The Evil Within: The Assignment License



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# **About This Content**

Experience survival horror from a new perspective with **The Evil Within: The Assignment**. This is the first of a two-part, story driven experience where players take on the role of detective Juli Kidman, Sebastian Castellanos' mysterious partner, in a concurrent story that looks to answer some of the questions surrounding her whereabouts during **The Evil Within**. Along the way she will encounter disturbing new enemies, discover new mysteries, and uncover new horrors. The Assignment gives fans of **The Evil Within** the perfect opportunity to discover detective Kidman's hidden motivations and her mysterious connection to Mobius, the shadowy group thought to be behind the gruesome events of **The Evil Within**.

Title: The Evil Within: The Assignment

Genre: Action Developer:

Tango Gameworks

Publisher:

Bethesda Softworks Release Date: 9 Mar, 2015

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Minimum:

OS: 64-bit Windows 7 SP1/Windows 8.1

**Processor:** i7 or an equivalent with four plus core processor

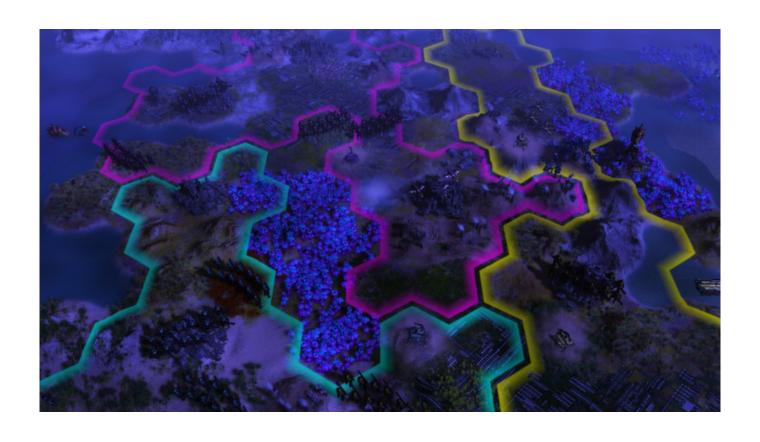
Memory: 4 GB RAM

**Graphics:** GTX 460 or equivalent 1 GB VRAM card

**DirectX:** Version 11

Storage: 8 GB available space

English, French, Italian, German, Polish, Russian







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#### Flame Over:

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Your name is Blaze, you are a solitary fireman who is armed with a hose, axe, water bombs and foam. Your objective is to put out a raging fire that spread from an office to a factory (Levels) as soon as possible and make your way to the exit in time.

In each level, you will be able to save people and escort them to safety. Each soul saved will be rewarded by 1 additional minute. Save cats, your favourite pets, and you will be getting additional health each time you do so and let me tell you, Blaze needs as much health as he can get! Do not forget to search rooms as you can find some valuable items, like the watch which give you a bit more time and others.

With each level you beat, the difficulty increases. Remember that whatever time is left when you finish a level, it will carry to the next one and that will be the time your will have to clear the new level.

You will earn money by putting out flames. Sometime one of a trapped person will refuse to follow you to safety because they have left something behind. Recover the items for them and be rewarded with a token. REMEMBER, PEOPLE YOU SAVE EQUALS ADDITIONAL TIME! Upgrade your perks if you accumulate enough money and tokens.

In terms of game play, it is absolutely marvellous either with the gamepad or mouse and keyboard. The graphics are great and the soundtrack is SUPERB! This game is extraordinarily addictive but with a soundtrack like this, it becomes insanely addictive! \$11.99 well spend!

## Positives:

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- -\tGreat graphics
- -\tControls are easy to master
- -\tAddictive and fun to play
- -\tChallenging

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-\tTrading cards

Negatives:

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-\tCan be a tad too challenging at times

Just get it! It is a brilliant game!

9\/10

### MORE THE CPT FROGGY REVIEWS HERE

FOLLOW THE CPT FROGGY CURATOR PAGE HERE. i only actually played about 15mins of this game before turning it off, the rest of the time logged was actually waiting for it to download. i got in to the game i selected my charactor i had a fight with a creature near a camp fire in the room with the cells and after that i gave up. i found the controls had to use, every time i re mapped my asic movement to fit my game i then had to re map the rest of them so it took a lot out of actually being able to play once you move a few keys you forget which keys are where so it put me off quite a bit, i think you need 2 keyboards side by side to play this and have enough keys spare to play comfortably. i will prob give thi a chance again in the future but for now i have uninstalled it, not because of the game not working or anything i just found the key set up was very clumsy. i love the graphics and i wish i had more patiance to actually get along with the basic key set up to give this a fighting chance but i just could not stand it.

64Bit...Multithread....improved Physx...oh my god the cars :) new laser scanned track, tyres....no brainer, insta bought same as Dream Pack 2.

This is the best there is....nothing comes close now:). Conjuror's Eye has some MAJOR problems. For the price, it's worth picking up, though. It's a decent puzzle game with innovative concepts. Puzzle gamers will enjoy it - assuming they can avoid motion sickness and handle the poorly calibrated controls.

TL;DR - Worth the cheap price, but needs some major updates.

#### 1) No teleportative motion.

You're trapped inside a cube, so you wouldn't think you'd need to move around, but the lack of teleportative motion means that if you're not careful, you're in for a pukefest.

