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## About This Content

The Victorian era was never so fun and deadly. The Steampunk Character Pack adds 4 more new and unique playable characters for Killing Floor as Downloadable Content. Once you have bought the pack, they will become selectable in the character selection screen in-game.

## Reggie "Basher" Clover



Big, angry and fast, Reggie's always been driven by an overpowering need to dish out pain and suffering in equal measure, which is why his old career in the police force arguably wasn't an ideal fit. When chaos erupted on the streets of London, courtesy of Horzine's army of freaks, Reggie binned his uniform, strapped on some home-made armor and got to work cleaning up the world one mutant at a time.

## Adam Butler



The purifying power of flame has long fascinated Adam, a quirk that drove him in and out of foster homes and eventually every prison north of the Thames. But his passion never waned and, while feeding his hunger, Adam refined his skills and forged a reputation as the world's foremost pyromaniac for hire. The Horzine disaster drew our hero homeward and now Adam finds himself on the streets of London dishing out his own unique brand of fiery pain for free.

### **Doctor Dave**



No one thought David would make a good doctor, which is why he was rejected by every medical school in the country. Imagine his surprise and delight when the Horzine mutant problem erupted, allowing any lunatic with a scalpel and some bandages to call themselves a medic. David now roams the streets, helping the wounded and vanquishing the undead – though sometimes he gets the two a bit mixed up.

### **Peter the Assassin**



Descended from a long line of aristocratic assassins, Peter's weapon of choice has always been the sniper rifle. Deadly, arrogant and easily bored, Peter sees the Horzine outbreak as the ultimate chance to test himself against the worst science has to throw at mankind. Now Peter seeks out Horzine mutants, eager to wage war against an enemy he fears too numerous even for one of his prodigious skills.

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Title: Killing Floor: Steampunk Character Pack

Genre: Action

Developer:

Tripwire Interactive

Publisher:

Tripwire Interactive

Franchise:

