundtrack ranging from tense to serene ambient, spiced up with bursts of metal. Also, did I mention the legendary

Alexander Brandon? If you enjoyed the Unreal and Deus Ex soundtracks, you're in for a treat!

- Thousands of hours of work put into an original concept, digitally hand-drawn graphics (textures, sprites, frame by frame animations etc.), scripting, sound effects and level design, all by a one man dev team aiming to create a unique game with a unique atmosphere.
- Six to eight hours of good 'ol singleplayer action with five difficulties including Brutalizing, which changes the gameplay to allow interesting second playthroughs (different fights & pick-ups, companions etc.).
- It's very light on storage (under 300mb) and well optimized. It's also portable so no DRM and no online ties either - you buy it, it's yours!

PHILOSOPHY

My aim is to research classic game design and refresh the valuable bits we've lost in an experience that ultimately rewards the player through learning and investment rather than through mechanically administered gratification.

GAMEPLAY

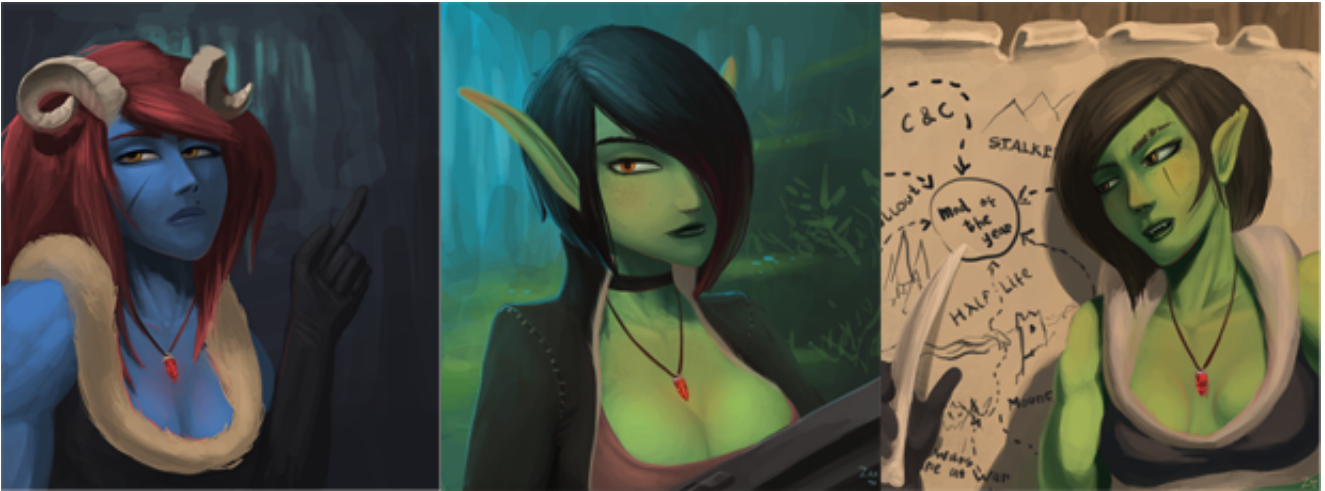
Hedon is an oldschool game, and that's pretty much enough of a description. You will be dropped in a hostile world that has its own workings, characters and intrigues, and you will be expected to fend for yourself. The build up is slow and steady, the story is consistent, the combat is fast paced and ruthless. You will sometimes find yourself lost in a non linear level design with various aesthetics (forest, caves, forge, barracks, snowy mountain etc.) where exploration and learning by yourself is the key to improve.

You may find that Hedon takes a certain amount of atmosphere, gameplay, color and inspiration from games such as Unreal, Blood, Thief, Arx Fatalis, Serious Sam etc. but nonetheless aims to be original at all times.

STORY

You play as Zan (any similarity with the creator's username is a pure coincidence), a half Orc - half Demon warrior who wakes up in a caved in tunnel with no memory of how she ended up there. The first episode will focus on our hero's descent into a

strange underground world which is threatened by the sudden attack of a massive Cultist force.
There are certain races and factions populating the world of Hedon.



The Iron Division

A faction of amazon-like Orcs and Goblins, the Iron Division are the keepers Hedon's greatest secret - the crystal technology. Various magical crystals sprawl across the underground, providing energy, heat, oxygen and often forming entire biomes around them. Combining this power with crafting and the ancient art of magic, the Iron Division has founded a whole new civilization within their mountain stronghold known as Valc.

