Download The Council Of Hanwell .exe

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About This Game

Play through the major locations of Welcome to Hanwell!

The Council of Hanwell is a concentrated horror experience featuring all the locations from Welcome to Hanwell for people that love to get right into the story, environmental storytelling is employed heavily in The Council in a classic linear horror experience.

The Council

Otherwise known as the **Hanwell Council of Public Protection** or **HCPP** was formed in Hanwell almost a century ago to protect the residents from the newly emerging creatures referred to as Anomalies. It was a long time ago, and things have surely changed, in no small part thanks to **The Doctor**.

You wake up in a makeshift morgue set up in the old disused maintenance tunnels under Hanwell Power, you can't remember anything, but you know The Doctor had something to do with your situation, and he's at **The Council** So you'll set off to find him, discovering along the way the countless horrors of Hanwell's Anomalies and more disturbingly, Hanwell's Elite. Bad people reside in Hanwell and **The Council** is the root of it all.

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.

TLDR! Gimme the Important Bits!

- Play through the major locations of Hanwell in a story driven horror campaign!

- In addition to the story driven campaign, there are many different extra game modes included with The Council of Hanwell.

- Fight against wave after wave of increasingly challenging anomalies in the all new **Survival** mode.

- Run or Hide from The Brute and revel in the tension of the **Escape** mode.

- Play through the earliest prototype gameplay taken from the very beginning of development in the **Prototype Demo** bonus.

- Graphical Overhaul! Featuring new effects such as Volumetric Fog and re-textured in 4K environmental assets and character skins.

Title: The Council of Hanwell
Genre: Action, Adventure, Indie
Developer:
Steel Arts
Publisher:
Steel Arts
Release Date: 14 Mar, 2018

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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
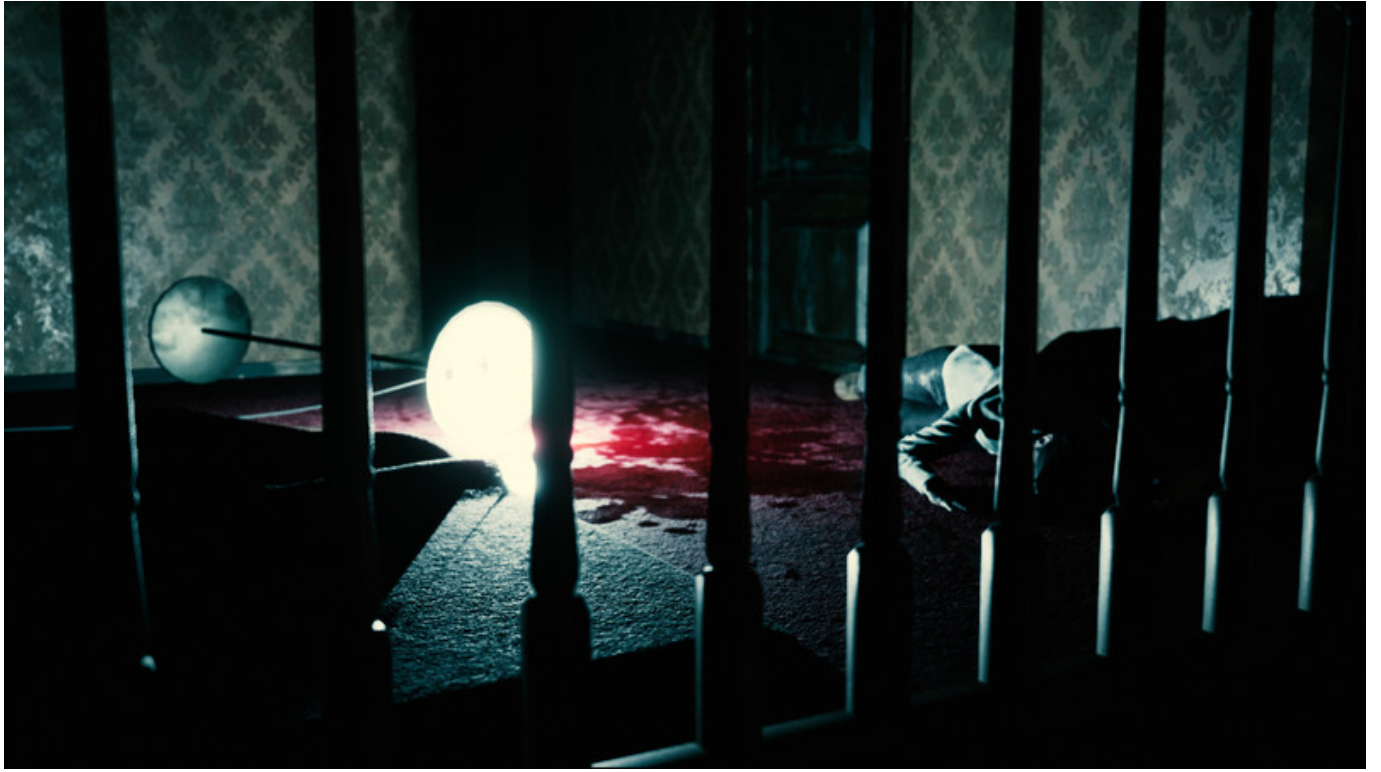
Memory: 8 GB RAM

