

# Destroy All Humans! (2020 video game)

***Destroy All Humans!*** is a 2020 open world video game that is a remake of the [2005 game](#) of the same name.

## Gameplay

[[change](#) | [change source](#)]

As with the original, Crypto can probe enemies and destroy human buildings in the 1950s.

## Development

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The game had heavily updated graphics, gameplay and sound including new voice clips by [Richard Steven Horvitz](#) as Orthopox.

## Reception

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The remake had mixed reviews compared to the original.

*This [short article](#) about [video games](#) can be made longer. You can help Wikipedia by [adding to it](#).*

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### ***Destroy All Humans!***

**Developer(s)** [Black Forest Games](#)

**Publisher(s)** [THQ Nordic](#)

**Director(s)** [Onurhan Karaagacli](#)

**Series** [Destroy All Humans!](#)

**Engine** [Unreal Engine 4](#)

**Platform(s)** [PlayStation 4](#), [Stadia](#), [Xbox One](#), [Microsoft Windows](#), [Nintendo Switch](#)

**PlayStation 4, Xbox One, Windows**

**WW:** July 28, 2020

**Stadia**

**December 8, 2020**

**Nintendo Switch**

**WW:** June 29, 2021

**Genre(s)** [Action-adventure](#)

**Mode(s)** [Single player](#)