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About This Game

Discover the best handball simulation!

Become a handball champion playing the first simulation with 120 official teams from the 3 most prestigious leagues: the Ligue Nationale de Handball (France), the Toyota Handball Bundesliga (Germany) and the Liga Asobal (Spain).

Experience all the sensations of handball with 8 types of shots, 4 types of passes, various defensive moves and the possibility to adjust your strategy in real time.

Play the best teams and the best players of the 2013-2014 season, such as Luc Abalo and Dominik Klein.

Create your own player, customize him from head to toe and get ready for a unique Career mode. Participate in national championships and international tournaments, create your own tournament and play with up to 4 players at the same time!

Title: IHF Handball Challenge 14
Genre: Sports
Developer:
Neutron Games GmbH
Publisher:
Bigben Interactive, Plug In Digital
Release Date: 28 Mar, 2014

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Minimum:

OS: Windows® XP updated with the latest Service Pack

Processor: Intel™ Core 2 Duo 2 GHz / AMD™ Athlon 64 X2 or above

Memory: 1 GB RAM

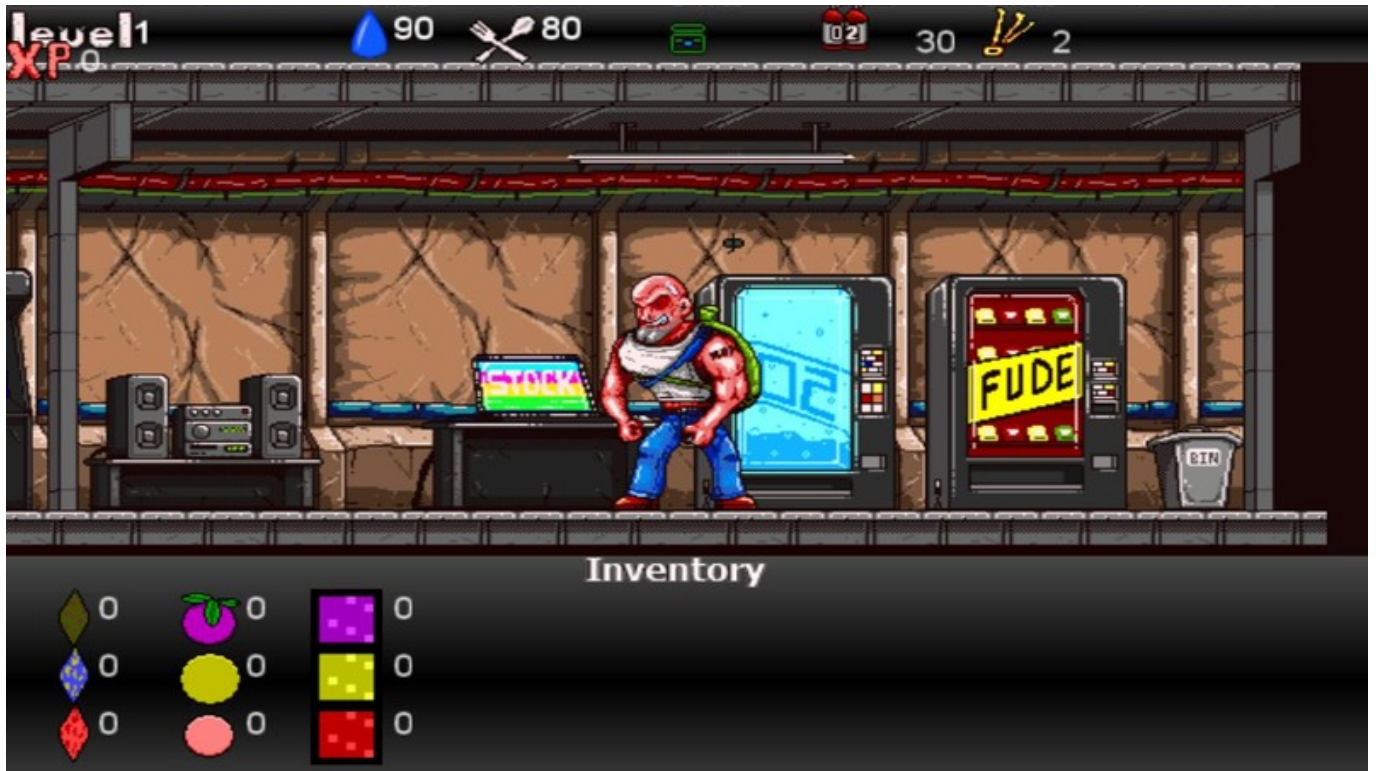
Graphics: NVIDIA® Geforce 8800 GT or AMD® Radeon™ HD 3870 or above (has to run Pixel Shader 3.0) with at least 512 MB video memory

DirectX: Version 9.0c

Storage: 1500 MB available space

English, French, German, Danish, Polish, Swedish







The game ran very poorly on a 980ti and i5 skylake, dipping to less than 30 frames on the zombie mode which is the second video on the store page.. I didn't realize this was an old Playstation game

It's a good buy if you don't know how to properly set up emulators otherwise the game is relatively easy to find elsewhere.

