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## About This Game

*A Video Game About a Woman Talking to the Police*

**Her Story** is the award winning video game from Sam Barlow, creator of Silent Hill: Shattered Memories and Aisle. A crime fiction game with non-linear storytelling, Her Story revolves around a police database full of live action footage. It stars Viva Seifert, actress and one half of the band Joe Gideon and the Shark.

## How does it work?

**Her Story** sits you in front of a mothballed desktop computer that's logged into a police database of video footage. The footage covers seven interviews from 1994 in which a British woman is interviewed about her missing husband. Explore the database by typing search terms, watch the clips where she speaks those words and piece together her story.

Unlike anything you've played before, **Her Story** is an involving and moving experience. A game that asks you to listen.

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Title: Her Story  
Genre: Adventure, Indie, Simulation  
Developer:  
Sam Barlow  
Publisher:  
Sam Barlow  
Release Date: 24 Jun, 2015

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**Minimum:**

**OS:** Windows XP+

**Memory:** 2 GB RAM

**Graphics:** 512MB

**DirectX:** Version 9.0

**Storage:** 2 GB available space

English,Japanese



NXPA



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+ 26 MORE MAPS

31 ALL NEW MAPS HAVE BEEN ADDED FOR USE IN CUSTOM AND MULTIPLAYER BATTLE COMPLETELY FREE OF CHARGE

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Very funny game for short strategy sessions. Good game but it becomes boring very quick.  
Heavily and obviously borrow lots of things from Warcraft but in a positive way.  
Still recommend to RTS fans though.

6/10. If you loved the old text based Sierra adventure games, this is the game for you.. This is a casual game. It has funny voice acting and voice lines (apparently all the voices are made by the same guy...IMPRESSIVE). When you move your Light Bear it feels really nice (You can do some sick parkour when you take the time to master the game). The music and maps in the game are really good. The community is not so big, but the game was released October from last year, so it has potential to grow. I recommend this game to everyone! It is free so at least give it a try. I got the DLC and is super worth it since I liked the game a lot. But!!! DLC or not, the best way to play this game is with friends (just like anyother multiplayer game)  
. The game itself is fun, but there is a huge problem... the game brightness and colors are getting your eyes tired in a matter of minutes. Reminds me of SPORE cell stage.

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DEFENCE DA FARM IS A GOOD GAYM CAUSE I CAN A SHOOT DA BASTARDS IN DA PEE PEE. The game seems conceptually interesting and full of rich potential however it's a surprisingly flat management sim with not a whole lot actually going on. At least in terms of what the player can practically influence the game feels fairly inconsequential. There was a whole lot of potential for the concept and the devs clearly have shown the chops for it in their previous titles. It's not that I wouldn't recommend the game but it's a hard sell for \$15 because while the atmosphere and general immersive nature of the game are top notch it's certainly surprisingly dry and lacks much variety. A wishlist and buy on sale kinda game.

Also the trailer has camera angles/movements that don't exist in the game, which is kind of a bit crap. You can barely see some of the horrors effects in game.

I personally did a pretty extended look at how the game actually plays out here if you're kind of on the fence. <https://www.youtube.com/watch?v=mViqk89YRVI>. The Age of Wonders is a terrific series with great turn-based strategy gameplay. The campaign mode in this game is terrific, considerably better than most of the newer turn-based fantasy titles.

Well worth the purchase.. Nice arcade flashback type game, liked it very much. It is short so dont expect to much . fun.. Hands down one of my fave games on the Vive, sadly limited in only having 3 levels - but each is of a decent length and for the average player will take a chunk of replayability time to get through them on Normal difficulty. I wish it was a longer game and had more enemy variety - but even saying that I still think this is one of my best purchases. Its essentially VR Time Crisis - in every positive way imaginable :) If you loved Time Crisis 2 in the arcades as much as I did, this will be sooooo your type of game ^^.

I've played this game through from beginning to end approximately once every year or two since 2001. I used to own it on 3 disks, then got a digital version, and finally got the Steam version to better play it on multiple computers. I love this game and keep coming back to it because it's just that good.

The Good:

+ Extensive party customization. There are tons of race and class combinations, but even beyond that there are choices to make regarding which weapons to specialize in, which spells to learn upon level-up, etc. The game is different every time I play.

+ Surprisingly good voice acting for 2001. And the way you talk to NPCs is very free-form. I learn new things each time I play.

+ Powerful Strategy. Customize the formation your party travels in, choose defensible positions for resting, bottleneck large groups of enemies.

