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About This Game

Nocturnal Hunt is a dark, first-person stealth game for PC where you play a wolf.

Be a wolf in a forest full of cruel hunters and rescue your stolen cub.
Sneak your way through the gloomy woods or rip your opponents apart. No matter how, find your way to Brasov - the village of the hunters and the core of the evil.
Hunt or you will be hunted!

Story playthrough: 15-45 minutes

Completionist: 2h+



Here you can find a list of core mechanics you will encounter while playing Nocturnal Hunt.

Wolf Instincts

Smell what you are not able to see. Trace tracks, discover hidden collectibles and see enemies through obstacles across distances.

Brutal Kills

Target your enemies with stealth. When you are close enough to attack your targets, your wolf jaw will become visible. That is the time to attack and rip your victim into pieces.

Breaking Bottles

Walk on bottles to break them to lure nearby hunters. Any hunter who hears the noise will investigate the source. The lure tactic can be used to your advantage.

Choose your playing style

Nocturnal Hunt, as a stealth game, can be played without a single kill.
You have the choice: bloody beast or non-violent wolf.

Rewards

Depending on your playing style you can get different rewards with each playthrough and unlock several achievements. Some of the rewards are quite hard to achieve.

Hidden Meat

The search for your cub makes you hungry! Explore the unknown world and look for hidden meat. Keep your wolf eyes open.
The meat might be in the darkest corners of the forest.



The areas are rather small, but filled with details and ambience:

Mountain

Strong wind. Cold nights. Your home. The hunters don't enter your territory unless they don't have a choice.

Forest

The hunter cult from Brasov is invading the forest. Year by year they reach further into what used to be yours.

Mine

The humans destroyed the mountains by drilling holes in them. These mines are the only way left to enter the village. It won't be easy to get through there without being seen.

Village

The citadel of human rottenness. The smell of death and feces is in the air. Huts constructed of dead trees and on top of it all their monument of death: The Cultists Church.



About the Wolf Pack:

We're a team of 15 independent game developers mostly from Berlin. Nocturnal Hunt was born at the Games Academy as a students project in the third and fourth semester. We were strongly influenced by games like Thief, Bloodborne but also old titles like Gothic I.

Title: Nocturnal Hunt
Genre: Action
Developer:
Wolf Pack
Publisher:
Wolf Pack
Release Date: 1 Dec, 2017

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Minimum:

OS: Windows 7, Windows 8 or Windows 10

Processor: Intel Core i5-2400S @ 2.5 GHz or AMD FX-4320 @ 4 GHz

Memory: 8 GB RAM

Graphics: NVIDIA GeForce GTX660 / AMD R9 270X

DirectX: Version 11

Storage: 3 GB available space

Sound Card: DX11 compatible

English



DEADLINE CAREER EARNINGS \$30,788,425 APPEAL 0 GOALS FOR PORTUGAL - LEVEL 19
 1 Historic Square 1 Hedge Maze +50 Appeal Rent: \$30,000

There is an offer on your house! Click the house to select it and then click the Accept or Reject button at the bottom of the screen.

Katarina Acosta

MONEY & GOALS \$135,725 WORKERS 11 (6 available) MATERIALS 445 BLUEPRINTS 15 owned

BLUEPRINTS
 Blueprints are divided into four categories: houses, services, buildings and landmarks.

HOUSES SERVICES BUILDINGS LANDMARKS

Click to view blueprints for houses.

MENU/PAUSE HELP



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As there is nowadays a big influx of shooters games on steam there is starting to be somewhat of a crowd at the bottom of the pile.

This game is down there in the pile. It may perhaps be more on top of that pile as there are worse shooters but that doesn't help much. Why so? As other reviews have accurately described this game suffers from hard to tell hit collision as enemies alter altitude and often approach you from behind. I'd also add that pacing is a problem. Evidence? Find a Let's play video about the first level -> notice the attack patterns and hit boxes? Long long chains of repeating patterns come at you. And then without much ado the boss crawls forth to battle you.

