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About This Game

Evolving the shooter genre with its unique and exhilarating combination of fluid action and combat, Damnation features huge, open environments, frenetic combat, daredevil acrobatics and high-octane vehicle-based stunts. Presenting players with an intense test of reflexes, quick thinking and rapid-fire conflict, Damnation will feature vast, breathtaking landscapes, each covering miles of distance and thousands of vertical feet.

Billed as a [?]shooter gone vertical[?] and visually inspired by iconic elements of American history, these massive streaming landscapes will form the battlegrounds for a post-industrial conflict between humanity and an unstoppable arms dealer hell-bent on total world domination.

- Choose your own paths and navigate the world by performing daredevil feats on the edge of human ability
- Intelligent enemies will give chase and engage players in frantic gun fights and attacks that can come from any direction
- Miles of awe-inspiring landscapes and up to three hours of actual gameplay per level
- A full-range of unique vehicles from wall-riding motorbikes to armour piercing mobile artillery provide high-octane thrills
- Extensive multiplayer options, including drop-in-drop-out co-op

Title: Damnation
Genre: Action, Adventure
Developer:
Blue Omega Entertainment
Publisher:
Codemasters
Release Date: 22 May, 2009

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Minimum:

OS: Windows XP/Vista . (if running Windows Vista SP1 is recommended)

Processor: 2.8 Ghz Pentium or AMD™ equivalent

Memory: 1 GB RAM

Graphics: GeForce 7600 / Radeon X1300 or above

DirectX®: 9.0c

Hard Drive: 10 GB Hard Drive Space

Sound: DirectX Compatible Sound Card

Supported Controller: Microsoft X360 controller for Windows
Supported Hardware

ATI Radeon x1300, x1600, x1800, x1900, x1950, HD2400, HD2600, HD2900, HD3450, HD3470, HD3650, HD3850, HD3870, HD4850, HD4870, HD4870X2

NVIDIA Geforce 7600, 7800, 7900, 7950, 8500, 8600, 8800, 9600, 9800, 9800GX2, GTX260, GTX280

Not compatible with all integrated sound/graphics solutions (inc.Laptops)

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English,French,German,Italian







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It is, probably, the lowest scored game I have ever played. No brain killings, dozen of bugs, poor AI, poor weapons, bad voice acting and A LOT of things "stolen" from Gears of War.

After reading multiple reviews I had thought this is the waste of my money but since there was not so many co-op games I decided to get it.

After few playthroughs I can sadly say that all prejudices were true: few clip offs the map, AI is "stupid like Nazis in WW2 movies", and voices just horrible. All seems like uglier brother of GoW.

BUT there is something in this game which gets you in. Something which makes you play it over again. Ugly duckling for sure but with good partner and some patience it may become a swan.

Steampunk setting gets into you somehow. Wild west style of cogs, blimps and steam bikes makes experience unique. If you add to shootings some acrobatics in Lara Croft style, you have mix which is not as bad as some write about.

I can forgive this game all the bad because I can have GoW + Tomb Raider + Steampunk.

And I will repeat myself again: steam bikes are just cool.. Actually a really great 3D platformer hidden inside a REALLY subpar third person shooter.. Little ancient but still worth playing

Steampunk shooter with some building climbing 10/10. Not too bad, bit short and very buggy game, feels rushed and unfinished but aside from that it's not terrible. The platforming system is pretty good, the gunplay is like Gears of War and there are some parts where you can ride a bike that can drive on walls which is fun. Overall I'd give it a 6/10. Not good, certainly not great but a fun little game to play coop.. Pro: great graphics especially atm the time.

Great controls

Fun gameplay

Motor bikes steampunk style

Fun co op and arenas

Voice chat

Cons: few bugs nothing new to the game industry.

Other than that none to speak of.

I've played this game for over 40+ hours. I find something about the stupid lines and incredibly stupid game design somewhat cathartic. It's a great game to drink or smoke too.

I would not suggest you buy it though. It's\u2665\u2665\u2665\u2665\u2665and unless you love \u2665\u2665\u2665\u2665\u2665 games you'll go insane playing it. This game was quite unknown to me and probably is to most people. It's a game released in 2009 by Blue Omega Entertainment and published by a bit more known company, Codemasters. Damnation is an Gears of War style game where you proceed in a linear environment and shoot people from behind cover. You regenerate health to recover and you have your sidekicks whom you also must keep alive. You can carry 3 weapons and different kinda cartridge based weapons is given for you right from the start already.

