Welcome To Hanwell Free Download Install

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About This Game

Open World Horror

Welcome to Hanwell, once a safe haven from the horrors of the world, now a cesspit of anomalous scum. Explore a dense open world of terror, every building a unique location with it's own story to tell. Strung together by the remenants of Hanwell.

Hanwell

There is something deeply unsettling about Hanwell. Unexplained noises, something in the corner of your eye or laying just beyond the shadows create an atmosphere that will keep you constantly on edge.

Monsters, known in the game as Anomalies, roam the streets. They occasionally get into the once protected buildings. What you do with them is up to you, be resourceful and pick up whatever you can find in order to fight them, if you think you can handle it. Or run. And don't look back.

There is an entire city to explore, featuring different environments each more distinct than the last. From residential homes, old English pubs, parks, stores, supermarkets and government buildings, all the way to the infamous HCPP research center. Each location holds its own backstory, leading to your arrival. Upon which there will always be something happening.

The Hanwell Council of Public Protection

When the anomalies first emerged, the **Hanwell Council of Public Protection** (HCPP) was formed to keep residents safe.

Providing equipment and expertise on prevention and preparation. With the help of the HCPP, Hanwell became one of the safest, if most inconvenient places on the planet. But the council has fallen, you try to carry on as normal, but failing equipment and lack of warning has become a major issue. In addition to this, you are being stalked by a mysterious individual who seems to be everywhere.

The rest of the world closed the gates and left Hanwell to rot. Thus begins your journey...

Warning!

This game contains flashing images which may have an adverse on people suffering from photosensitive epilepsy.

Title: Welcome to Hanwell
Genre: Action, Adventure, Casual, Indie
Developer:
Steel Arts
Publisher:
Steel Arts
Release Date: 20 Oct, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

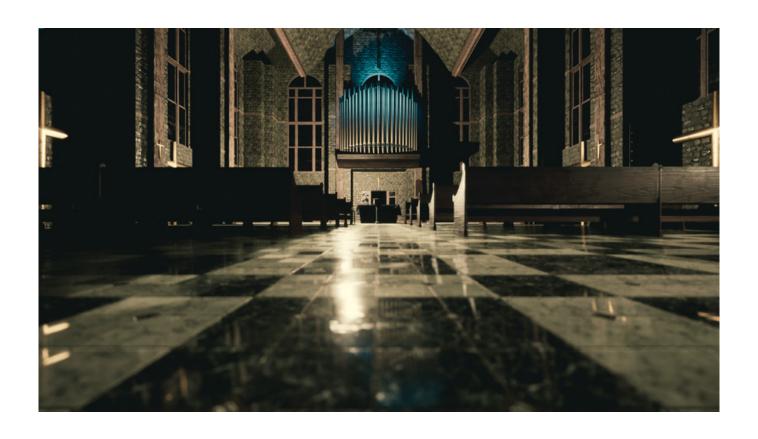**Processor:** Quad-core Intel or AMD processor, 2.5 GHz or faster

Memory: 8 GB RAM

Graphics: NVIDIA GeForce GTX 470 or AMD Radeon 6870 HD series card or higher

DirectX: Version 11

Storage: 16 GB available space

English

Well to begin with, I disagree with most of the negative review i've read

NB: The following messages are said in a non-sarcastic manner

Let me tell you one thing... Arent you tired of all thoses wanna-be horror-type games yet? CAUSE THIS AIN'T ONE

I adored this game, the riddles are awesomely made
 (even if SPOILER ALERT D74GZA22 password was USELESS thanks for the misleading I truly enjoyed it)

The overall ambience is thrilling, I played it on NORMAL so I had to find locations to progres which was awesome

This game is worth your time and is bounded to make you jump more than once, just have to take the time to learn how it is played

Graphically speaking, I got nothing to say, they are gorgeous, few visual glitch but it's rather rare

I played with a controller and yes you can't use it to navigate through the menu, but whatever and once in game pressing start to open pause menu will require you to use the mice again, but you can also just press start again to close it also once you paused the game, you can't look up and down that is true... but it RB/R1 Running button and it's instantly unjammed Overall I found it very playable with the controler I didn't had an hardtime at all tho gotta admit I wish I could've set the sensibility but that's about it, it's a personnal coice anyway sensibility set as it is didn't prevented me from having fun and that's not something that got me killed eiter

True I wish there was more place available to explore (btw entering a building that isn't among the primary one are secondary therefore sort of "side-quests") There's a few street with no house explorable (hoped there was at least 1-2 by streets

Also I wish there was more type of monsters but it's okay either way ... wouldn't want something else teaming with the witch as I get caught up with no weapon in hand (witch teaming up with another witch is the worst)

The only bad ting I can say about the game is about the arena (got a lots of bug there,such as being trapped, glitched out monster preventing the "round" from ending and some more) But it's not "entirely" part of the main game it's more like a mini-game

