
Hellbound: Survival Mode Key

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About This Game

Hellbound is a First Person Shooter game in the vein of the classics DOOM, Quake, Duke Nukem 3D, Blood and many others.

It's GROTESQUE! Focused in action, sp 5d3b920ae0

Title: Hellbound: Survival Mode
Genre: Action, Free to Play, Indie, Early Access
Developer:
Saibot Studios
Publisher:
Saibot Studios
Release Date: 9 May, 2018

Minimum:

OS: Windows 7 and later

Processor: MD Phenom II X4-945 / Intel Core 2 Quad 6600

Memory: 2 GB

English

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Campaign Mode - Environments : HELLO, creatures from HELL! How have you been? Today were finally revealing new information about the Campaign Mode of Hellbound But first, let me do a recap. We started this year focusing on an important milestone known as the Vertical Slice, which as some of you may know, consists of building a fully playable part of the game (a level in our case). Having pretty much completed this, Im happy to report that we now have the workflow defined for the rest of the levels, as well as the general visual aspects we want for them. This is how I looked after that milestone bald. Just kidding, its pretty hot in Buenos Aires And speaking of levels, we are working with the great Leonardo "Leo" Pellegrini, who is a master in creating retro FPS maps like the ones we all loved back in the day. He is also one of the level designers on Ion Maiden (published by 3D Realms). With Leo taking care of the level design (blocking) our attention now turns to one of the most challenging aspects of the Campaign Mode which is to create vast and interesting environments to play in - full of detail and cool stuff to look at. For this, we decided to go with the combined forces of Fernando Fercho Muzzio and Victor Vik Ahmed, our concept artists are definitely up for the challenge Fercho (left) and Vik (right) FUSION! Picture (without Photoshop) from 2017 Based on the work theyve done, we have started creating the final 3D art; which is being made by us (more precisely by Juan Juancho Caratino), with the help of the art team from our new partners at NGD Studios But now for the stuff youve been waiting for! Here are some of the many pieces of concept art that Fercho and Vik have been working on for the milestone: In our next update we maybe tease you with some in-game screenshots (yeah, finally!) or maybe some of the new music from our talented composer David Levill, or even better maybe - information about The Heroes Cemetery Keep in touch with us at Twitter and Facebook [www.facebook.com] Cheers from the team at Saibot Studios! Tobas Toba Rusjan. Best scores - February, 2019 : Dear survivors! How are you doing? We're doing great, but also super busy working full time on the Campaign Mode of Hellbound We know we're making you wait some time for solid news about development.. Version Update v0.18.12 and News : Hi guys! How are you? We have just done the last update of the year (v0.18.12), it only includes a remaster for the second soundtrack "The Meat Grinder". Here's the official best scores from previous version (v0.18.11): And here's a new video update about a 2018 recap and some news! Cheers and happy new year, everybody! Tobas and the team at Saibot Studios. Version 1.3 is released! It brings Workshop, Leaderboards and Achievements support : I'm happy to announce the new version of Music Boy 3D. Version 1.3 1. Workshop Now you are allowed to publish and download custom tracks from Steam Workshop. Tracks can be easily found by music genre tag in the Workshop catalog. Also, each track contains music author name, title, and cover image. See the guide pages to know how to publish and download tracks from Steam Workshop. 2. Leaderboards Each track, even published in Workshop, has its own leaderboard. Finish the track, and see how good you are. 3. Achievements At the moment, your achievements can be the completion of the track and publication of the track. Finish more tracks to get a higher achievement.. Best scores - March, 2019 : Creatures from Hell! How was your weekend? Here are the best scores from March, 2019 Have a hell of a week everybody! Tobias and the team at Saibot Studios. Merry whatever, guys! : From Saibot Studios we want to wish you the best for the end of 2018 and even betters for 2019 This picture was taken during an interview we had a couple of months ago, we're still waiting for that to be published.. Best scores - January, 2019 : Demonic creatures from Hell! How are you? We're doing great! Working full time in the Campaign Mode We have just reset the leaderboard of the Survival Mode, and below you will find the best scores of January (2019) As we mentioned you before, we decided that during this year we'll entirely focus in the Campaign. So we're not going to be able to update the Survival Mode for now.. Building The Heroes Cemetery : Brave warriors from the Underworld! How are you? Were finally creating the graves for The Heroes Cemetery with you. So get ready! The Heroes Cemetery will be an entire level for the Campaign Mode of Hellbound, in which all the lost souls who fought and resist the war against the infernal forces will be immortalized (yeah, finally some story) In case you missed the Kickstarter to be part of the cemetery, dont worry! You can still be part of it by securing your own grave at our website [hellboundgame.com] . Below are the details of all the different structure options. YOUR NAME ON THE BIG WALL Their name or nickname will be displayed on The Big Wall. This is a 65 feet tall wall located in the center of the cemetery, and its a must-see for all the tourists. YOUR OWN HEADSTONE The ones who deserve their own place in Hells ground will have their own grave with a headstone that shows their name (or nickname), and/or a digitized picture of their faces on it. YOUR OWN BUST Recognized soldiers with a higher rank will get a more privileged spot. They will have a 3D esculped version of their faces carved onto a bust secured to its own base with their name (or nickname) and/or a digitized picture of their face on it. YOUR OWN FULL BODY STATUES Finally, the most brave fallen soldiers in war will have the ultimate immortalization: Not only will their faces be sculpted in 3D, but their entire body. And this body can be dressed as Hellgore, as any of the HellKnights, or even any of the costumes they want to. And of course, their name, nickname, and even their digitized picture will be added to the base of their great statue. That's it for now, so get your grave at our website! [hellboundgame.com] Cheers from the team at Saibot Studios! Tobas Rusjan. Best scores - April, 2019 : Lovely survivals from Hell! How are you? Here are the best scores from April, 2019: And as always, we've just rested the leaderboards. News are coming soon.

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