The start is completely weird, you have this guy in some cave who starts telling a story and soon you're being showcased some war at bridge without really knowing what time it's set in, why they attacked and most importantly.. when your team arrives.. why they arrive, who they are and where the heck they came from? This game doesn't explain alot of the reasons it also doesn't seem that interesting either. Forexample on this bridge scene there ends up being some guy who slaughters armed men with a sword because for some reason after these guys see how their fellow soldiers were just killed in closecombat, instead of them just shooting the sword guy from distance, they decide it's a good idea to confront this guy and go and die :D Alotta stuff in this game really makes no sense.

The game offers platforming, faster running and in general more agile character when compared to GoW. This is also where things start to go wrong. Reason Gears of War gameplay succeeds, is because it focuses on only one aspect, covershooting and all the effort was put on that aspect only. Damnation tries to do alot of things without really excelling on anything. Forexample the platforming feels very clunky and just bad because the controls aren't really suited for that kinda gameplay because they're tanky and yet at the sametime somehow also still overly sensitive. In Tomb Raider when you turn, it doesn't instantly turn, in Damnation your character does instantly a 90degree turn and this makes very confusing to control your character on some very narrow space. Gunplay feels also bad because the character's handling just totally doesn't fit for a shooter kinda game because it also was balanced for the platforming style but apparently the movement doesn't really work that well with either gameplay style. So you are left with a goofy game that feels cheaply made.

The game is a very much handhold game. It heavily holds one's hand because if you don't do some act your sidekicks tell you to do (ie. shoot this object), they just do it themselves then. Aka game plays itself. Map design is also very non-challenging because everything is just so obvious and completely linear. Enemy AI isn't also good because sometimes they just stay still looking at you without taking any actions against you, so you'll just have to end their life because you can't stand looking at that brainless enemy.

Now some of the good things.. This runs on Unreal Engine 3 and due to that, it's also very configurable thanks to the .ini files and because it's an UE3 game it also runs pretty well. As a aesthetic style choice, this game had potential kinda because it tried some weird steampunk cowboy thing and from what I know.. that kinda stuff hasn't really been done.

Main menu works pretty well and loading screens are fast. But then you have this audio side of it.. when characters speak, it sounds as if it was said up in the space. Aka there is absolutely no spatialization. The voices totally do not react to environment in anyways (no echo, no reverbation..) they just come and disappear, sounds really odd. I tried to see if that thing would be fixed if you use hardware accelerated audio and so I switched from the .ini file the game to use OpenAL API but that didnt' fix anything. The game still suffered from the horrible environmental audio where the panning\location of sound also was still completely off. Forexample if you stood right next to your sidekick, on leftside of her, the sound would come from the backright instead of from just right. Like wtf?

Visuals aren't also that impressive because as I soon noticed, the overly bloom and postprocess filled world was put for a reason. So that you cannot see the dated look of it. Once you disable those effects from the config, the game ends up looking really barebones. You see all the low res textures that the background environment has and also the actual area where you play doesn't look that nice either.

Not recommended even from a sale because nothing in this game feels good, nothing.. Only ever buy if you are playing co-op. And be prepared for a lot of bugs.

But enjoy \u2665\u2665\u2665\u2665ing riding the \u2665\u2665\u2665\u2665ing walls in your

mother\u2665\u2665\u2665\u2665in motorbike then turbo-ing up the ceiling through the sky and far beyond the reaches of any true man.. Despite the mostly negative feedback from others, I would recommend this game. It still offers a lot of fun for its price and has some surprises. Granted, the main plot is ridiculous, gameplay is very linear, and the cutscenes and any form of conversation between Rourke and his comrades is carried out with far less attention than you can demand for a game released in 2009 - they all behave like robots. Enemy AI is not a big concern. There might be more auto-save points as well because some failures will send you back just a little too far (no, can't save whenever you want).

But on the positive side, movement animation in the action is nicely done, the controls are intuitive, and most of the world you are running around in is kind of beautiful (if you like steampunk). There are some nice puzzle situations such as aligning elements redirecting a stream of water to create a consistent flow, and some really fun motorcycle rides. That is not so bad after all.. This game was quite unknown to me and probably is to most people. It's a game released in 2009 by Blue Omega Entertainment and published by a bit more known company, Codemasters. Damnation is an Gears of War style game where you proceed in a linear environment and shoot people from behind cover. You regenerate health to recover and you have your sidekicks whom you also must keep alive. You can carry 3 weapons and different kinda cartridge based weapons is given for you right from the start already.