I must also point out it's by far biggest sin: Pricing. there are other shooter games that i won't be naming that score points as they are simply so incredibly cheap you can get them for some coins and they give you that 30-60min of mediocre fun. This one is overpriced and gets annoying quickly and thus it's price\quality is bonkers.

I like to see past problems of games and find redeeming qualities in them that would make them different and perhaps place them in a niche. Alas i can't find any redeeming qualities in this game considering the competition on steam AND pricing.. I played this for 2 minutes with a disfunctional Tutorial, no video options tab at all, stuck in highest settings and Subscriptions and Microtransactions shoved in my face at 10-20 FPS and useless tutorials. I saw the trailer, thinking my childhood game Playstation Home was back, but nope. My hopes are crushed. Don't play this. It was a really frustrating experience.

I used to play Playstation Home so much, spending days on it. I remember the Spaces in it, having lots of player homes in it, tons of outfits and pets, and having loads of fun meeting people and exploring the maps. Oh the memories...makes me sad to remember them. This however, is just sacrilege to me and made me really♥♥♥♥♥♥♥♥♥♥

The part that really made me dissappointed was the money system. Playstation Home did it well because they did not have Microtranactions. They just told you items costed actual \$\$\$ and that's that. This game shoves Free coins and Microtransactions into the mix, making everything decent be on Microtransactions and making 1-4 items in a selection Free coins, even having the nerve to make rows upon rows of Subscription items that costs *\$4.99* monthly just to get.

I could go on and on, but I'll spare you. Just don't get this. If your looking for a PSH reboot, go somewhere else.. Amazingly enough, this isn't bad at all! smoothly optimized, the graphics are appealing - 3D bubsy hasn't looked this good, probably ever.

It plays out much like you expect a bit trip runner style game to play, only this one breaks things up differently. you have the three base chars of Bubsy, Vergil and Wooloie to complete their own version of each level, and if you collect three Arnold token pieces for each char, it opens up a special stage for arnold where you basically play the special stages from Sonic 2.

The humour and writing is on-point, Bubsy knows he's a washed up has been, or more like - a never was - but still has his charm of being super cocky as well.

You collect yarn in the levels, and you can use that yarn to unlock outfits for your 4 characters - Bubsy has the best ones, imo.

The 4 charas all play wildly different, Bubsy controls as expected - vergil has a double jump and a ground pound, and Wollie is a ufo - so she can move anywhere, whenever - and has to shoot down foes as well. It's a nice way to break up pacing, so you aren't feeling like you're just replaying the same level 3 times, with a different skin.

You earn completion medals for each char, and those unlock more levels.

The amount of polish in this is pretty nice to see, and yeah - a Bubsy game that's actually good, who would've guessed?

<https://www.youtube.com/watch?v=A2v6pRnCTWQ>. Turn based strategy with rock, paper, scissors type units. There are 3 scenarios total, a skirmish mode, and it has multiplayer. The story is poorly written, and the writers didn't bother to even bother to spellcheck "thier" work.

[The AI is very terrible in both the scenarios and the skirmish mode. Game is very easy on skirmish mode and at least the first 2 out of 3 scenarios \(didn't bother to play the last one\).](#)

[The steam trading cards did drop very quickly. If you have a friend willing to play this as well, it would probably be an easy game to 100% achievements on. I haven't tried the multiplayer, but the multiplayer achievements didn't look tough.. There are demons, and they do have shotguns.](#)

[10/10. Chaotically cerebral, and very special. Not for everyone.. I got a free key from the devs in november, deleted the game from my account and bought it so my review could count in the review score.](#)

[This game is one if not the best multiplayer game for VR thanks to 2 things :](#)

[1\) Movement](#)

[The movement system feels a lot like the one from Climbey but better. Once you understand how it works it's incredibly precise and rewarding. Throwing yourself across the map with the "muscle up" card and using the grappling hook midair to get behind an unsuspecting enemy with your "skirmisher gun" is an amazing thing to do. I've spent 30 minutes, just swinging myself around the map, being amazed at how fast you begin to master the movement system. Incredible on this aspect and very unique.](#)

