
NEO Scavenger Torrent Download



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About This Game

NEO Scavenger is a game where you must survive in the wasteland long enough to figure out who you are. Each turn, you must decide where to go, how to scavenge for supplies, and how to deal with anything and anyone you encounter. And with each passing minute, the pit in your stomach grows, your dehydration worsens, your muscles tire, and your body temperature drops in the cold autumn air. Choose your starting abilities carefully, because they and your wit are the only tools you have in the apocalypse!

Features

- **Unique Setting** - Near-future, post-apocalyptic Michigan with local cryptids and folklore. And something else beneath the surface...
- **Turn-Based Play** - Take your time with each turn, and play at your own pace. Save and quit when you want, and resume later.
- **Permadeath** - If you die, that's it. NEO Scavenger is balanced around a single difficulty level: permadeath. Your save will be deleted if you die. So choose every action carefully!
- **No Grinding** - There is no XP in NEO Scavenger. No levelling-up. Instead, progress comes from learning how to play the game better, and using your strengths to your advantage.
- **Semi-Random** - Much of the map is randomized each game, including the location of ruins, creatures, weather, and

certain quest branches.

- **Sandbox or Story** - Search for clues to your identity, what happened, and who's hunting you. Or simply test your mettle against man and nature alike. Play how you want!
- **Abilities and Flaws** - Choose abilities and flaws each time you play. Different combos unlock different abilities and quest branches.
- **Crafting** - Extensive crafting system which allows for substitutions of similar items. Make a rifle scope from half a pair of binoculars, or a noise trap from a pill bottle and pebbles.
- **Desperate Combat** - Detailed combat with moves like "Tackle," "Lure," "Kick While Down," "Demand Surrender," and "Threaten."
- **Realistic Wounds** - Creatures have complex wound simulation, with multiple wound locations, infection, bleeding, and pain management.
- **Realistic Metabolism** - Hypothermia, fatigue, thirst, hunger, disease, intoxication, shelter...everything is tracked.
- **Realistic Inventory** - Complex inventory system with slots for holding, wearing, containers, and more. Fit items in grid spaces, and manage encumbrance.
- **Hex-Based World Map** - Navigate ruins, hills, forests, and plains in a hex-based map. Line-of-sight, elevation, and daylight matters.
- **Tracking** - Creatures leave their tracks and spoor on the map, which can be followed by others. Players can also hide their tracks.
- **Hiding** - Players can use hiding to avoid being seen while traveling the map, as well as during story encounters.
- **Hunting** - Trap small game for food and fur, or track and kill larger prey on the map for butchering.
- **Hacking** - Use hacking skills to unlock scavenged laptops, cellphones, smartphones, and tablets. Mine them for paydata, or snoop through personal files.
- **Foraging** - Search for edible plants and water, and use special skills to identify what's safe to eat.
- **Haunting Soundtrack** - Music composed by Josh Culler, specifically for NEO Scavenger, plays periodically, lending an atmosphere of loneliness and desperation. (Also accessible as mp3s outside game.)
- **Creature AI** - Wandering creatures go about their own business, hunting, scavenging, and hoarding. Morale affects their choices, and some will gang-up and cause trouble.
- **Dynamic Weather** - Temperature, rainfall, and night/day are based on real-world data for autumn in the area. If you live long enough, you may see snow fall.
- **Detroit** - Take refuge from the wasteland in one of mankind's last bastions of safety. Buy supplies, get medical care, and seek clues in a cyberpunk-styled city.
- **Trading Cards** - Collect NEO Scavenger trading cards, badges, emoticons, and profile backgrounds!

Title: NEO Scavenger
Genre: Indie, RPG, Strategy
Developer:
Blue Bottle Games
Publisher:
Blue Bottle Games
Release Date: 15 Dec, 2014

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English







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this game is so bad, unbelievably bad. will now be hiding it on my steam account XD

-nobody plays

-unclear what parts of the wall you can and cant climb

-no bots, cant play alone

-poor controls

-4 maps

-3 different game modes

how did this game get positive???. Huh. For a free game I'm actually thoroughly impressed. I picked this up thinking it would be the dumb usual shovelware for Vive, but considering it's free, it's not bad. Having taken only 15 minutes to beat, I definitely wouldn't pay more than 2\$ for it. However, the gameplay is surprisingly solid enough that if it were more than an hour long, I'd actually pay upwards of 5-10\$ or so for it, which really isn't bad. The game runs remarkably smoothly compared to many worse-looking VR titles, the action is nice and responsive, and I felt immersed in the action.