The Cultists

Fallen to sin, the raving husks of what were once human now worship various figures of the Underworld. Little can be done to cull their addiction to pain and suffering. Little but a spray of frag fire or an explosive bolt that is...

The Demons

Chaotic Demons dwell in the deepest parts of Hedon, lashing out at the weaker minds of the inhabitants of the Overworld. Along the ages, they have subdued entire towns to become their cultist slaves and feed their endless hunger through pain and suffering. Demons only care about feeding, and they will stop at nothing to do so.

The Earthborn

Ancient dwellers of the underground, Minotaurs and Dwarves have built their own civilizations, ever clenched in warfare with the Demons spawning from below. However, their great cities and heritage were lost hundreds of years after their inevitable defeat in front of Hell's armies, and now they have been scattered and forced to live in small clans and towns.



iamfaiatcular - story collaboration/world building, brainstorming

Akhzul - Hedon's OST dedicated composer. A one guitar man band.

Alexander Brandon - The man himself. If you enjoyed the soundtracks of Deus Ex or Unreal, then you're in for a few pleasant surprises. I bought few licenses for some of his personal tracks (and other songs that didn't make it in Deus Ex/Unreal) and fit

them into Hedon!

Breathelast - A band of underground sharks who pitched in with instrumental tracks of their songs. Also one of my favorite bands ever.

Methadone Skies - Another solid band from the underground, guilty of creating dreamlike musical atmosphere.

Shivaxi & Xenofish - 5 Michelin Star chef and his cool friend who made an awesome remix for Alexander Brandon's Underworld.

SOFTWARE USED

Engine: GZDoom

Coding/Scripting/Resource Management: SLADE3

Level Design: GZDoom Builder

Graphic Design (Textures, Sprites, Animations etc.): Adobe Photoshop Elements 8, Clip Studio Paint

3D Modelling: Blender

Sound Editing/Recording/Mixing: Audacity

Title: Hedon
Genre: Action, Adventure, Indie
Developer:
Zan
Publisher:
Zan
Franchise:
Hedon
Release Date: 16 May, 2019

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Minimum:

OS: 32-bit

Processor: 2.4 GHz Dual-Core

Memory: 4 GB RAM

Graphics: Anything capable of running OpenGL 4.0 (eg. ATI Radeon HD 57xx or Nvidia GeForce 400 and higher)

Storage: 300 MB available space

Additional Notes: The engine is known to have issues with certain older ATI cards. If you see random black textures/missing water/graphic glitches then you should try to update your graphic drivers.

English

Charged your Armor Amulet with a Power Shard.







hedon greek. hedon programma. hedon doctors. hidan no aria manga. hedon fehmiyu. 888 hedon road. wooden bun feet. heddon tiny crazy crawler. heddon on the wall pubs. hedon east yorkshire. hedon library. heron images. hidan no aria characters. heron in flight. hedon blues and twos facebook. hedon kitchens. hedon klinik. heddon lures. hedon engravers. 359 hedon road hull. hedon vaikne spa. hedon museum. level 42 hedon zwolle. hedon airfield. hedon font free download. heron island ferry. mackereth's hedon farm. stairway to hedon finale. hedon x 4h10. hidan no aria aa. hedon cortex helmet. hedon rock tours. jeangu macrooy hedon. hedon kitchen cart with granite top. hedon rangers under 9. 4 hedon road hull. hedon road maternity hospital. hedon crime. hedon library opening hours. hedon steam. hedon 75 kitchen pantry. hedon x rake artemis. hedon council. hedon 17 november. heron in spanish. heddon on the wall houses for sale. garden of hedon full movie watch online. 74 hedon road hull. hedon full face helmet. hedon discount code. hedon bus times. hedon post office. hedon bar cabinet with wine storage. hedon 22 december. hedon philosophy. hedon taproom. 799 hedon road. hedon fleetwood mac. hedon kinkekaart. hedon youth club. hedon 2 december. hedon argos in sainsburys. hendon media group. hedon spa and hotel. hedon tablets. hedon helmet sale. hedon jeugd van tegenwoordig. hedon upcoming events. hedon delft. zaika hedon. hedon furniture. hedon local election results. heddon on the wall. hedon video game. hedon 7 december. hedon gameplay. hedon 16 maart. hedon 7 april. hedon zwolle parkeren. heddon tadpolly spook. hedon greek god. hedon job centre. hedon helmets. hedon town hall