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

DirectX: Version 11

Storage: 11 GB available space

English

Very visually appealing game, clearly some hard work gone into the design of this piece. Gameplay is mostly enjoyable but all levels require stuff to be collected\/passwords gained. Worst feature is the fact you have to restart the entire level if you quit halfway through. This meant I adandoned the game in the last level cause I refused to do it all again.

Overall an enjoyable horror, but don't pay too much for this title.. This is an OK horror game with good graphics and some nice jump scares. The story is pretty much nonsensical but the voice acting isn't bad and it has a moody, creepy atmosphere. The combat (such as it is) isn't that great. It's difficult to tell if you're getting hits and sometimes you die even though you think you are doing OK. My main gripe is that there's no save. You have to play through each episode and if you quit in the middle, well too bad, you have to start all over. Get it on sale.. FIRST THING, CRASHED UPON INSTALLING. EVEN BEFORE INSTALLING MY ANTI-VIRUS SOFTWARE WENT NUTS.....HMMM (R2 red flags before i even reach the main menu) GOOD \u2665\u2665\u2665\u2665ING CHRIST WHY WONT IT FULLSCREEN? SECONDLY, \u2665\u2665\u2665\u2665ING LOCK MOUSE CURSOR \u2665\u2665\u2665\u2665\u2665\u2665\u2665!!! jesus it literally takes 2 lines of code. FPS LIKE 1993 wtf seriously? and upon un-installing, i have 3 errors on my computer. all related to unreal \u2665\u2665\u2665\u2665ing with somthing its not supposed to. \u2665\u2665\u2665\u2665 RIGHT OFF i can see why its only 70 cents but godamn it. More rubbish that isn't worth your money.. To be honest I thought this game was interesting, save for the plot being.. not there? Horror games haven't made me jump and this game definitely did. I wouldn't say this game is bad, but it's not good either. I feel like as the people that made this learn and develop, they can make better games! I'd have to recommend this game.. Absolutely do not buy and do not support. This is a repackaging of the absolute failure of Welcome to Hanwell...and NOT EVEN A GOOD ONE! Nathan, instead of focusing on all this piddly crap like extra game modes, focus on making the actual MAIN game better. Improve the combat (which is trrrrrashhhhhhh) and fix some of the game breaking glitches. I'm pretty sure as an owner of WTH I got this for free but it was such a turn off after playing the original that I refuse to even acknowledge it. Disgusting. A bastardization of WHAT SHOULD HAVE BEEN horror game of 2017.

What a terrible game.... One of the best scary games in the world. Game feels a bit unfinished, but still quite atmospheric with good music and voice. Still keep me interested for couple of hours.. This game is only decent until you reach the final boss where it is literally near impossible to beat him. The enemies that could push you away when you're near them will make the final fight impossible due to the fact that you will get stuck in one place and because there's 2 of them, you get stun locked to the death. Oh btw those enemies could teleport too which is not that bad but their abilities that pushes you away is literally a very very very very badly design game mechanic because it impedes gameplay. The final fight is literally THE WORST level design out of any horror games I've ever played.. This game was an absolute treat it definitely checks all the boxes im looking for in these types of horror survival games the visuals are really good too. On top of the main storyline that you get to indulge in there is also a pretty fun round based survival mode that you can play. I would rate this game a solid 8\/10 definitely would recommend this game to anyone who is a horror game lover. I don't usually do good with horror games like these because they always scare the living\u2665\u2665\u2665\u2665\u2665outta me but for some reason there is something about them that keeps pulling me back in.. I'm afraid I cannot recommend this game to anybody whether they like horror games or not. I'll try my best not to spoil anything too major but honestly there isn't much to spoil here story wise. I'd also like to point out a seizure warning during the final part of the game. Lots of flashing lights so be warned if you have epilepsy.