The game plays almost exactly like a classic arcade shooter. And I don't mean "arcade" like a steam "arcade" game- I mean this actually feels like one of the classic rail shooters that you play with friends at an arcade, paying tokens and being rewarded tickets. Surprisingly, very (VERY) few VR games actually take advantage of this type of game mechanic, clearly making the false assumption that it's not worth making it less immersive. The action makes you feel badass enough that it's borderline silly (similar to arcades- as long as you have good aim, you can see all the opponents collapse in almost an instant). Between the aesthetics, music, and action, this game feels *exactly* like a traditionalistic early 1980's sci-fi classic vibe.

There are only two cons that I'd say are substantial:

1. There are things that appear as fun, intimidating boss battles, of two kinds: A giant exosuit, and a powerful shielded knight. Apparently, the giant exosuit isn't implemented in the game yet, since shooting it immediately brings you to the next area without any fight. Although the shield knights would otherwise be badass, they go down in almost a single hit.
2. The reloading system feels a bit dumb. It's interesting- when you run out of ammo, a clip automatically appears in your non-dominant hand and you have to slap it into the gun. This actually feels pretty cool. However, seeing as how bare-bones it is, I'd rather just press a button. I like it when vive games let you use only one controller. In this game, you need to use the second controller, but solely for this one purpose that isn't even necessary.

Overall, I've gone on too long seeing as this is a free game. I'd say it's 1000% worth downloading and playing. It's not spam, and I promise that it actually gave me a wholeheartedly FUN experience for a solid 20 minutes or so. It doesn't even take up too much disc space.. Travel across the universe and save dying suns from extinction in this unique and challenging puzzle strategy game. You are the last hope to bring salvation to a perishing universe as you collect and deliver fragments of plasma using your omni-directional ship. Solar flares, asteroids, supernovas and force fields are just some of the challenges you will face as you pilot your ship through the intense heat of the imploding stars.. Blocks were definitely swapped.. Interesting setting and simple mechanics make this game a blast to play when you have an hour of spare time.. I tried some of this in real life and I can confirm it works.. Payed for it because I wanted an introduction, but just couldn't get the hang of it.. So fun!! No motion

sickness and games are all fun to play - I'm especially addicted to Artic Shuffle...

Loads of nice little touches as well like things to unlock with tickets and cans to drink. Recommended for a great VR time - it's even fun to watch friends play!. A MUST WATCH and buy

PROS:

- + The soundtrack, featuring rappers like MC Poh, provides a strong, steady beat, to match the chaotic rhythm of the epic gunfights and battle sequences.
- + Though the main protagonist is male, they sneak in a strong woman in Karina, who acts as a comic foil, yet is clearly independent and ambitious with her work as a streamer!
- + Some jokes push the envelope a little bit (Crude!) But they always do so with a purpose, and will leave even the marble man in "The Thinker" giggling.
- + Challenging driving and shooting mechanics. The weapon spread is calibrated fantastically!

CONS:

- Fat shaming. There's been too much fat shaming in games, and as a man who is a bit portly (but healthy), I do tend to take offence to these "jokes". Though our weight may be high, we make up for it in heart. Micro-aggressions and punching down.
- There are a few jokes about People of Size. PoS's like myself already take a beating in popular culture—why carry it on into the virtual world. "The Media" treats us bad enough.
- I wouldn't let my child play this game. I don't have one, but I'd start him off on an educational game first!

All in all, this game nails it. For the price, you can't beat it! Three dollars for a great work of satire. These Russians sure know how to make a game! Maybe I'll visit Moscow and ask them for some tips : -) (I'm working on becoming a programmer!)

Anyways, Loveing This Game.

