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About This Game

For the first time ever, The Master Chief's story comes to PC. Featuring Halo: Reach along with Halo: Combat Evolved Anniversary, Halo 2: Anniversary, Halo 3, the Halo 3: ODST Campaign and Halo 4, this is the definitive Halo experience.

Honoring the iconic hero and his epic journey, The Master Chief's story is brought together with a total of 67 campaign missions plus more than 120 multiplayer maps (including the original Halo Combat Evolved maps) and Spartan Ops maps. Now built for PC with mouse and keyboard support and up to 4K UHD and HDR, this is the collection Halo fans have been waiting for!

Title: Halo: The Master Chief Collection
Genre: Action
Developer:
343 Industries, Splash Damage, Ruffian Games
Publisher:
Xbox Game Studios
Release Date: Coming Soon

a09c17d780

Minimum:

Requires a 64-bit processor and operating system

OS: Microsoft Windows

Network: Broadband Internet connection

English, French, Italian, German



HALO
THE MASTER CHIEF COLLECTION
HALO 2 ANNIVERSARY
MULTIPLAYER

343
INDUSTRIES





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Version 1.2.5 Released:

Hey there!

Just wanted to let you know that the recent patch is for version 1.2.5 of Wrack. Here's what's changed:

- Fixed a sound initialization issue on systems in which the default sample rate is greater than 48000 Hz.

Thanks!. Wrack: Starfall Kickstarter Next Week!:

In case you haven't heard, we have some big news! We're making a new game in the Wrack universe, and it's called Wrack: Starfall!



We're launching a Kickstarter for it where we'll have all sorts of details about the game. Is it a first-person shooter or third-person orc dating simulator?! Find out when the campaign goes live next week on Monday March 28th!

Thanks everybody! This is going to be fun.. **Version 1.2.1 Released (and in the Humble Bundle!):**
Hey there folks!

We're happy to announce that Wrack v1.2.1 is here! This patch addresses some performance issues, fixes some bugs, and some other things. Here's the full rundown on what's changed:

- Made an optimization to reduce slowdown when objects are deleted from the world (like particles).
- Using the Hyperblade's finisher no longer disqualifies you from getting the "Katana-rama!" achievement.
- Reduced texture memory usage and got rid of some unnecessary texture files. This should reduce the number of crashes due to being unable to load certain textures.
- Improved the handling of setting your frame rate higher than your monitor's refresh rate when vsync is enabled.
- Added several new posters to E1L1 and E1FINALE.

- The Guardsphere now has a brightness map attached (meaning certain parts of it glow).
- Music/sound effect volume now default to 0.5.
- Aggregate lighting now defaults to off.
- Weapon camera movement now defaults to "reduced".

But that's not all! Wrack is currently a part of the Humble Bundle, and will be until May 7, 2015. We're happy to be a part of it alongside some great games like Freedom Planet and Brawlhalla! You can find the bundle here:

<https://www.humblebundle.com/weekly>

Thanks everyone! Hope you all enjoy some more  !. Wrack Turns One!:



Wrack is now celebrating the 1 year anniversary of its release! To celebrate, both the game and the OST are a whopping 75% off until Monday! Plus, we're doing a few more fun things to celebrate, like podcast episodes discussing the game and its development, a developer commentary playthrough of the game, and other fun things! Be sure to come hang out all week!

(This post will be edited as more things get done.)

Chat room:

steam://friends/joinchat/103582791434807552

Podcast episodes:

<http://gamedesignpodcast.finalbossentertainment.com/?p=110>

<http://gamedesignpodcast.finalbossentertainment.com/?p=112>. Version "To Be Continued..." Released:



[www.wrackgame.com]

The last of our biweekly updates is here! "To Be Continued..." adds the final chapter of episode 1, Hyperion Labs, along with **new music** and a newly **reanimated pistol!** Check it out for yourself in the trailer here:

https://www.youtube.com/watch?v=Xr3Px1YV_lc

Does this mean we're done with Wrack? Certainly not! We'll now be working towards our full release later this year, with new and polished content. We'll have more details soon. Stay tuned!

FULL CHANGELOG

- Added the **final level** of episode 1: Hyperion Labs! The level is complete; however, the final boss fight is not.
- **Reanimated the pistol!** The pistol is now more fluid, uses the updated hands model, and an updated muzzle flash.
- Added **new music** for E1FINAL, as well as its storyboard.
- Added the model for the guardsphere. Texture forthcoming!
- Added new sounds for Zombo! He should have all of his sounds now. Yay!
- Updated the smoke effects when weapons strike walls.

