German Fortress 3D Download 2019

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About This Game

The year is 1944, alternative history of WW2.
The Nazis are going to commit the first combat launch of FAU-2. The USSR and the USA got a concrete intel about the position of the missile and its technical data. The weapon of hell is hidden somewhere inside a german fortress, called "The Beast".
Infiltrate the facility and find all the possible data about the missile and the unit itself to prevent the end.
Features:
-Oldschool like gameplay
-Various enemies and weapons
-Many game levels

Title: German Fortress 3D
Genre: Action, Indie
Developer:
Nikita "Ghost_RUS"
Publisher:
Ghost_RUS Games
Release Date: 15 Jul, 2017

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Minimum:

OS: Windows XP or higher

Memory: 512 MB RAM

Graphics: Compatible with DirectX 9

DirectX: Version 9.0

Storage: 50 MB available space

Additional Notes: Keyboard, mouse

English

Literally unplayable. Welcome to German Fortress 3D, an archaic first person shooter set in a few flat rooms full of snipers so far away, you'll never see them before you're dead. Its downfalls are common with this first-person shooter engine. Horizontal rooms, no cover, bland gameplay and enemies that are cardboard cutouts always facing you.

The snipers are typical soldiers dressed in black, but have deadly precision. They begin peeling off health in an instant. To be hilarious, the game starts you with a knife which works fine, but they give you a shotgun... an empty shotgun. Oh but it gets better, once you murder your first Nazi soldier, he drops ammunition... that does nothing. In fact a lot of the ammunition dropped does nothing to replenish your supply. Once you have ammunition, your weapon fires a slow projectile rather than a hit scan weapon indicative of the genre. The slow projectile gives enemies a chance to side step your fireball that bellows from the barrel of your ineffective weapon.

After playing ten minutes, I never made it past a few cement grey rooms before getting mowed down. There is no cover. I came across a single health box that looked like it was taken from Doom. The entire game has free assets that hearken back to that early 90s first-person shooter. The catch is the game it's paying homage to has depth, fun and color. All you'll find in German Fortress 3D are grey walls and black Nazi soldiers... What is this game in grey scale? Well, I guess the swastikas are red, so there must be color.

There was no fun here in the game. It's a hostile game and every small bit of movement without death is an achievement. Sure there is a save and load, but the problem is the enemies will still shoot you long before your projectiles will ever reach them.

The mouse sensitivity is another issue, it lacks the speed necessary to turn corners easily. If you want to get serious about playing the game, it's best to face the wall of a corner and strafe out. That will give you a chance to access your foes without getting killed. These complaints can be copy \/ pasted to all the other games that use this simple engine. This feels like it's the worst out of the games that use it. The others have their own art, better enemy design and levels that are fun.

For those that care, you'll find no achievements, cards, quality or effort put into German Fortress 3D. It's obvious from the gameplay that the game doesn't want you to play. Please avoid it. There are better first-person shooters on a horizontal plane.. Yet another poor and ugly **Wolfenstein 3D clone made with Raycasting Game Maker. This time** *especially bad. It comes with all RGM problems on board (mouse bug included), there's no story whatsoever (after you'll finish the final level, you'll just return to the main menu), you can finish the whole thing in like an hour (there are only about 15 levels, don't remember the exact number), there's literally no AI (the enemies will just run at you all at once), while sprites are stolen from good old Wolfenstein 3D and DOOM. So... yeah. Not something you'll want to play willingly. Ever.. Would be good if there was no mouse glitch impossible to play. Calling this game unplayable would be complimenting it. This game cured my depression. 16 levels of pure excitement.*
Rooms with 20 enemies were the best.
The look up and down mechanic was probably the best part of this game.
The autosave feature kept the game fun and interesting.
The levels made like a maze were especially fun because there was no map to follow leaving the player wondering the level for 20 mins wondering where he/she/other were.. better than csgo. THIS GAME IS A SH!T STEAM GREENLIGHT ASSETFLIP!. better than csgo

Would be good if there was no mouse glitch impossible to play. Thank you kanye very cool. awful game isnt enough to describe this game.Dont buy it. German Fortress 3D is a broken and buggy mess of assets cobbled together to make a Wolfenstein 3D clone.

https:\/\/www.youtube.com\/watch?v=QKBmDGECbeg

As far as I can tell, this game was made using no assets created by the developer themselves.

