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About This Game

The Last Cargo is a atmospheric top-down exploration survival horror - where your road to independence leads through the hell of imprisonment.

About TLC:

The Last Cargo creates unique challenges and offers unconventional gameplay, requiring not only awareness and skill, but also invoking the need of deeper reflection.

The main theme of The Last Cargo is indoctrination, whose purpose is to control the way an individual perceives and evaluates reality. This issue was presented as an allegory, in a minimalist way.

The action takes place in a mysterious building with specific features, where many objects of your surroundings are randomized during each play, so that each subsequent trial to endure this nightmare is unique. Your goal is to recover autonomy and subjectivity for the eponymous cargo.

Main Features:

- Every game is different because of the unique randomising system

- Consequence mechanics influencing many additional factors in the game

- No hand holding - draw conclusions and learn from mistakes

- Optional permadeath and survival modes

- 18 perks, each with 3 stages of development

- 6 different endings, dependent on the player's choices

- 3 difficulty levels (but no easy mode)

Title: The Last Cargo
Genre: Action, Adventure, Indie, RPG
Developer:
Ehnenu
Publisher:
Ehnenu
Release Date: 13 Mar, 2017

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Minimum:

OS: Windows XP or later

Processor: Dual Core 2.4 Ghz or equivalent

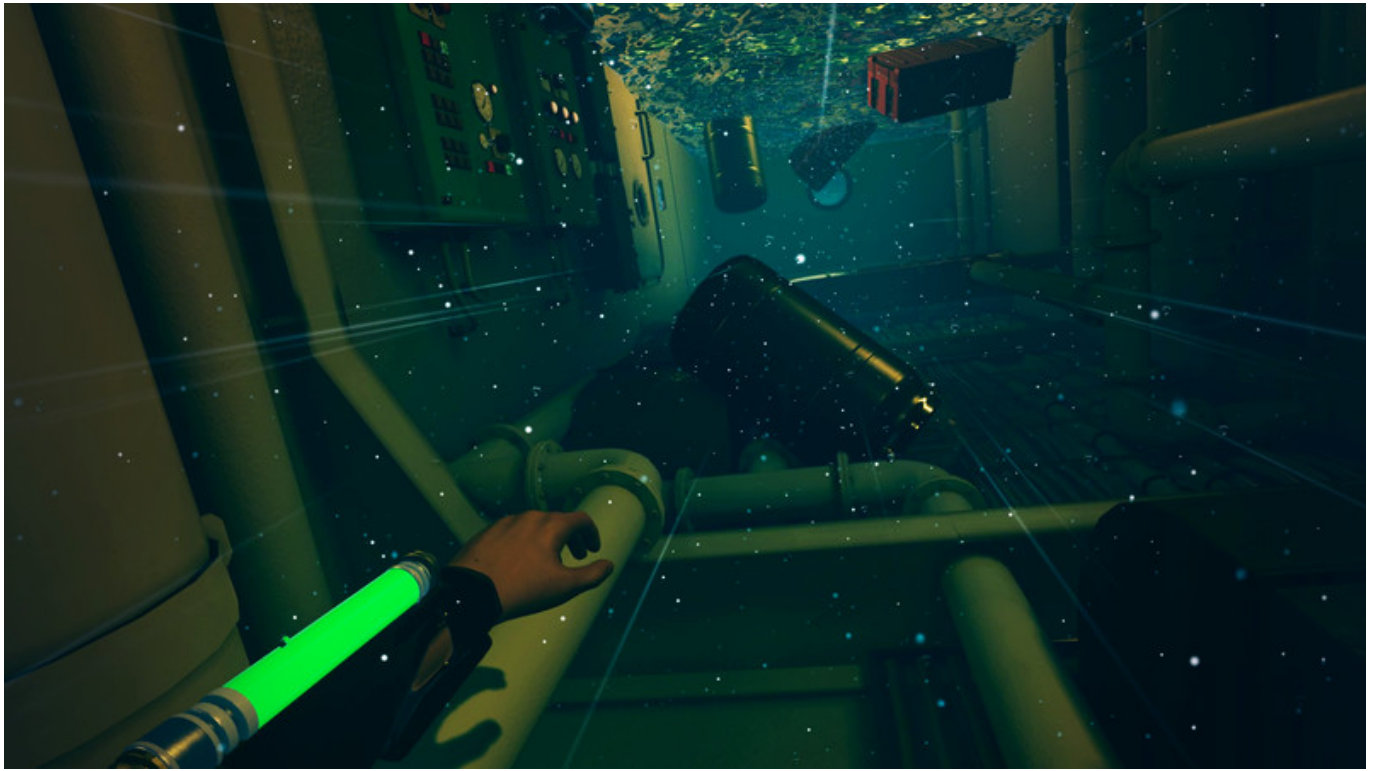**Memory:** 2 GB RAM
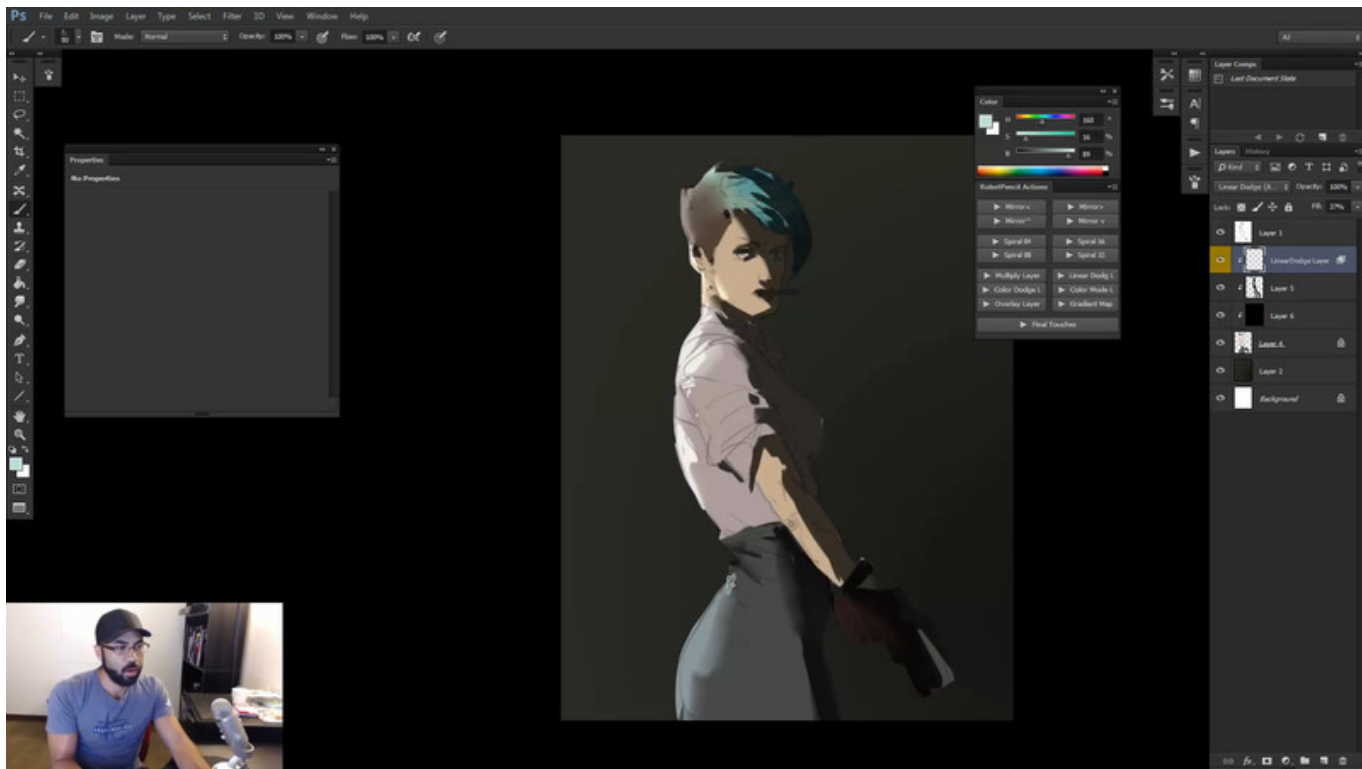
Graphics: 256 VRAM