9.1/10

A Dave 2003 Review

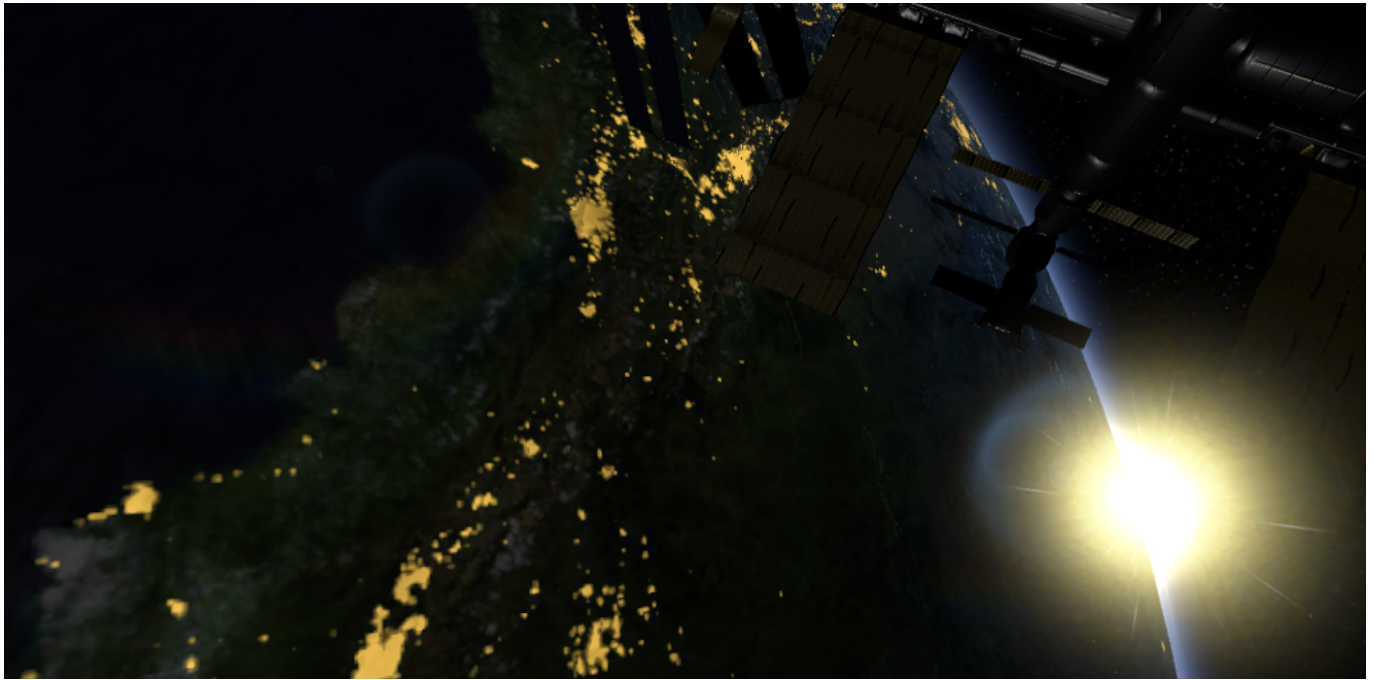
. I think this game is really boring. I can see how very young kids might like it, though.. I agree that the pistols shouldn't have been a perk but an alternate 'secondary' selection. As it stands there aren't many 'good' perks, but these are some of the least useful after you get any of the decent ones from leveling up.. Lost city usually fun place full of adventures , cant say this about City of Malathendra, there is nothing much to say at all, you will not find there beautifull backgrounds, alive animation,interesting dialogs.Game is very short, not challenge, the story dont tell us anything interesting.

It was said that this should be " a graphic adventure game heavily inspired by classics such as The Fate Of Atlantis and the Kings Quest series.", so it is not true, i dont undestand how this game can remind Kings Quest or like said other reviewer Monkey Island.It have nothing in common with such titles.

Even if it was made on some home engine, devs could make atleast something right,- walking mechanics is tottaly broken,noone cares about drawing at least something(backgrounds are some mess),character animations looks awful. So maybe there is some interesting story wich have to tell us something important, and no here too, it is very short and silly plus there are no challenge at all they could put in some pixel hunting atleast.Music is nothing special, just a random something.. Ever wondered what it would be like to play a generic MMO with no other players? Well, that's basically Numen.

