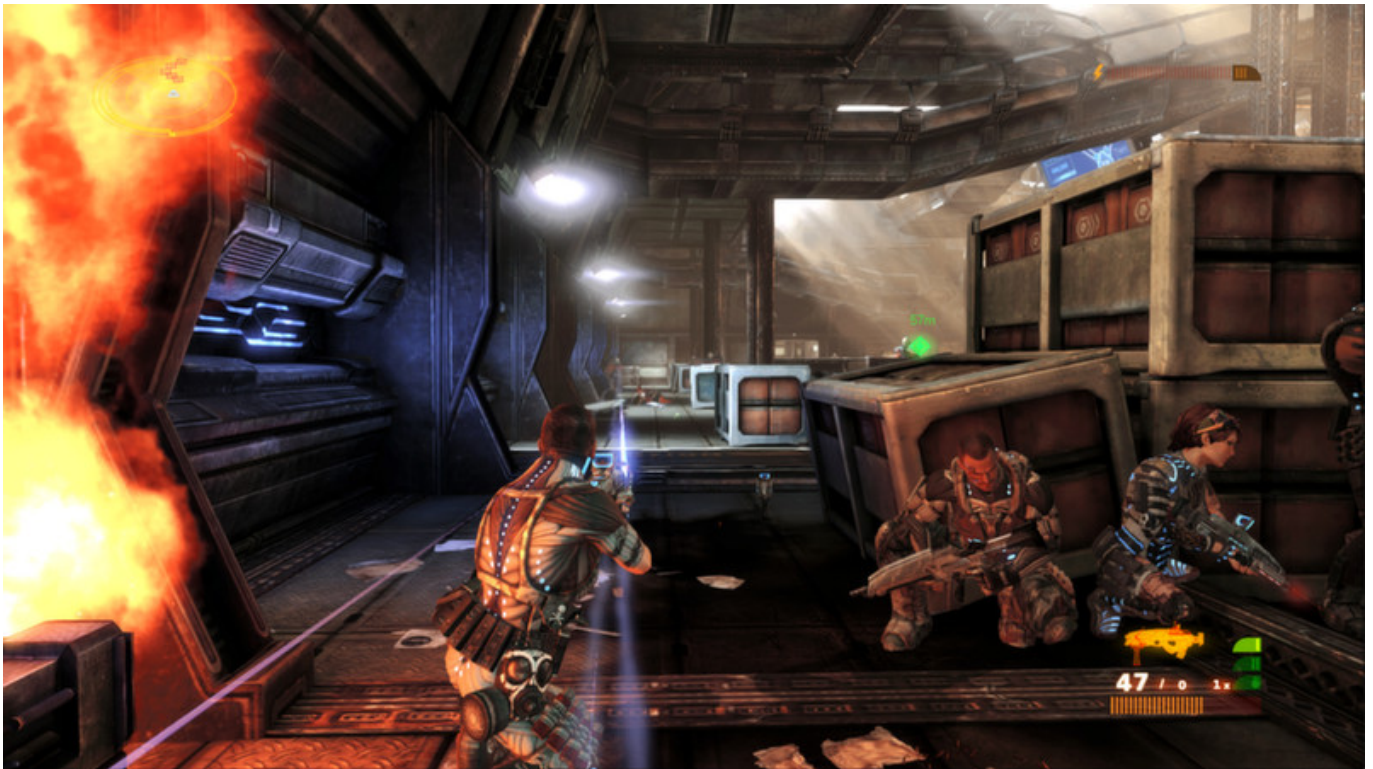

Scourge: Outbreak Free Download [Password]



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About This Game

The year is 2026 and the world is ruled from the shadows by the power-hungry Nogari Corporation, the creators of a powerful new energy source called 'Ambrosia'. Unknown to the world's population, Ambrosia is the product of research conducted on a mysterious meteorite fragment in Nogari's possession; something which they will do anything to protect. Only one organisation dares to defy and challenge Nogari Corporation: The Tarn Initiative - an anonymous group of anti-corporate saboteurs intent on revealing the truth behind Ambrosia and breaking Nogari's iron grip on the world.