Tripwire Interactive

Release Date: 2 Jul, 2011

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**Minimum:**

**OS:** Windows XP/Vista

**Processor:** 1.2 GHZ or Equivalent

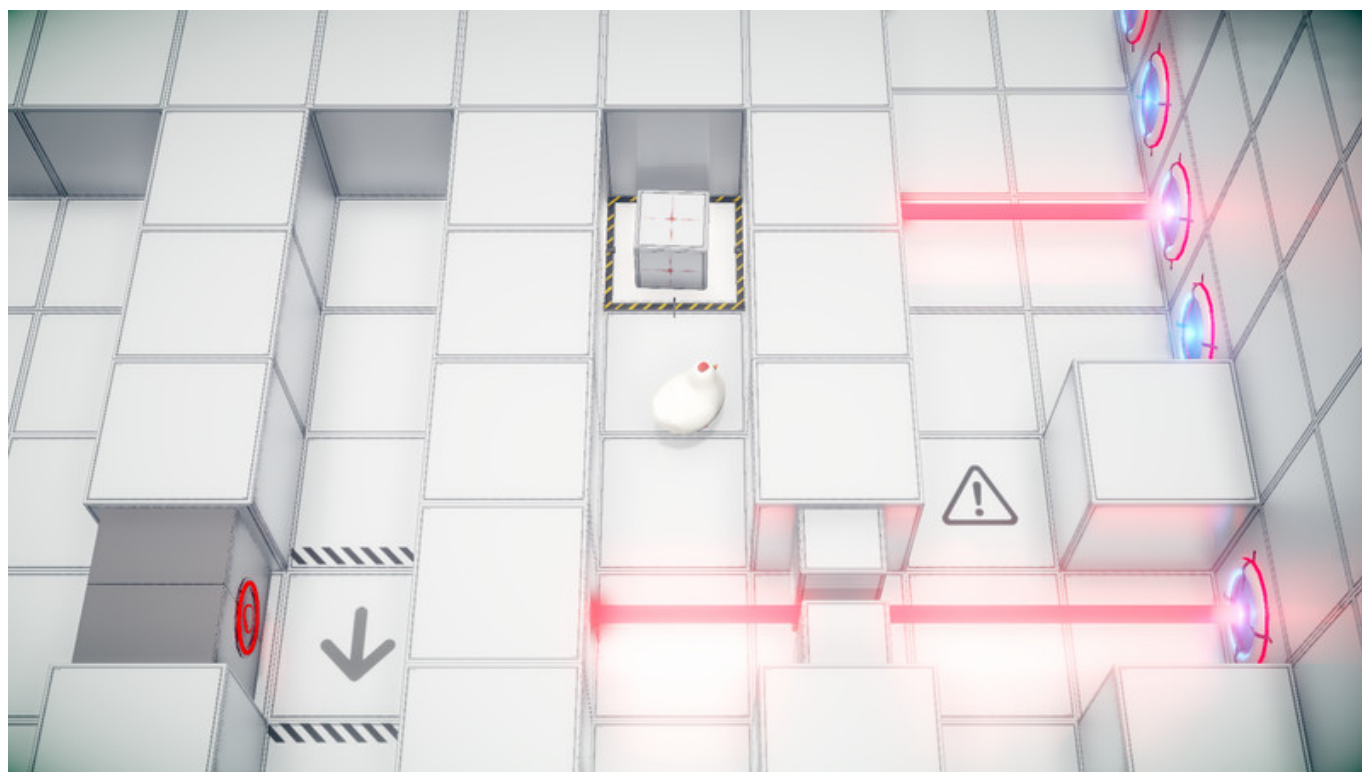
**Memory:** 1 GB RAM

**Graphics:** 64 MB DX9 Compliant

**Hard Drive:** 2 GB free hard drive space

**Sound:** DX 8.1 Compatible Audio

English







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Fun, but needs more drawing tools.. The game is old and its controls are clunky to say the least, but it delivers an espionage experience that is more about what a normal human can do (sorry Sam Fisher, you are too good to be normal). Yes, the cut scenes have nothing to do with the missions at all, but I think they can be ignored as irrelevant to gameplay. The tricky controls make gameplay challenging, since you can't just go around beating up everybody with your fists. Each mission has multiple ways of completing the objectives (although there are innumerable ways to not succeed) and that gives it replayability.

Of course you might just have fun challenging yourself to improperly play the game and figure out how to kill all the Nazis on the map. That is fun too, and is worth the price.. Very nice game !

Could be more fun if there was relics / Equipment to buy and more character customisation.

Good gameplay so far ! Maybe it would be cool to reward more good combo combination cause actually it's quite easy by pressing all button at same time !. I rather enjoyed this though the puzzles were a little hard and the hints didn't really help.. I can not recommend this game, but not for the reason of: "It made me upset. >:(" I can not recommend this game, because it feels incomplete, but it is not in early access, and from what I can tell, the developers have no interest in fixing it.

AFTERGRINDER is an arcade-runner game made to make you 'upset. >:(' You have to flip gravity to get through levels, dash through bars, crouch under obstacles, hit switches for doors, and the list goes on. This seems overwhelming, and it sort of is, but it does introduce the obstacles at a good pace, so, while it isn't easy to learn everything (otherwise the game would be easy, and not rage-inducing), it is fair.

Unfortunately, you will find that you dashing forward to break a door, and then moving up and seeing that the pixel next to the pixel next to your characters hair was NEAR the obstacle, which caused you to die, is not fair. The biggest thing in games like this are hitboxes. If your character's hitbox hits the hitbox of an obstacle, you die. Unfortunately, your character's hitbox is too wide (only by 2 pixels on each side or so), so while it may seem that you won't hit an obstacle, you probably will. The pools of red liquid (which kill you), also, have a hitbox about 1-2 pixels too large, at least on the right-hand side.

Additionally, there appears to be some sort of queue-system, where at some parts in the level, holding the down direction causes you to perform 3 actions in about 0.15 seconds, but in other parts of the same level, holding the up arrow causes the 3 actions in about 0.65 seconds. 0.5 seconds doesn't seem like a lot, but when you're cruising and you perform an action too early, because you assumed that the action went off like it did earlier, you will, indeed, be "upset. >:(" (Using level 1-29 for reference.)

THAT causes the game to become rage inducing to most people, because they shouldn't have died, but did. That is not why a game should be rage inducing. A game should be rage inducing due to the fact that the player made a mistake, and that they, themselves, caused their demise; not the failure of the developers to pay attention to those minor details.