I'll start off with the only good thing about this game, in my opinion, the graphics. The graphics of the game look pretty good. Almost compariable to the graphics in Outlast but not quite the same.

Now the bad points and there are A LOT of them.

*Movement

   You move as you would in any other first person horror game (you can switch to third person view but it's kind of awkward to play this way) but when you bump into a wall or any physical object while you're running you will bounce off it instead of running alongside of it. It sounds minor but I found it annoying pretty quickly when I wanted to get to a place quicker only go bouncing around when I hit a corner or table. There's also the movement speed. You walk and run VERY slowly. This especially gets annoying when you have to backtrack and trust me, you'll be doing a lot of that in this game. Also, if something is chasing you, which is rare by the way, you won't outrun it with your power walking speed.

*Strange vision

   When you want to try and look at something up close, your vision goes into this focus mode where you only see the closest object and everything else goes blurry. It's pretty damn finicky at times too. If you ever want to read something or try and look through a window, you'll have to fight the focus\/blurry vision first.

*Flashlight Mechanic

   If there's one thing I hate, it's dumb flashlight mechanics, horror game or not. This game tells you at the beginning to use your flashlight only when it's really dark, because if you keep it on too long it will go out. The thing is, it's dark almost everywhere so you need to have it on almost constantly. Here's the annoying thing: when your flashlight goes out, you have to wait for it to recharge. Which takes 2 minutes. I actually timed it, it takes 2 solid minutes for your flashlight to come back. Pickups are highlighted so you won't need a light for that but still 2 minutes?

*Bad Voice Acting

   There is some voice acting here and there mostly from recorded messages. The protagonist is slient so no voice from him. Everyone else, however, sound unconvincing. I'm wasn't expecting anything too spectacular but you can hardly tell what emotion the characters are supposed to be feeling, it all sounds the same. The Doctor is epecially bad. He sounds dull and bored out of his mind when ever you hear him.

*Very Little Danger

   Despite the tags of the game being "Horror" and "Action" there is very little of either of those in this whole game. The only time you will see much action is at the very end of the game during the final, and only, boss. The whole time I played the game before I got to the final boss I fought a grand total of 4 enemies. Yeah, a lot of action right there lol. When you're not fighting

enemies you're just walking around picking up keys and notes. You'll see some monsters but they are few and far in between and most of them only serve as jumpscares or just a figure standing at the end of a hallway. If it wasn't for those 4 enemies I fought and the final battle, I'd call this game a walking simulator. I'd also like to point out a couple other problems realted to this. First, is the knock around effect that happens when you take damage. This is really only a problem during the final battle when you're getting ambushed from both sides trying to "run" away and fight at the same time with lights flashing everywhere. Then there's the slow motion effect that happens when an enemy is killed, by you or not. Again this is only a problem during the last part of the game but it was still annoying to deal with.

*Predictable Jumpscares

  Jumpscares are the backbone of modern horror games so I expected a lot of them when playing this. What I didn't expect was to be able to tell when they are going to happen at every point. I love horror games and have played many so it's kind of easy for me to spot them. If you've played more than couple horror games yourself, then you should be able to pin point where and when these scares are going to happen. For example: opening bathroom stalls and the first few are empty except one of the last ones. Crawling through a vent and something crawls past you when reach a turn. Reaching a dead end and turning around a monster is right there, etc...

* Vague Story

  The story of the game is REALLY vague. Obviously monsters are roaming around and people are getting killed but other than that you don't get much. You get snippets of information about the world and what's happening through the recorded messages and you can try and piece it together but there's still a bunch of hows and whys left over. Not only that, the games ends rather abruptly and I do mean abruptly. I won't spoil what happens but it left me saying, "Seriously? That's it?"

Overall, I did not enjoy this game. To be honest it kind of bored me part way through with the little to no danger and all the backtracking. I had hopes for this game but unfortunately I was disappointed. To each his own though. If you decide to get this game and try it for yourself, I'd recommend you get while it's on sale. Who knows? Maybe you'll find yourself enjoying more than I did.

. Playing without dubious open map should've been an option in the first "game" not a standalone... Not that it's good without it anyway.. The original game, just without open world. No idea why it exists at all.. Very Easy game. That`s it.