"Scourge: Outbreak" puts you in the boots of Echo Squad, an elite group of mercenaries hired by The Tarn Initiative to deal a decisive blow against Nogari. While other Tarn Squads have been tasked with diversionary attacks, Echo's objective is the most important: First, to locate and rescue Dr Reisbeck, Tarn's double-agent inside Nogari; Second, to recover a piece of the meteorite fragment being kept deep within Nogari's laboratories. Utilize a devastating array of weapons and special abilities to crush everything that stands in your way, as you fight to discover the sinister truth behind Nogari's "Ambrosia" fuel technology.

Features a Co-op enabled Campaign for up to 4 Players, with full jump-in/jump-out support for easily joining sessions in progress. Experience flashbacks that only YOUR character sees, and figure out how they fit together with what your friends see!

All XP and Gameplay Perks earned in the Campaign stay with you in the 8-Player Multiplayer modes, where Scourge: Outbreak's fast-paced style of Deathmatch, Team Deathmatch and Capture-The-Flag rewards quick reflexes, itchy trigger fingers and constant movement! 5 death-filled multiplayer maps await you, offering the chance to continue the carnage between Echo Squad and Nogari Security Forces as they fight for supremacy of Nogari Island!

Title: Scourge: Outbreak
Genre: Action, Indie
Developer:
Tragnarion Studios
Publisher:
Bitbox S.L.
Release Date: 2 Apr, 2014

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Minimum:

OS: Mac OS X Lion 10.7.5

Processor: Intel Core 2 Duo Processor

Memory: 4 GB RAM

Graphics: Nvidia 8800GT / AMD HD4870 / Intel Iris graphics card with at least 512 MB VRAM

Network: Broadband Internet connection

Storage: 5 GB available space

Additional Notes: Keyboard / mouse or trackpad. Apple Magic Mouse and Trackpad users must remap the Aim control using in-game configuration, since those devices do not allow simultaneous left and right clicks.

English,French,Italian,German,Japanese,Russian,Hungarian







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Dear God do not play this alone. I'd even say ever, but I did not play this in Co-Op, so there you go.

No, really, the reason I start out this review this way is to glaringly point out how not only incapable but absolutely TERRIBLE the teammate AI is in this game.

There are games, such as RE5, where the AI can be made to function well enough given some adjustments. (in that case, give Sheva a bolt action rifle and suddenly she's a bullet preserving aiming goddess...)

Scourge's teammate AI has absolutely NOTHING to redeem itself. I know I'm beating on a dead horse here, but allow me to point out from what aspects the AI is absolutely failing.

- The AI often fails to spot an enemy, even if it's blatantly attacking them. This becomes blatantly obvious when the small alien critters come into play. They'll crawl next to your teammates, take a moment before leaping with their overpowered attack (get hit twice by it = down) and take out your entire team. That skill of theirs has no CD but it's impossible to miss. And the AI... just glares at it. It takes one actual downing before they'll even know it's there!

In other words, the AI is blissfully unaware of it's surroundings until it's almost too late to react on it. This changes when they are in cover. In fact, when in combat with other humanoids toting guns, your teammates are well capable if you babysit their positioning. Because if you don't... ohhh boy, they'll take cover in terrible angles (exposing themselves) and run from cover to cover just because their AI can't decide.

So a part of the game is against armed humanoids. You got your positioning worked out, you place the markers for your teammates...

- And the teammates don't always listen to your commands. You'll place a marker in one spot, and they'll take cover behind something you KNOW you did not intend for them to hide behind. Usually it's okay, cover is cover. But the game likes to throw enemies BEHIND you from time to time. So if your teammates don't listen to your planning, which would've accounted for this...

Well, then there's lots of reviving to be had, speaking of which...

- Your teammates are pretty incapable of being smart regarding Reviving. Let's bring the example of earlier back. A small alien critter has taken down a teammate. What would a smart AI decision be? Take down the critter, then help your teammate up. What do your teammates do? They go straight to reviving. Even if the same enemy is still right besides the downed teammate. In fact, any teammates that are not busy reviving will not AID the teammate coming to the rescue. No, they'll just... Mind their own business. It's really quite dreadful.