The game should make the player mad, because the player messed up, not the developers. The funniest part, is that the game itself never made me mad. I realized the developers messed up and worked with it, and still am. However, as soon I realized I paid money for this game, I became "upset. >:("

Edit: As it turns out, I had died 3x as much in World 1, as I did in World 2 and World 3 combined. I finished the game in 805 deaths. World 2 and World 3 do not have the truly garbage hitboxes, so that is probably the reason why I didn't die as much.

My final thoughts are that the game is still not recommended, as most people will not have the patience to get to World 2, where the game becomes more fair. I have 100% this game, and am done with it.

\*EDIT\*: Devs fixed the hitboxes on all of the super upsetti spaghetti spots, and made some others that weren't as bad better, as well. Very much appreciated, and I think the game could be played by a lot more people.. Don't listen to other reviews telling you to buy the first, I bought both games during the winter sale and this by far is the better of the two, even in early access. Just the open-mic makes this version superior to original.

the Open-Mic allows the game to take audio from your desktop or your mobile device if you have an in-line connection (spoiler:

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most modern motherboards do). Then it goes beyond that by using a third party to find out the song you are playing. allowing you to battle other peoples scores!. [ENG] Ehhh... Is a boring game but I've seen worse.

The sleepy music and the screen shake (when you fired the weapon) is an unfortunate combination. Sadly, I didn't find a option to turn both off.

The slow pace (you can "run" for a short time with <shift>) does not help the game either.

Buy it only in sale or with a coupon, if you still want play this booooring game... Or you can instead clean your room or even see the washing machine working and spinning, it's less boring for sure.

3V10 (with goodwill).

[PORT] Ehhh... \u00c9 um jogo aborrecido mas j\u00e1 vi pior.

A m\u00fasica sonolenta e o ecr\u00e3 a tremer (quando disparamos) \u00e9 uma m\u00e1 combina\u00e7\u00e3o.

Infelizmente, n\u00e3o encontrei nenhuma op\u00e7\u00e3o para desligar ambos.

O ritmo lento do jogo (pode-se correr por alguns segundos com o bot\u00e3o <shift>) tamb\u00e9m n\u00e3o ajuda nada.

Comprem s\u00f3 quando estiver em saldo ou com um cup\u00e3o de desconto, se mesmo assim quiserem jog\u00e1-lo. Ou ent\u00e3o limpem o vosso quarto ou vejam a m\u00e1quina de roupa a trabalhar, sempre \u00e9 menos aborrecido.

3V10 (com boa vontade).

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Looks nice but boring and slow.. Though the gameplay is the same as with many other indie RPGs, this game has a fresh theme and dialogues that had me laughing non-stop.. This is yet another rpg game, besides that this game was very enjoyable, why? because serious battles and events are broken up with humour, the story is absurd and the characters have interesting back stories and emotions.

The only thing I would have to complain about is that it has a couple of glitches but the developers are able to fix these issues fairly promptly. All in all if you want a game that cracks you up, gives you a giggle and doesn't take too long this game is for you!

7/10

I liked the game but I found it hard to sustain my interest at times, and sometimes found it hard to actually find where I had to go as the directions were very vague from the in-game characters.. The story was ok. Graphics were not bad. There was no map so you end up visiting the same areas multiple times. The hint button was annoying because it charges every time. I don't regret playing it. Would recommend if you have already played everything else and it is on sale really cheap.. The graphics are great and for a simulation game like this, one of the best currently on the market . However, this is not really a game but more a simulation program of model train layouts with working models. The building possibility's are extensive but need a steep learning curve in knowing how to use all of those. Very helpful are the included tutorials. It is impressive how deep the development went and basically almost everything can be modified in some way. All of the moving traffic (trains,cars, people) can be programmed to run automatically with switching camera angles. Buying expensive additional downloads (priced in EURO) through the EEP shop website can be done by being redirected back and forward into your Steam account and paid for by funds in the Steam wallet. Many free downloads are available from the "modding" community as well. Summarizing, very "thought trough" program and highly recommended for train freaks like me.. So here's all you need to know about this game.

You start out the game on the 23 story of an apartment building. As you trying to find the next thing you're supposed to be doing you have to go back and forth several times between your apartment and the street below.

Each time you have to wait for the elevator to go up and down all 23 floors. EVERY TIME! WTF!!!!

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