The sprites are mod assets created by Wolf Skevos-Jones for use with Wolfenstein 3D fan creations. The developer does credit this in the game but I highly doubt the sprites were intended to be used for commercial purposes.

The rest of the game seems to be entirely comprised of Raycasting Game Maker stock assets, including the UI, weapons and environment. The developer has also attested to this in the past.

http:\/\/www.moddb.com\/engines\/raycasting-game-maker\/images\/rgm#imagebox

http:\/\/small-games.info\/s\/f\/r\/Raycasting_Game_Maker_4.jpg

While the developer has acknowledged this in the past, it still shows that they are incapable of creating a proper game themselves, as is evidenced by the terrible main menu in the game, which is most likely the only thing the developer made themself.

This game (along with all the other games by Ghost_RUS), was listed as incompatible with Greenlight and not allowed to pass through the system. The likely reason being infringement on copyright in their various submissions, or possible vote tampering\/botting.

Okay, so enough about that. What is the game actually like? Well, it's a broken mess that is nearly unplayable.

The controls in the game don't work properly with a modern mouse. If you move your mouse at a speed faster than a snails pace, it simply won't register as you moving it at all. This makes aiming or turning with the mouse extremely frustrating and broken. You can also aim with the arrow keys on the keyboard, but there are no keys on your keyboard that allow you to fire your weapon. You can only fire your weapon with the left-mouse button, so using the arrow keys is completely useless.

The levels are very simple, you shoot everything, find a key then go to the next level. What makes it difficult is the awful A.I that simply start nuking down your health when you see them without any sort of combat loop. Your health just melts constantly and you can't do anything about it due to the broken controls.

Overall, avoid this game at all costs. There is nothing here to enjoy if you like old school style games. This is simply a quick cash-grab. There are many mods for Wolfenstein that are many times better than this trash.

If you found this review helpful, feel free to follow my curator page to see every game I cover. http:\/\/steamcommunity.com\/groups\/iampattyjack#curation. Hell no dats only a copie from the first Wolfenstein 3D so its nothing new. But quiet interesting that steam says ok to publish a game full of Hakenkreuz... I would not recommend the game to anyone... its not funny shooting one some big pixelblocks here. The only thing is that its quiet interresting to play the first 3d game.... WERZ GOOD GEME JESSS. Awful, awful game. I'll start by stating the obvious, it's using the most stock assets of Raycasting Game Maker and on top of that, using slightly altered Wolf3D sprites.

The gameplay is terrible, it just has enemies with hitscan attacks and flawless accuracy. The most viable way of getting any progress in the game is vicious savescumming. The game starts out by giving you a gun with no ammo, so you have to know to press Tab to switch back to your knife to kill the first enemy, meanwhile other enemies are coming for you from further away, guns ablaze. At this point, you are meant to quickly switch back to the gun, touch the ammo drop (because, like Slaughtering Grounds, you have to have the gun in your hand to get ammo for it) and attack them with a *projectile* based weapon. I could go on for longer, but I think a full paragraph is more than enough for this bit.

The levels are extremely plain, the last few devolving into enemy spam levels due to an obvious lack of creativity. There is no endgame, once you beat level 16, it just boots you back to the main menu. Not even an end screen.

The sound design is abhorrent, half the enemies have no sounds whatsoever, while others have completely unfitting alert or death sounds (one of the enemies dying makes the sound of an alien egg from Duke3D hatching). The player eats the medkits, there are only two tracks in the entire game, one for the menu and another for the gameplay. The one that plays during gameplay isn't even a looping track, so it just stops every now and then and plays again.

DO NOT buy this game. Even if it's on sale. Hell, even if you got it for free, I would say it's not worth playing.. Welcome to German Fortress 3D, an archaic first person shooter set in a few flat rooms full of snipers so far away, you'll never see them before you're dead. Its downfalls are common with this first-person shooter engine. Horizontal rooms, no cover, bland gameplay and enemies that are cardboard cutouts always facing you.

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