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Not recommended even from a sale because nothing in this game feels good, nothing.. Wow, I bought his game on sale for less than 5 bucks, And i absolutely regret that.

Where to start, How about it being primarily a third person cover shooter, that doesn't even have a button to go behind cover. You have to manually hold down crouch for the extremely long, boring clunky combat encounters, and when you are not in combat you are climbing around using a system that cannot even be described. That is how bad the "parkour" in this game is. Save your money, buy literally any other game.

The only positive is that, despite the atrocious story, the setting is actually a pretty cool and unique concept, now if only they could have built a legit game around it.. Bought this game on sale, really enjoyed it despite the poor weapon handling and aiming. If you can get past that, the parkour elements were decent and the puzzles not too offputting. Interesting world building and story, just keep your expectations low, this is a 2009 game after all.. Damnation is a complete piece of bull-crap and I regret getting it, but it's now time for a story.

Damnation is set on an alternate version of planet Earth, in the early part of the 20th century after the American Civil War, which had spanned over several decades, where steam engines replace combustion engines.

Both sides of the war fall and aloud Prescott an evil man who sold weapons to both sides. He was able to take over and went away with both the Union and Confederacy and turned the United States of America into a country called the American Empire\or the new America, but there are people still fighting, fighting him.

That's where you come in you play as Rourke a freedom fighter who not only wants to kill Prescott, but to find his beloved Dayden who disappeared. Now it's up to Rourke and the other freedom fighters to kill Prescott and save United States.

Okay before I get into the bad let's talk about the good first. I liked the idea for the game, like the alternate History and the steampunk. The vehicles we can see are cool looking. The landscapes were nice to look at. I liked the horrifying\Frankenstein look when Dayden showed herself.

Now for the bad, first to start with is the A.I. Holy crap was the A.I bad not just for the enemies but your companion\companions too, well you see as you play the game a companion comes with you and helps you out by killing the enemies.

But because the bad A.I your companion runs right into the line of fire, or they will just sit at the beginning of a level or part of a level and do nothing, making you have to fight the enemies alone. Or the A.I runs around all crazy.

Or you could be trying to be sneaky and snipe some enemies only for companion to attack, or sometimes the attacks won't even hit an enemy, or they can attack an enemy that is above them only for the attack to hit the rough or the railing where the enemy.

Then there is the enemy A.I some of them won't attack you or they will run around like crazy.

Now for the story, the story for the most part it's a mess. First you have this guy in some cave who starts telling the story and you can kind of see\guess what happens, but for the most part its bare bones. Like why are we fighting these guys and who are they?

And there is this one cutscene where Prescott the badguy is talking to the professor about how professor and Prescott dad had given him everything and how he improved on it and that's it we don't find a lot about Prescott dad and professor. And there is the stuff with the professor and his daughter but that does not go anywhere that much as well.

Then there are the characters a lot of them are either jackasses or idiots or both sometimes. Like with stupid bickering fights between them.

Or like in one part of the game where the heroes find this big weapon and that it's about to attack a city called Terra Verte, and instead of trying to stop it Rourke and Yakecan go after Commander Selina and her bodyguard even those Ramon the son of the governor of Terra Verte says saving Terra Verte more important but Rourke asks where was Terra Verte at

Arrowtree when they needed them and saying he will help Terra Verte after he finds his beloved Dayden.

Like what I know finding Dayden is important to Rourke but stopping a big weapon from killing a bunch of innocent people is more important.

Then there is description of the game it's for part a lie like it says "A full-range of unique vehicles from wall-riding motorbikes to armour piercing mobile artillery provide high-octane thrills"

There are two motorbikes you can use and a big turret but there is no reason to use it till one. One part of a level but that's about it.

Then there is this "Intelligent enemies will give chase and engage players in frantic gun fights and attacks that can come from any direction" I already explained on that.

The game all so has some bugs in it. The voice acting can be a good bit wooden normally I don't mind that but it could have been better. All so don't use a controller for this it does not work all in combat.

Then there is a part where you are given magic site to see enemies but sometimes it does not work, you can all so use it to save a save a downed companion but that's it you are not given any other magic. All so game could have used more cool looking enemies. The final boss sucked so hard.

So with that said this game is such a disappointment, it's like the game developers just half all of it for gameplay, story, the steampunk, the A.I, the enemies, pretty much everything.

So I can't really recommended this game even if it was on sale, so if you're looking for a kickass fun steampunk game this is sooooo not for you.

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