The Evil Within Activation Code

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About This Game

Developed by Shinji Mikami -- creator of the seminal Resident Evil series -- and the talented team at Tango Gameworks, The Evil Within embodies the meaning of pure survival horror. Highly-crafted environments, horrifying anxiety, and an intricate story are combined to create an immersive world that will bring you to the height of tension. With limited resources at your disposal, you'll fight for survival and experience profound fear in this perfect blend of horror and action.

STORY:

While investigating the scene of a gruesome mass murder, Detective Sebastian Castellanos and his partners encounter a mysterious and powerful force. After seeing the slaughter of fellow officers, Sebastian is ambushed and knocked unconscious. When he awakens, he finds himself in a deranged world where hideous creatures wander among the dead.
Facing unimaginable terror, and fighting for survival, Sebastian embarks on a frightening journey to unravel what's behind this evil force.

KEY FEATURES:

- **Pure Survival Horror Returns**
  Shinji Mikami, the father of survival horror, is back to direct a chilling new game wrapped in haunting narrative. Tension and anxiety heighten dramatically as you explore the game's tortured world.

- **Brutal Traps and Twisted Creatures**
  Face unthinkable horrors and cruel traps as you struggle to survive against overwhelming odds. Turn evil against itself by using the same diabolical devices against overwhelming deadly creatures.

- **Unknown Threats in an Uncertain World**
  Mysterious and wicked fears loom ahead in a world that warps and twists around you. Corridors, walls, doors, and entire buildings change in real-time, ensnaring players in a reality where threats can appear at any time and from any direction.

- **The New Face of Horror**
  Experience a disturbing reality as you try to break free from warped machinations that could only exist in the most horrifying worlds. Defeat insurmountable terror and experience the ultimate thrill by discovering The Evil Within.

Title: The Evil Within
Genre: Action
Developer:
Tango Gameworks
Publisher:
Bethesda Softworks
Release Date: 13 Oct, 2014

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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: 50 GB available space

Additional Notes: It's worth noting that the 50 GB of space required is for the PC install. When the installation is complete, the game will take up ~41 GB of HDD space

English,French,Italian,German,Polish,Russian

ENEMY MORALE

TURN ORDER

Ghoul A	Ghoul B	Skeleton Hunter	Giant Horror Zombie	Ghoul Assassin A	Ghoul Assassin B
HP 181	HP 170	HP 192	HP 260	HP 176	HP 176
SP 10	SP 09	SP 14	SP 18	SP 11	SP 10

Jasper	Nuala	Leena	Galan	Horror Vision	Type: Ailment
76	208	336	41	Target's Speed value is reduced by 40% for the duration of the effect.	
SP 14	SP 24	SP 22	SP 08		

YOU FEEL WELL RESTED

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Excellent, very enjoyable survivor horror\/action game:
*Gun-play is really good but resource management is important as ammo in some areas is scarce
*Excellent set pieces and boss fights throughout the game
*Story is weird and difficult to follow at times, but the characters and voice acting keep it very interesting
*Good length campaign (13-15 hours)
*Game looks really good, however the camera control can be a nightmare at times
*Easily worth a purchase. I HATE EVERYTHING ABOUT THIS GAME!!!
1. Boss fights are ridiculously boring and not satisfying
2. Zombies or what the hell they are, I am just tired of killing these freaks every second of the game and they are dealing unreasonable damage even you are dealing with same one
3. The plot is just a gibberish
4. Even you upgrade nothing is changing (not really effective) another nonsense, too
5. This game is just a torture (checkpoints are driving me crazy when I am middle of the game it just restarts again when I die)
6. Not scary at all, I bought this game because it is an horror game but I haven't frightened at all. Horror parts are just a cheap tricks.
7. Load screens are freaking looong. It lasts almost 6-7 seconds and belive if you are playing this game you are going to die alot.

Those are my personal thoughts about this game and it is a relief that I can write my ideas about this game maybe I have flamed alot. Truth to be told, I regret every second I have spend while I am playing this pointless game.. The Evil Within is a great game and definately one for fans of the horror genre or who like puzzles mixed into their action games.

My full review is on my blog so I will keep this one brief. Feel free to check it out!
https:\/\/silencealive.wordpress.com\/2019\/05\/28\/the-evil-within-review\/

PRO
- The environments and architecture looks amazing and fits the theme well
- Being in darkness means just that, no fake lighting
- Transitions between areas are very creative and enjoyable to watch
- The story is great. It's told in small segments and found in collectables so look around for the full story
- Characters are interesting and enjoyable to be around
- The music fits the game really well, especially the safe room themes
- Puzzles and problem solving play a big role like good old survival horror games
- Lots of guns to use and upgrade
- Boss fights are varied, unique and require different strategies to beat
- No cheap, predictable jump scares
- Tons of collectables from keys, map tiles and achievements

NEUTRAL
- At the start you're slow and sluggish until you upgrade your skills
- Checkpoints aren't the most forgiving
- AI helpers aren't the most helpful
- Some puzzles require you to use your limited ammo supply (shooting switches etc)

CON
- During certain parts you are forced to move\/open doors\/use medkits slowly which takes ages
- Some filters can hurt your eyes (eg. a room that causes the screen to go out of focus)
- On occasion the camera goes really chose to Sebastian taking up a third of the screen
- Sebastian's jog animation just looks really strange to me
- Items in boxes randomise upon checkpointing
- Several bug like sensitivity issues, loading times and enemies clipping you but nothing game breaking
- There are so many enemies that can just end you in one hit despite full and upgraded health

Great game, deserves a play along with it's three story driven downloadable content packs.

7\/10. I died in real life while playing this game!. This is, hands down, the absolute worst game I have ever played.

I can't even be bothered to write a full review, because I've wasted enough time on this garbage already. The horror doesn't come from the visuals or the gameplay, but from the sh*ttiest writing and story, sh*ttiest game mechanics, and the sh*ttiest of game engines. Gotta love that id Tech texture pop-in on every camera angle change that brings back memories of RAGE back in 2011.

I got to Chapter 5 before I gave up. Here's half a dozen things that annoyed me:

1. "Use the mouse to look around" but don't actually do it because we're forcing the camera up anyway.

2. Let's open doors slowly because it's SpOoOoOoOoKy and repeat the same stupid startled animation anytime something happens.

3. Having to wait for the animation to finish before being able to grab the next stat upgrade.

4. Inching forward towards that trap to disarm it. Oh, Sebastian is just going to walk into it and die instead? Cool.

5. Stepping into bear traps that have inexplicably reset themselves after an enemy triggers it right in front of you.

6. Cutscene starts with Sebastian crouched in front of a bomb trap. Trap starts beeping when the cutscene starts, and when the cutscene ends, Sebastian dies immediately from the explosion because he's no longer crouched.

And that's where I Alt+F4'd out and uninstalled.

This game and its sequel are, in essence, watching Shinji Mikami jerk himself off in front a mirror. Enjoy all those throwbacks to his previous games (you know, the same ones we've been seeing since the PS1 era). They'll remind you how much better those games are and that you should be playing those instead of this clusterf*ck of recycled garbage.. Jackie Earl Haley (Freddy Krueger) voicing Ruvik is one of the best things ever

For everyone who wants to play the game with 60fps no Vsync:

Properties > set launch options > put in "+com_allowconsole 1" (without ") > start the game > press "insert" on your keyboard (It's located above your arrow keys) > the console will pop up and now all you have to do is put in "R_swapinterval 1" (Without " of course)

There you go! Enjoy playing with 60fps! :)