fun game, art is well done. Epic.. You can tell right off the bat this game pretty great. The "slow" beginning some people complain about helps set the mood and get your bearings. Crazy that this was made in Gzdoom, but a real gem by itself.. Despite running on the GZDoom engine, Hedon feels much more like an action-adventure game than just another Doom clone. Granted, there's plenty of combat, especially on later levels and higher difficulties, but the story, worldbuilding and exploration play just as big of a role as the shooting. Most of the game takes place on absolutely huge, non-linear levels, with the traditional red, blue and yellow keycard hunting replaced with various tasks that need to be performed in order to proceed, such as creating a key item using ingredients found in various parts of the map, or activating a device through a lengthy series of steps. It may not sound like it's all that different, but it's executed well enough to make you feel that you're pushing the story forward and not just looking for keys that are there for no apparent reason. The story itself, while perhaps nothing groundbreaking (but certainly nothing too cliché either), is a lot more engaging than the usual excuse plot to shoot anything that moves, and the levels are filled with numerous bits and pieces of lore that paint an interesting picture of the game's unique fantasy-magitech setting as a whole. What else can I say, it's a great retro-FPS, and I sincerely hope to see more of it.. a great game that brings back the feeling of the good old days where gaming was good

if you like doom or duke nukem like shooting exploring like in the good old tomb raider games 1V2 puzzels like in resident evil this thing is for you

enemys ranging from meele and axe throwing cultists fire spitting hell hounds flying warlocks with some kind of homing magic missiles flying explosive drone deploying grinning hell spikeballs shield maidens wich recochet your explosive crossbow bolts and balllightning spitting worms

VERY IMPORTANT this game does not start like doom or duke nukem the first level is kind of a tutorial intro mission where they show you that exploration and puzzels are a big part of the game

but dont worry after the first level the game goes into the real mode making it 30V30V30% exploring shooting puzzels and 10% something here a link to a video that shows you how to beat level one if you got stuck and fear the refund clock but trust me you wont refund it or at least you should not trust me its worth every penny

here the video of level one

<https://www.youtube.com/watch?v=7w61BgzvxTs>

[it is always unbelievable what they can do with engines of these old games when i see games like strife iron maiden or dusk for example this one has not to hide form all of these games i rather would say they have to hide from hedon if someone would ask me](#)

[the level design the scripted events the puzzels the graphics the effects it feels very profesionell the game is highfly configurable \(more then some triple A games of these days\) and i bet everyone can play it at 4k just dont forget to put the ui scale slider on 50 or 75 \(less makes it bigger control the slider with arrow keys or AVD\)](#)

this is no game where you rush through you have to look around sometimes and read at least a bit i caught my self sometimes going very slow around corners the game has some kind of stealth mechanic when you not shoot and not being seen by the enemy you can stealth kill them with your fists punching them to death but there is not really need for stealth

you have always ammo and the first gun already is very good my favorite a spikegun you can even ironsights with it wich makes it then fire in burst mode i believe all weapons have a secondary firemode the shotgun (or flakcannon) has a flamer as secondary firemode and there animations gunsmoke and other effects are very cool for such a game same goes for there sound

the other sounds in the game and the music are also very good they make a big portion of the atmophere

yeah idk what to say else besides get hedon folks be a bit patient and you will find a game you had not believed in first place like me. Surprisingly good. I can tell what the developer is going for when he says he is trying to mix the old with the new. I believe he did a wonderful job with this title. It can be frantic at times but there are also a lot of moments where you need to take things slow and do a little bit of reading, exploring and puzzle solving. I can tell this put a few people off when reading other reviews but personally after playing a bit of this game I am liking the pacing so far.

It's very hard to not recommend this game at the current price. Even better if it does go on sale in the future. I would like if there were more RPG elements but this is by far a unique and fun experience.

Hedon is a fantastically fun game that really seems to understand the things that made its inspirations great. The combat, map design, and general mechanics are excellent and come together in a way that's rare even in some of the classics, and it avoids nearly all of the pitfalls that often plague FPS games.

In general, I'd say it reminded me most of Hexen or Hexen 2, but with better weapon variety and without having to travel through hub maps back and forth to shuffle items around or find out what a switch did. All the maps in Hedon are self-contained and there are enough signs, notes, and other environmental cues to help you navigate without needing any overt direction from the UI. The automap automatically marks locked doors with the symbol for the key you need to open them, and you can even place your own marks manually for other important locations you want to remember. There were a few points where the game's pace slowed down a little too much or I was at a loss for where to go next, but never long enough to really bother me or spoil the fun. There's a decent amount of platforming but it is mostly generous enough that I never felt like it was asking too much of me, and the game refrains from putting nasty ambushes in conjunction with limited mobility.