[2\)The Cards](#)

[Once again, a cool unique feature. You build a deck of 20 cards when you're in the main menu, during the match these cards appear on your arm and you use them by throwing them on the ground.](#)

[Cards are divided in 4 categories :](#)

[-Offense = Weapons \(burst rifle, almost OS rifle, dual shoulder mounted miniguns, homing rockets etc...\)](#)

[-Buffs = Shields, get tiny or big, be super strong, reduce gravity for you only etc...](#)

[-Utility = Flying dragon, create a wall to take cover, create a black hole etc...](#)

[-Movement = cool stuff like grappling hooks, gravity vortexes, jetpacks, wings to fly like a bird etc...](#)

[When you start the round you have 6 cards on your left arm. When you cast one of them it adds time to a timer on your right wrist. When that timer reaches 0 your hand is "refilled". Some cards add more time than others. If you want to you can discard a card \(it adds only 2 secs to the timer\).](#)

[The card system makes it so that you can have plenty of different gaming styles in one match.](#)

[One second you're using the skirmisher to take out somebody from behind, the next second you're launching rockets from the sky thanks to your handmounted jetpack.](#)

[Basically this systems ensures that you're never getting bored.](#)

Now here come the few cons :

-only 2 maps atm

-supertiny playerbase (but it's as friendly as it's tiny !)

-it's not hideous, but it's not beautiful (however I feel like the devs really found a nice artstyle with the second map)

Some minor pros :

-judging from the second map they have some really good level design skills

-The devs have a discord (<https://discord.gg/M8w4bTR>) and they really listen to you, if you've got a problem, they'll get it fixed asap and if you've got an idea it has a good chance of being added to the game.

Tldr : Buy this game, make your friends buy it, join the discord and help this game become the VR GOTY 2018 !. Pretty Fun where it is at right now. Controls seem a bit "floaty" and no music yet. Price is reasonable. I still think you should wait to buy.

Here is some no commentary gameplay.

<https://www.youtube.com/watch?v=9ck0h8buK30>. It's to VR bowling as Eleven Table Tennis is to VR ping pong. Physics and movements are spot on, you guys nailed it.

I've been in love with Dream Theater for many years now. They are my favorite band to ever make music. To see that they have a game, especially about such a compelling story, just means that they are THAT great.

If you are a true Dream Theater fan, I would recommend this game ten times over. Sure, maybe it's a simplistic style of gameplay, chess mixed with some Magic, but honestly, it really shouldn't matter. The feel of the game is very intuitive and it just feels great to play it. It may not be perfect, but really, what game ever is?

All in all, this is a super fun game that'll keep your fix for some Dream Theater going, it's super easy to get into, the tutorial is very helpful, and I couldn't ask for a more Astonishing experiance.

Thank you Dream Theater for your beautiful music, and Thank you Turbo Tape for this wonderful game!. very drab. artsy, but drab. couldn't hold my attention. It's okay

10V10
-IGN

seriously though, it is actually a pretty funny game, and the voice actor for the scai- erm sorry dragon sounds really awesome, I'd reccomend picking it up in a sale though if you really want this game, not saying it's bad just not saying it's good either, I'm kind of neutral but lean more towards positive, there really is just not much to say about this game, you fly around as a dragon with a cool voice and kill human beings and pigs occupying villages.. Very enjoyable game! I highly recommend it for a nice and deep strategic experiance. its a good game and all but i wouldn't waste any money on this game. The games old maybe 2005 or older barely any players play on zombies or multi player. We have to agree this game was fun when it was first introduced but now its 2019 and more funnier games are out. RIP black ops 1. A very fun game that makes you feel like a valiant Confederate raiding Union supply lines, some parts feel unfinished, but you can't blame that on the small company that made it. The game is a great concept, but poorly executed, and even more poorly supported. The developer just abandoned ship or just threw this one overboard.. Well, this is exactly how I imagined the surgeon's work. Speaking seriously it isn't perfect, but it's really amusing, so I recommend it to everyone with a dark sense of humor.. Very shallow.. Won't even bother writing more

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