I snagged this on sale for a little over one dollar and if you're not emulator-savvy, the \$6 is worth it for the Chem Bros soundtrack. Although it was short, this was a very cute and fun game. It's great for when you don't want to think/concentrate on a game, but just relax with an easy game.. I have never in my life wanted to make a prison as much as I have when I thought about buying this game six years ago. Now that I own it, I regret every cent I payed.. While not really what I consider a Solitaire game it is a pretty solid match 2 game although if you have already played their other game Solitaire Beach Season you wont find anything new here since it's the same game reskined. The same patterns, gameplay, grind, and the same flaw that not every stage is winnable to the point where you can end up with exactly 1 card left. If you really want a card game and don't mind that flaw it's worth grabbing while it's on sale. I personally wouldn't recommend it due to that flaw though.. a place to enjoy your free time, with a friendly & helpful community.

who aint looking for games like that?. This is a nice plane to fly, but there's no doubt that it's meant for VFR. Yes, there are nav frequencies and com frequencies, but no, there's no ILS landing system that I've found so far. Also, while the left door and window open and close just fine using their respective handles, the right window doesn't open at all, and the right door and baggage hatch can only be opened\closed by Shift-E 2 or Shift-E 3. I don't know if this is a reflection of the real world airplane.

The cockpit is tidy without the usual yuckiness found in freeware offerings, I just don't like the white instrument surrounds, but that's a personal taste thing. Someone has provided a dark surround for use with this aircraft that looks much better in my opinion.

The engine starts very readily\u2014perhaps too readily, even when I don't use the primer. It's also no A2A plane, though I expected as much from the price. Personally, I think it's worth the price I paid (50% off).

One wrinkle I struck with this plane doesn't refer to the plane itself, but rather the manual. The last page of the manual duplicates (roughly) the previous page, with the only difference being a note that the aircraft is fictional and for simulation purposes only. I think some content got missed off, and I'd love to see this corrected some time in the near future. The content certainly doesn't reflect the depth of the information available in the original Pilot's Operating Handbook, it's\u2014barely\u2014enough to get you off the ground and back down again.

(Edited to update information). This is, by far, the most satisfying VR game I've ever played. Its just so much damn fun! Feeling the recoil, hearing the bullet hit the enemy, enabling slow motion bullet time and dodging a shot as you grab a shotgun, pump it, turn and BOOM at the ninja who just dashed at you... its just freaking amazing. My wife cant stop playing, and she isnt much of a gamer.

I own over 40 Vive titles, and this is by far my favorite. Just do yourself a favor, and buy it now.

this game is a good, CS-Go type of game, but free. the graphics are ok, and the textures are pretty good to. the only thing i dont like about this game is the glitches/hacks. there are quite a few of these, but other than that, it is a good game.. Simple connect the dots with a lot of easy achievements. Destination Ares is pretty unique in its kind, and even if it sometimes can be unfair and hard to understand, I can only encourage you to try it and see for yourself. Cause when it goes right, it feels so good. Plus, there is a free version on the creator's site.. The main reason I don't like this game is the controls. While you can change most of them you are unable to change the movement keys. So you have to either use the arrow keys or use a controller were you have to use the D-Pad.

There's also buttons for rolling, but I can't figure out how to do it. I press the buttons but nothing happens.

For some reason enemies stunned by the sword can still damage you so I died a couple of times by running into stunned enemies. atleast the refund button works.. Point perfect is a game where you use your mouse to avoid monsters and you have to try and kill them by making squares around them... Graphics are the good old 8 bit, Controls are a little annoying, It gets repetitive quickly, It will hurt your hand in a while.

Overall 3/10 It gets boring fast and is not entertaining. I am in no way an expert on VR multiplayer (played Arizona Sunshine, Raw Data, Payday2 and some others), but I can see what makes this one unique.

The locomotion system does exactly what the game description says. You are able to move at high speeds, perform jumps, mid-air corrections and epic landings without feeling any of the kind of motion sickness you'd expect. According to the devs, it's related to your brain anticipating the directions and intensity of those movements, sort of like the fact you can't tickle yourself etc. Whether this is the case, the truth is that it works, and lets you navigate the arenas with something much more fluid than a teleport.

Gameplay-wise, I can see that it's an early access game, but the core gameplay seems to be extremely polished. Rather than making a mediocre game with a ton of content, it's obvious the effort has been put in making a fun game that is very playable and has the potential to have more content added later on. Probably a wise idea that will pay off in the long run.

I have played quite a few matches, and the "capture the orb" type of gameplay mixed with that old-school deathmatch feeling just works for me. The game has a very unusual but cool 3D crosshair that makes aiming at long distances something feasible and ultimately satisfactory.. killed my flight simulator. :-(. After playing this for a bit i ran into plenty of pay to win people. This is completely unfair that all armor and actual nice guns are locked by pay to win. I have seen my team get wiped in front of me in a matter of seconds by some pay to win guy with 10 shot armor and a one shot lmg. It would need quite some balancing like actually being able to get the guns and armor. At the moment the game is very frustrating and i would not play it if you do not plan on spending money on a free to play game.

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