The weapon selection is fantastic and everything remains useful the entire game, even the basic pistol or unarmed attacks, and the alt-fire modes help you change things up or take advantage of situations on the fly. Low-tier enemies go down appropriately quickly, while more dangerous ones can be handled well enough just with skill and intelligent weapon use that the combat feels rewarding and fun while still being fast paced and challenging. The best aspect of this is the axe, a melee weapon that can be hurled through groups of enemies, usually doing enough to outright gib any cultists it passes through, then hitting a wall or landing on the ground if aimed down. The level design cleverly places enough axes in logical spots and at frequent enough intervals that you don't really have to agonize over throwing it off a cliff or forgetting to pick it up somewhere, and the feeling of chucking it through a line of guys and then circling around to pick it up and throw it again is amazing.

The music is great, although occasionally it seems to start up before things really start to happen, and there are plenty of tracks for the length of the game where none of them seemed to come up too much. The art is also good, with the enemies and environmental objects being nicely distinct and identifiable, despite the sort of bland look of the basic zombies, and enemy viscera and other details help the levels, especially the really big ones, not seem too big and empty. There's a ton of hand-drawn paintings, especially in the secrets that are worth tracking down and appreciating. The consumable items are fun to use, my favorite being the time shards that let you freeze everything while you run around blasting them in the face. The boss fights seem at first like they'd be slogs considering the huge health pool they have, but as the fights go on their arenas expand and keep it ramping up so they wound up being really fun and rewarding.

I usually don't bother with high difficulty settings, but this game has one that has caught my attention. In the max difficulty, the entire game is rebalanced, so later level enemies show up much earlier, more enemies in general spawn, and they're faster and hit harder, but as compensation, there's more ammo and weapons that usually show up later are also given early on. I've played through the first few levels of this difficulty and despite it being extremely difficult, I'm probably going to finish it, especially since the enemies health seems mostly unchanged, which is often a problem with high difficulty.

I was skeptical of a GZDoom game coming out as a full release on Steam, but Hedon has completely exceeded my expectations. It is easily something I would recommend at full price with no qualifications.. Actually a pretty good game. I was never a fan of these style of games but I thought I'd give it a go anyway and I am glad I did.. Hedon is a game that truly deserves more praise and recognition! On the surface the gameplay is a perfect throwback do doom and other shooter classics, but there is so much more inspired worldbuilding and level design that sets it apart in it's own right. The combat is gory and fast-paced and the weapons are satisfying and interesting. I haven't played a whole lot yet, but just from the small amount I have played I know this is a great game. My only problem with the game so far is that it can be difficult to find key items, however the addition of a detailed map is helpful in that regard.. I loaded it up on hardest difficulty (brutalizing), got one-shotted by first enemy right next to first spawn, practiced, got gud, had fun.

I think this game is meant to be played on the harder difficulties. Another reviewer complained that they didn't see any enemies until well into the game. I'm betting they were playing on one of the other difficulty settings. Anyway, reviewing just the brutalizing setting, this is everything I've missed from 90's single player shooter campaigns. Good story, great action, high difficulty, bangin' soundtrack.

It's perfect. Don't pass it up if you're any kind of oldschool shooter fan.. Having only played it for less than an hour, here's my first impression review of the first few levels of the game. This is one of those game where I wish I could give neutral rating, but I chose to not recommend this game for now for a few big issues.

First the PROS:

- The setting of Hedon is pretty unique I think, reminiscent of the first Thief and maybe a blend of Heretic. Playing as something other than the "nameless, voiceless, male macho hero" is a good change of pace. The dark fantasy setting is definitely a throwback to 90's FPS'.
- The weapons feel good- the shotgun-like weapon has a kickback, the machine gun-like weapon has good aim, and the axe is very satisfying to use. The stealth mechanics (while really basic) worked well. Punching enemies as "silent kills" was a good alternative to just blasting through sections. The crossbow-like weapon is fun to use, but I honestly had more fun killing enemies with the axe when I could.
- The graphics, while reminiscent of Doom and Heretic, definitely seemed to be better than those games. The level design actually felt "more 3D" than those games. It's the only way I can explain it.