In the end, I give this game a 9/10, there's room for improvement true but it's among the best horror game I played. Beside the glitchy achievements and a developer that doesn't fix anything other than re-release the same game but without the roaming

around the empty place of Silent Hill-like city with frequently respawning anomalies, the game itself is pretty good, but I would recommend waiting for a major discount, full price is NOT worth it.. Really love this game, reminds me of Silent Hill in a good way. Only stuff i miss is more blood and gore, better combatsystem (I die like f...) and maby more houses to enter`?. Well there is 20$ i will never get back. I really wish this would have delivered on its promises but it was an extreme let down and i cant recommend it. boring, not scary, annoying, limited access to places and enemy types are just way too generic.The intentions were good and the atmosphere was very silent hill but without a great story. Save your money and your time and get this if you really need to when its around 5$. Its not an indie horror gem, its a lump of coal.. i was super excited to play the game but havent even started cause of stupid message which i cant get fix.(ue4game stopped working) a problem caused the program to stop working.windows will notfiy me for a solution.whatever all that means if anyone can help please do.. So far what i'm playing it's not TOO bad, it's not great but it's not horrible. First off there needs to be a volume option because the sounds are so so very loud, And also sometimes the music gets a bit over the top when it keeps playing. Please put these in and consider the volume option please! But overall it's given me kind of the creeps, I'm going to keep playing and see where it takes me so far not to bad, I would recommend trying the demo though first.. I had been waiting for this for ages and I'm happy this hasn't turned out to be one of those vapour on kickstarter. I came across this as one of those trailers on Facebook which had so much potential, and this delivered. Just from the constant updates it's apparent that this game is a labour of love. I love the fact i can play it on a gamepad. Yeah this game has some issues but there's so much more right then is wrong and at a generous price too. The trailer looked quite promising despite the amount of negative reviews and since it was on sale for Halloween, I thought why not?

Started off rather promising with a somewhat Outlast sequence with a big muscular guy after you then being allowed to roam in this huge open world town.

But, then the flaws started to show...

First off. Game requires you to drop your weapon when you enter a building. May I ask why? It makes no sense. Game tells you it's a protected area but what does that even mean? Protected from you? Because certainly not the monsters since a couple show up in these buildings. My guess is to prevent you from clobbering whatever is waiting for you within so you'd be forced to run away like a coward like almost every other horror game these days. Try telling the Silent Hill cast to leave their weapons outside.

And speaking of Silent Hill, that's another thing you can see that has a heavy influence in this game. That's not a bad thing however since I'm fond of the SH series and at first glance the game manages to capture the foggy look of the town. It also uses the sound indication with a radio for enemies. However, rather than having them run out of the fog to scare the beejesus out of you, they literally spawn in. I don't know about you but I've never been a huge fan of stuff spawning in like that. Kinda breaks the immersion. Another thing that breaks it is the fact you find weapons strewn all over the place. It just feels odd to find cleavers, baseball bats and other weapons on the road, pavements, etc.

Altho you'll be glad for that immersion breaker since if you die, you lose any weapon you were carrying at the time. Bug or intended? Either way, not a fan.

Finally the game just isn't scary. Ironically it only has very few jumpscares (which are all predictable as hell if you've played a couple of horror games already.) and the rest is just key hunting/password finding. There was only one bit I actually thought was pretty good scare factor wise and that's when you first meet the witch in the hospital. Outside of that however, I struggle to even think about another sequence that was good or memorable.

The story itself is nothing special although the voice acting is competent at least. Graphics are pretty good overall.

However, the only part in the game where I genuinely got annoyed was the final battle. Now I will not go into what it consisted off but merely indicate that it was long, drawn out, annoying, tedious and generally very unfun. Not difficult in the slightest. Just obnoxious.

I really wanted to like this game and give a positive review but I just walk away feeling disappointed since the concept was good. It's not a terrible game by any means but I can't say it's good either. It's average at best. Mediocre at worst.

If you're still interested then get it on sale like I did. But, at full price you're almost guaranteed to be disappointed.. One of the most impressive first person indie titles I have played. Excellent graphics & a decent size open world.. Got the game for 2

dollars. Did not scare me. The most it did was make me severely uncomfortable because of the arachnids. This game isn't worth 2 dollars, let alone 20.

Yes there are many things in game that could be better and fixed, but the Dev or Devs are working on them just thankful to see that they're listening to the feedback and adjusting the game, fixing bugs etc.
Even with the little amount I've played so far the game is very enjoyable and I believe will only get better with time. Keep up the good work!. Bought on PS4 as well, I enjoy the atmosphere and graphics! A steal for the sale price of $1.99. Also, the council of hanwell is included with the steam purchase. I bought both to support dev though!. Was excited to play this but due to recent living arrangements I'm limited to playing all games on a controller and for whatever reason I can only look horizontally and not up or down. If I can fix this issue I would be happy to change to a positive.. Welcome To Hanwell has great atmosphere, exploration, and ambience, but the combat and story fall flat on it's face. Which is a darn shame because this game is brimming with great potential.

In-depth review down below

https://www.youtube.com/watch?v=YCGinJlaxFI&t=15s. I've been waiting for this game to come out for almost a month now. I played it today for almost 6 hours and enjoyed every minute of it. There were a few times that I got lost but it was just me being a derp. This game sets a very good atmosphere and deeply scares me. Reminds me of Outlast 1 and 2. Also for Open World there is still a lot of the map I haven't explored yet and that's what I would call a successful open world horror. At the moment (I do plan to finish this game) I feel like it could use a little more backstory as to who we are but aside from that the combat is very nice and the music really helps to set a deep dark tone for the entire game. The map and inventory are very easy to access and use. The one thing I haven't tried to to play with a controller...but switching now would mess me up. Keyboard controls are simple to get the hang of. I also like how you can look behind you while your running, it keeps the suspense as you can see the anomaly that's chasing you around every corner.. For a game about exploration it does everything in its power to discourage it.

On the one hand, if this was created by one guy it's absolutely incredible. He's got a bright future in game development.
on the other hand this is a janky, slow, mess that should only be bought on sale.

Don't know how close I was to finishing the game but it just wasn't worth finding out.
Thumbs down for now but i'll be keeping my eye out for any future updates.

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