- Improved the shotgun walk animation.
- Added enough ammo to the Mechron/Oculus arenas to prevent them from being unkillable if you exhaust all of your ammo going into the fight.
- Made some sound priority tweaks. Music is now low priority (was lowest), and removed the veryhigh/verylow priorities.
- Made a fix to prevent you from falling through certain slopes.
- The left/right alt keys can now be used in bindings.
- Fixed an issue with newly spawned/given items' animations being out of whack until the game ticks.
- The updated weapons now trigger a holserting of the weapon if you try to fire them without having enough ammo.
- The weapon is now pulled slightly closer when crouching.
- Intermission no longer ticks while the game is paused.
- The ChangeToBestWeapon() weapon script commands now returns false if it can't find a suitable weapon to change to.

. Version "Look Into My Eye" Released!:



[www.wrackgame.com]

It's time for yet another awesome update! With this update, "Look Into My Eye", the Fusion Plant is now complete thanks to the addition of a **new level**: E1L7! Not only does it add a new level, but also a **new boss**, even more gore, and plenty more! You can

see a lot of this in action in the trailer:

<iframe width="560" height="315" src="http://www.youtube.com/embed/OZrnJEinr1s"></iframe>

FULL CHANGELOG

- Added a **new level**: E1L7! This completes the Fusion Plant.
- Added a **new boss**: Oculus! He is the boss for E1L7 (and slightly incomplete).
- Added new oil decals that spawn when robotic gibs strike surfaces.
- Added a new Hyperblade decal that appears when you slash surfaces.
- Added new music that plays during the Giggordo cutscene on E1L6'.
- Added the Oculus concept sketch to the gallery.
- Increased the damage output on Zombo, Gnash, and Giggordo.
- Giggordo's spike balls now properly rotate.
- Fixed a bug that resulted in infinite loops when restoring a quicksave in certain situations.
- Fixed an issue with kerning and colored text.
- Fixed a bug that allowed you to "gib" the crate traps and get a 50 point bonus.

. Version 1.2.3 Released:

Hey there!

As we gear up for Wrack: Exoverse, we decided to port some of its engine updates over to Wrack. Here's a quick rundown of what's changed:

- Wrack is now run in 64-bit mode. This may fix many technical issues people were having.
- Added the fullscreen windowed display type. This allows you to play in fullscreen without Wrack taking exclusive control of your display.
- Made a fix to the music multi-threading to prevent potential infinite loops.

Thanks, and happy  WRACKING!. Version "Zomboned!" Released:



We're back with another great update for you! "Zomboned!" sees the beginning of Zombo being animated by our new animator, along with decal fading, tweaks to the Oculus boss fight, even more gibs, and plenty more! You can check it out in the update trailer right here:

<iframe width="560" height="315" src="http://www.youtube.com/embed/BKC53ocCAWo"></iframe>
FULL CHANGELOG

- Began animating the E1L4 miniboss, Zombo! He's by no means finished, but there's been a significant amount of progress.
- Decals can now fade both their color and transparency over time. This has been applied to the missile and blood decals.
- Made numerous tweaks to the Oculus boss fight. It should be more interesting and more fair now.
- Added additional and improved gibs for the Arcturan soldiers.
- Fixed a collision bug that made it difficult to consistently get an extra boost from jump pads by holding the jump button.
- Added both a "Browse Workshop" and "Reset" menu item to the "Workshop Content" menu! This allows you to browse the Steam Workshop from within Wrack itself, and should you subscribe to anything new, reset the list and play that content immediately!
- Added background sounds for both the Recycling Center and Fusion Plant.
- Monsters now turn more smoothly.
- Players now turn more smoothly to face their view target.
- Monsters now turn over 15 frames instead of 8.
- Brightened the switch textures, pulse cells, and seek soldiers.
- Fixed a weapon rendering issue that prevented the outlines from reaching the edge of the screen.

-
- The QuakeAttack() AI script command no longer takes a screen shake amount argument. Instead, it returns true if the player was affected. DoScreenShake() can now be used to achieve the same effect as before.
 - Added the DoScreenShake() AI script command. It functions exactly like the weapon script command of the same name.
 - QuakeAttack() no longer tries to damage objects in range if the "damage" argument is 0.
 - hud_displayposition now displays the player's angle/pitch as well.

. Wrack Price Reduction:

Hey everybody!

We're pleased to announce that the price of Wrack has permanently been reduced from \$14.99 USD to \$9.99 USD. For those of you outside the US, this same 33% price reduction should apply to you as well. We hope this will lead to many more enjoying this game, and that this will help us bring you more in the future.

Thanks! Enjoy!

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