UPDATE - 1.20:

During the past couple of months we've took into consideration the feedback from the community and worked on this patch adressing some of the concerns users were having.



Patch notes: **UPDATE - 1.22:**

Well guys, we've been working hard this last couple of weeks on improving this experience.



We've added randomization to the initial location of the ISS for each experience, and increased the speed of the EMU.

Hope you guys enjoy.

The Patagoniart Team.. UPDATE 1.1 - FIXED THE GRAPHIC PERFORMANCE.:

Well guys, we've managed to solve the problem that was causing all the horrible rendering, even on great spec pcs.

The experience should be stable by now, and running as presented in the trailer/screenshots.

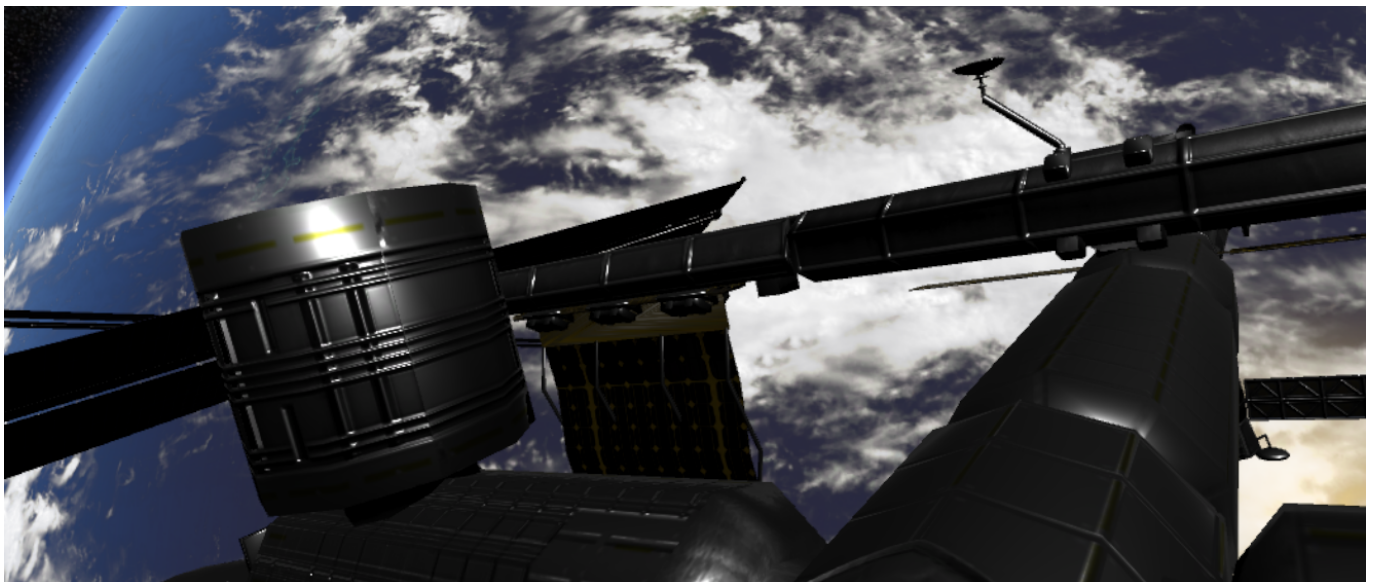


The experience real graphic settings

We apologize for the delay and thank you for your patience hoping you guys can enjoy the experience as intended!

The Patagoniart Team . UPDATE - 1.12:

Well guys, we've been working hard this weekend to improve the experience graphic settings and general rendering.



Here are the patch notes:

- Re-textured the International Space Station.
- Changed by force the graphic preferences for Unity, the game will now render on fantastic on every computer.

Hope you guys enjoy! 🌍

If you are still experiencing phantom materials after the patch (black materials) post a screenshot or a thread on the community hub.

The Patagoniart Team.. UPDATE - 1.03:

Well guys, due it has been some confusion about the experience mechanics, we've decided to make them more UI friendly.

Here are the patch notes:

- Added more information at the start of the experience. (Module menu scene)
- Moved the controller interface to the outter space scene, since it was confussing people regarding movement.
- Fixed asteroid fireball trail.

Hope you guys enjoy! 

The Patagoniart Team.

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