### 2) No options.

The game doesn't allow you to adjust sound or lighting (or choose teleportative motion). I actually wasn't able to see a lot of the graphics because the game defaults to a very, very dark interior (on the Vive) despite the screenshots showing a much brighter and visible room.

### 3) Controls are wonky.

The control concept is genius - spread your hands to enlarge, compress them to shrink. But instead of pointing at objects with your finger, you have to point at them with your palm. Then, the shrink/grow sizing is not one-to-one, and capped by the software. So instead of sizing something exactly, you're struggling to get objects JUST the right size for the puzzle.

#### 4) Puzzle timers are unforgiving.

Problem one here is the puzzle timer starts even before you're able to interract with the room. Problem two is the timers are unforgiving even then, making the game nigh impossible for kids. Couple that with slow stage-swaps (while the room is still shrinking), and the game is less "fun" than it is a "chore."

For \$1, the game has potential.. Yeah, it's not a lot, but the developer is clearly putting effort into it, give him a chance.. I really like this game and it\u2019s amazing for horse lovers but my main difficulty is how much I lag:[i get very mad when I\u2019m racing and experience ALOT of lag to the point where I can\u2019t control my horse.... Just an amazing game that's really well made! Your heart will be pounding and you'll always feel like you're going to get eaten

at any moment!. So I just bought this game primarily because it looked really nice and simple, and because the user reviews were good.

## Why would I recommend this game?

- Really simple, fun game to play during your freetime
- From what I can tell, the map is huge
- Really, really stupid humor that's so stupid it's amusing in on itself.

## Why would I not recommend this game?

- Really, really stupid humor. The reason I reiterate this is because its really forced. \$5 says you'll go "What? Ok." or something of that nature in reaction to how it starts off. Yeah it's good if you try to play along in your head but otherwise it may be a bit repulsive.

This should be a free to play game. DONT BUY IT WAS ABANDONED A LONG TIME AGO. fun for 1 min then boring. In short:

The Good:

Nice graphics

Interesting background to story

Plenty of ammo

Driveable vehicles

Deployment system (acts almost like having lives)

Just plain fun

Simplistic mission designs (taking points, eliminating all enemies, destroying specific spots)

Various controllable drones

The Bad:

Short (4-5 hours)

Inaccurate weapons

Enemies are bullet sponges

Can't use enemy's weaponry. Oh dear, Oh dear, Oh dear, amazing how a bit of success can turn what felt like a trustworthy honest small team of developers into the next EA.

They have polished everything, improved a lot of things, and added new and better content, superb! Honestly Superb...but why, Oh why push your DLC packs down my throat every single time I load the game? If I want it I will go and look for it. Add a button, call it DLC's and then I can click and look whenever I want to.

Honestly I don't want to subscribe to your mailing list & I certainly don't want to be reminded V offered it every single time I load the game up.

A Season Pass?!? Are you serious? C'mon, I think the money and success has gone to their heads; Funny how that changes people.

As for the update hmmm Less realistic now, more arcade than sim now and thh for me heading in the wrong direction.

It is Such a shame. My argument below.

(Please do feel free to offer a counter argument)

#### PLEASE NOTE ALL ABUSIVE COMMENTS WILL BE DELETED FROM THIS POINT ON

### == MY ARGUMENT FOR NOT RECOMMENDED ==

The recommendations and suggestions for improvement from the community to the devs were intended to improve the main game, not be split into 100 micro DLC's.

We all accepted DLC's would come, B-17's as a DLC great.

New mission arena; the Pacific for example...DLC OK.

Not weather update as DLC.

20mm Cannons as DLC.

New Enemy Aces as DLC.

Aircraft updates as DLC.

New and non-historically accurate features like Homing Missiles! No thank you.

At this rate you will have a price tag exceeding that of a AAA game and with the likes of cannons & homing MISSILIES <---WTF!! You are effectively introducing PAY TO WIN.

Now I know it\u2019s not MP....YET but this practise is damaging and I think just simply wrong.

My hope is this was rushed out by the devs for xmas (hence the limited content) and priced too high for what it is by the publishers (who are money and profit oriented only) and this is my message V wake up call to the dev team to knock it off now and not let this continue any longer.

My opinion, you are of course entitled to your own but I see no counter argument from anyone else??? Just insults and abuse so far.

Please do tell me what is so good about this DLC?. From what I can see this game has mostly negative reviews, this did not stop me from giving it a chance. After playing it for only an hour I can understand why. It's very confusing, dark, and not very fun.. The class lights and engine room lights work, the sounds are perfect, it takes the iconic sharknose and brings it to train simulator very well.. Not even close to recommending this. The developers made some incredibly \vec{\pi} \vec{\pi} \vec{\pi} \vec{\pi} \vec{\pi} poor design choices. There are not enough players to get a full match and the ai that it pairs me with attacks the targets with the most health and least damage. The one other player I have encountere is always on the other team, has about 4x better gear than me, and I ALWAYS LOSE!!!

Seriously, developers... get the  $\nabla\nabla\nabla\nabla$  out of this industry, you suck at your job!. \u2022 Input lag is chronic in this. Any fun I might have had is ruined by this.

\u2022 I tried playing the two single player modes on offer:

- Runner game, which is pretty basic and boring.
- Boss game, also simplistic, and lost interest in playing further..
- Don't have friends to try the other mode.

Not often I give up on a game so soon, but stuffing up the fundamentals of platforming is an automatic fail.

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