DirectX: Version 9.0c

Storage: 400 MB available space

Additional Notes: Minimum resolution: 1280x720

English,Polish

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Interesting time/life management game.
Could use more content, but I guess this is what Early Access is for.
The engine seems functional so I don't think adding new content will be problematic.. Good game, i have a lot of fun playing this game.
It still needs some patch to become great game.. I played the game for some hours now and as Krystal Skies stated in his review the game seems to be in really EARLY access. This means there are areas that are obviously not in the final stage yet. But I guess this will be polished with the next updates.

The main feature that is missing is a step-by-step tutorial. It took me some time to understand how things work and what I have to do. However after getting used to the game dynamics it is a fun and challenging skrimish game.

The AI is tough enough to keep me almost every time loosing at medium difficulty (there is also easy and hard as option).

If you can accept that there is still some development progress going on (see Krystal Skies video) then you can have fun with it :). this game is an ancient shoot'em up and i don't just talk about the visuals but the gameplay as well.

however i had some fun playing it. the game was completed in 3 1/2 hours, not exactly brilliant but not shabby either.

but it's really a case of wysiwyg. if the screenshots make you want to hurl already then don't buy.. A great little retro platformer that feels like a cross between Megaman and Castlevania with a sprinkle of Zelda.
If you like Shovel knight, nice pixel art and tight controls then this game is definitely for you!. Hm. Didn't they promise...I dunno? MV support? Hm. Oh look at that. I could BUY, for 20 bucks more, ANOTHER program with MV support.