Here's some things I have to say that aren't pros or cons, but are just personal preferences:

- I found the music to be severely underwhelming. At times there wasn't any music playing at all, but there wasn't even any ambience. Not sure if that's a design choice or was a glitch. Being a music producer, I found the quality of the music when it was there to be hit or miss. The mix of the song for the title screen felt fairly amateurish IMO. The sound design overall was underwhelming, the enemies and other elements that had sound didn't help me feel immersed into the experience.
- Enemy design lacked character. The weird slug things in the first level seemed to be the most unique enemy style in the game. The mage enemies are basically cloaks that shoot green balls at you. There's a few exceptions, but for the most part the enemy design is ho-hum. It seems most care was given into the main character (whom you don't see unless looking in a mirror), the weapons and any of the other Orc girls you see.
- A lot of backstory is displayed through these parchments or letters, but honestly some of the text is pretty long and a lot of it doesn't seem to pertain to figuring out puzzles or finding keys in the area. I always appreciate the care in fleshing out world, but I found most of these to be a slog to read through, and it didn't help me get more immersed into the world.

These are my CONS:

- The level design is horrendous. There's a ton of back tracking in the first level alone, and within 10 minutes I felt like I wanted to quit the game and play something else. When I did finally get through the cave and it opened up into the forest, it did get a bit better - but it felt really sparse and almost like an afterthought. The levels in this game are pretty big, but unlike games like Unreal or Thief, these levels aren't very interesting to go through.
- I get that "key hunts" were a big part of 90's shooters. But I found this game to rely on this far too much. Some doors didn't have much of a distinction of whether or not they needed a key- and some doors just simply can't be opened. The keys are identified as these kind of symbols, and while you can look at the map to see the doors (if you've come across them), finding the keys is often annoying- and quite boring.
- The Automap is abysmal. The colour scheme of dark brown and black makes it hard to see, and it doesn't feel like the elements on the Automap are displayed right. The lines are super thin and it's hard to tell if something is blocked off, or is just stylistically shaded in for some reason. This was a design choice, but I felt it was pretty half-hearted. The Automap in Blood, for example, is way clearer, and has character. This seemed lazy.
- The story I just can't seem to invest in, and yeah games like DOOM and BLOOD maybe don't have the best story, but their game play and atmosphere makes up for it. This game seemed to be relying more on story, what with the pacing and all the letters scattered about. I can't exactly say what's going on a few missions in, and that's partially because of how the story is displayed through the letters. I think if they were to do a remake or a sequel, I would either throw the story out and make it more of a DOOM or BLOOD experience and just focus on the fun game play- or I'd seriously overhaul the way the story is presented.

- While shooting does feel good, the combat is way too easy. Playing on higher difficulties doesn't lend it to be a particularly balanced experience, I played on the second hardest difficulty after going through the first level on the second easiest difficulty. I found that on the harder difficulty some of the damage received was a lot more than what I felt was balanced, and while it did make the game a bit more challenging, it wasn't necessarily more fun.

- It might just be me, but the character's jump height seems really low in comparison to other games of this style. Most ledges felt like I should have been able to jump up to them, but the jump height was just too short. There are a few platforming elements that, while not terrible, still broke up the flow of the game and seemed to be there just for the sake of having platforming sections.

IN CLOSING:

I'd give this game a 5.5/10 for now. The discounted price at \$8.04 CAD isn't bad, but you can get quite a few great games (that have been around a lot longer) for around that price, or less. Maybe the game gets better after the fourth level, but I haven't been able to muster up the interest to invest more time into it. I'll definitely replay this at some point and try to finish the game and give a second opinion at that point if it's improved. The game's atmosphere and world, while unique, seems like a hodge-podge of things. It's trying to be a fantasy game like Heretic but also a shooter like DOOM with some high tech weapons. While all of this is probably explained in the story through the parchments and other letters throughout the level, you'll be hard pressed to care that much. Normally I wait until I have a few hours in to review something, but I felt like I had seen most of what the game had to offer by blasting through the first few levels of the game- I may change this review if more play leads to more interesting things.. alright, so this game makes you think it's a doom like game , I am expecting to dive into combat however the first thing that you realize is that you are in this cave system dark as S*** and you have do wonder around get keys to trigger bunch stuff in order to kill some damn worms... it's was so annoying , but I kept playing thinking maybe the next area won't be so bad , when I get to the forest , holy S*** it's dark as F*** I know the game gives you NVGs but they are time limited. why is everything has to be pitch black? this game is just purely annoying to me and I don't have the patient for it .

It might get better later on ... but I just decide to play another game.

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