+Replay value out the wazoo. Different enemies appear in different places, items are randomized, and there are a million ways to customize your characters. Plus there are mods out there to change the whole game if you do actually get bored.

The Bad:

- It's just a bit dated. That's it really. The graphics are poor, the world is small and parts of it are a bit empty. There is a large focus on combat rather than exploration, and the combat moves a little slow even for a turn-based game.

If you like tabletop RPGs that offer a lot of customization, this is a great video game equivalent. If you like strategy RPGs that make you think about how to position your characters and feature slow, methodical combat, you'll probably love this too. If you're nostalgic for old-school video game RPGs, this is probably one of the most polished from the 90s era.

It doesn't do a lot of NEW things but it does a lot of old ones really well.. I don't recommend this game

**v1.14 (8th Januar):**

**Changelog:**

- CUR AI improved (it no longer destroys its impulse receivers with massive overloading and builds them in a better way).
- Building area for Ixir powerplant now looks better.

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- Fixed a bug, which would cause a freeze when you play 2 singleplayer games in a row, with the second game having less AI players than the first.
  - CUR Virus special ability is now only allowed on military units and structures.

I know this is a small patch, but there will soon be another patch for some more map reworks and improving the Ixir AI..

**Multiplayer Fix:**

Hello everyone,

There was an fatal error, when connecting to any server, caused by an error during the network initialization. This bug should now be fixed.

(Note: The game still does only support local LAN multiplayer. Playing over the internet requires third party programs, which emulate a local network like hamachi or tunngle. Unfortunately not all games (including this one) work with those programs right away, please try the trouble shooting guides of those programs when encountering "Invalid IP" error from Intruder Alert first.)

Greets knittely

P.S. For those who used the temporary workaround, the "multiplayer" BETA branch does now not exist anymore

UPDATE 18.02.2018: there was still a small mistake with the multiplayer code, although it shouldn't have caused any bugs. I fixed it anyways, since some people still got some errors.. **v1.1 (1st November 2016):**

**Changelog:**

- New units - 6 in total (1 per faction). I'll let you figure out the details about them yourself. ;)
- Text Tutorials - There is now an extra Tutorial button on the main screen, leading to a new menu, where you can watch the video tutorials or have a look at text based guides for each faction.
- More Maps reworked - namely "alidacoast" "cintacoast" "glunaryplain" "incuracliffs" "olonriver".
- Small rebalances about the Ixir:
  - Titan HP reduced by ~15%.
  - Iquaros HP increased by ~10%.
  - Portal, spawn time for all unit types reduced by ~35%.
- Some menu backgrounds are a bit darker, so you can read the text better.

**Planned for next version:**

- Adjustable FOW quality (deferred)
- More map reworks.
- Subtitles

Please let me know what you think about the new units! :)

And Have Fun with the new patch!

**5th November Hotfix:**

- Fixed a bug, which made shots fly through smaller units, which happened very often for the snipers.

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### 7th November Hotfix:

- Reuploaded server.exe, because it was missing on the last patch.. **v1.01 (25th July 2016):**

#### Changelog:

- Added Victory/Defeat message at end of game
- Added hint how to hide Victory screen
- Bugfix of campaign level 16

#### Planned for next version:

- Adjustable minimap size
- Add a button to start the server from in game

### . v1.15 (25th July):

#### Changelog

- Small Improvement to Ixir AI.
- "New units" can now be send through the portal in multiplayer ("new units" refers to the ones of patch 1.1).

### . Survey Results & Preview of Next Patch:

Dear Community,

it's been about a month since I started the survey. I got 30 results at this point and would like to share the results with you (If you still want to fill out the survey, feel free to do so. I will continue to read the feedback I get.)

### Survey Results: v1.16 (24th August):

#### Changelog

- Selecting units in an area is no longer limited to military units only. If you draw a rectangle and there are no military units inside, then a civil unit in the area will be selected. (In otherwords, you no longer are forced to click on your building units, you can also select them now with a rectangle.)
- Fixed missing file bug in "Sniper" challenge
- Automatically selects first level when starting the campaign (comfort change for new players)
- Music is now a bit less loud.

### . Survey:

Dear Players,

it would be really nice if you could fill out this [survey](http://survey[frudelsoft.typeform.com]) about the game. It will only take 3-5 minutes and is going to be an essential part for future development.

I am thankful about every single answer I get!

Greets knittely (Frudelsoft Developer)

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