You money grabbing jerks.. Freedom Force vs. the Third Reich is an amazing game, if you like games such as Baldur's Gate, Neverwinter Nights, Icewind Dale, Arcanum: Of Steamworks and Magick Obscura, Dragon Age, Drakensang, Pillars of Eternity, Dungeon Siege, etc...
You'll love this game, if you love superheroes, you'll love it even more, if you love modding, creating your own heroes (in game and custom assets) and creating your own levels, you'll really love this game, also, if you love World War II stuff, you'll probably love it too, maybe.

They don't make games like those anymore, with freedom and imagination, nowadays, people are like "this game is so hard" while they're playing at normal or easy on an actually easy game even on highest difficulty.
This game isn't mainstream at all, you won't be seeing cinematics all day long, you play by yourself and enjoy the game as much as you want.

The game overall is pretty amazing, you can easily find mods that adds the Transformers, Marvel characters, DC characters, TMNT characters, even Star Wars, the Lord of the Rings, Saint Seiya and Star Trek characters, there's a lot on the internet, just look and you'll probably find what you seek,if you want to make something, you are free to do so, of course, it requires some experience with programs such as Photoshop/CorelDraw.

My only complaint is that the game would have been better if you had a principal hud where you would select your character and your mission and there would even be enemies to fight there, a somewhat big but not too big open world (hub).
So instead of starting a new story for a new character, you could choose any characters for the same story, get what I mean? If it

would have been like that, I'd probably give this game a 9.6/10 but since it is not the case, I'm giving it a 9.4/10, still a very good feedback as you can see, an amazing standalone game (expansion).

I'd suggest you to get both games and they are totally worth their full price, it's a steal at this price, they sell it for 5.49$ here in Canada, 8.79$ for both games, while incompetents such as Activision, EA Games and Ubisoft sells you their games for 80$ or even 130$ the "complete" (not so complete) edition when it's not even worth 20$.

I can guarantee you the bundle is totally worth at least 15$ as of today considering it's a somewhat old game.

9.4/10 - Go for it or else you'll be missing something.

And you should absolutely download the editor if you want to create levels.
And the Danger Room if you want lot of replayability.
There are also some other stuff you may want, just look on the Internet and you'll find what you seek.

This is, unfortunately, a bad port of a very interesting game. Animations and audio are broken all over the place, and in some situations, this can impede gameplay as cetain clicks wont register while a borked sound effect is attempting to play.. Man... PTOII for SNES was one of my fav games of all time. THousands of hours on that one no doubt about it. When I picked this up, I was literally overblown with joy with what seemed to be nostalgia from those days. Bugs though, man oh man bugs. Maybe not even bugs but unfinished\/poorly implemented concepts (like the battles. Not somethign about the battles, the battles as a whole. What a wreck) Many fantastic ideas, I loved the supply system in this game, the recruiting system, the ship and plane building system, and the base system. They should have focused on the strategy side as there is great promise there; in my personal opinion 1)The battles 2)The bugs and 3)The AI totally do this game in. A shame too, because it had some potential.. Update:

A few more notes I want to mention as I've played this game more.

I've spent a lot of time on the single player. It's fun to play for an hour or two at a time no problem. It may seem boring at the beginning, but like most other wave-based games, the waves get more difficult as you progress through them. And that's what keeps bringing me back. As I mentioned in my original review, it does get chaotic.

It's true that this game's local multiplayer is what shines. If you're looking for a local multiplayer game, then this is one I'd definitely recommend. If you want a game you can still play even once all your friends leave, then this game offers that. If you plan on never touching multiplayer mode, unless you enjoy facing wave after wave of enemies, this may not be your type of game.

Original:

I had a blast playing this game!

It's still new, so I understand the lack of online community. I'm hoping that changes, because multiplayer is a blast. I played local multiplayer at a local Toronto convention and even facing off against random people there was awesome! It didn't matter than I always kept losing. How can you not enjoy getting shot and then flopping around trying to annoy the person who shot you and stopping them from getting the win?

In terms of the single player, I enjoyed it. Yes, it is similar to most other games that have waves of enemies coming at you, but the projectile aiming gives it a different dimension. Maybe because my aim isn't great, but the sheer craziness of it all was great. Power-ups are very handy in the multiplayer arena, but they've still managed to include them in the single player to give it some variety.

This is definitely a game I'll continue to play. I can play offline multiplayer and single player, and as the community grows, I'll be playing more online.. A little piece of appeasement and happiness from very far already 2009.
I remember how I was a 9th grade boy and played a demo from CD of some game journal.
Thanks for giving me a chance to feel this emotions again.. Yea this is good stuff. The new faction and espionage system are both very good, I'm qute impressed. They both add new twists to the existing game without detracting from the existing features.

Highly recommended.. Its not worth loosing a perk for a pistol, but this could easily be solved by having a different weapon slot for the pistol. I'd hold off buying this DLC until the developers add a pistol weapons slot.

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