The one thing the AI does 'sort of' okay, is using their shield skill in tandem with reviving. Sometimes they use it when needed, sometimes they don't (while they really should). Stonewall in particular has a shield he can keep up while reviving, so he's

usually assigned as the designated reviver... or at least, so in my mind. There's no actual mechanic to assign him to this role, because...

- All you can do with your teammates is point at something for them. Luckily there's a way to pick WHO does what, but in general the only interaction you can do is keep your mouse on something, and context will decide WHAT they'll do. Unless it's a wall. A wall does not mean 'go there' for them. It just doesn't work. You need to point at the actual floor. Which makes pushing up a pair of stairs an absolute hoot.

So, let's summarize. Your teammates are terrible at shooting at enemies unless nobody is downed and they're not downed immediately themselves. They're pretty suicidal when it comes to reviving and there's little you can do to guide them other than force them at a spot, where they have free reign to decide what cover to use, and not the cover you meticulously picked as ideal for them. Got that? Alright, up to the next set of issues.

The Gameplay itself is... clumsy? I can't think of anything better. The guns that are not meant to be super strong, are super weak. The pistol is useless unless scoring headshots, and the Firefly (the Assault Rifle class, apparently) feels like a BB gun. Shoots fast and takes too long to damage anything, let alone kill even the weakest of things. The Raptor is a burst fire rifle with good enough DPS, and the shotgun is instakill at point blank and useless at any range beyond that. We're talking "right up in your face" range. No exaggeration.

For most of them, usage just does not feel good. And when the animation quality is laughable (just look at AMP sprinting, it's hilarious) it just doesn't help when the characters are absolutely boring as well.

Stonewall is what I assume the leader. He has a little bit of a potty mouth and a dumb attitude, Absolutely unlikeable and boring. AMP is the female-with-attitude because we certainly haven't seen that before... mind the sarcasm...

Mass is... a shotgun toting Scot/Irish/VI-can't-even-tell-anymore and absolutely uninteresting.

And Shade... is supposed to be sneaky? But the game doesn't really employ a stealth system so everything about him is... he's sneaky but enemies spot him immediately so... he's just really weak. Not to mention they advertise him using akimbo pistols but so far that doesn't seem to be a feature in the game. Apologies if it does come in later, I kind of gave up after a certain point in this game.

Every character has an AoE and a shield attack special skill. Largely, they're useless for how resource consuming they are, which only refills at certain tanks found in the game (no auto-regen) and for most characters these AoE's are awkward to aim.

Level design is in general made for firefights, Even in situations where you're only pitted against Aliens, which CAN and WILL crawl on the walls to maneuver their way around. I have to say, for how stupid your Teammates are, the Enemy AI sure is capable at killing them. Cover tends to mean very little unless you're holed down an actual corridor waiting for an Elevator to arrive.

The story? I heard some ridiculous leaps in some video games, but this one took the cake right from the start. Also, the tutorial doesn't seem to mention that your AoE (if ranged) has a fixed range. I was stuck in that section for 10 minutes until realizing that.

I have to admit, up until the Aliens arrived, the game was playable as a 'you could tough through'. But as soon as the critters came into play, only the cheesiest of cheesy tactics can work and not even always then. And, just to remind you, it takes TWO leaps from a mass of small critters to down you. If a teammate goes down, sure, the Player can cover the AI reviving. But if YOU get downed? Forget about it. Prepare for a slow and cringeworthy display of terrible AI that, one by one, come to revive you and find themselves downed by the enemy that's RIGHT BESIDE YOU. It takes actual geography to block an enemy for a revive on you to generally succeed.

Seriously, avoid this game. I know some people love playing games that are terrible, but this one just... it's not fun, not even in a laugh-at-a-bad-game kind of way. The only way this can MIGHT redeem itself is if you have a team of four HUMANS that know what to do in order to properly tough through this game. Forget about it on your own, you'll hate yourself trying to finish it.

Cripe almighty.. This is a really good game.I would highly recommend it.. Daft AI makes solo play frustrating.. Very good game, one of the best third-person shooters, excellent graphics with solid gameplay, a bit off on the voice acting and lip sync but i don't mind. 8V10. Great game!!

Pure action, straight to the point, co-op campaign, multi-player mode... What I like the most is its intense gameplay and replayability. It's what in my opinion a VIDEOGAME has to be, no more, no less.

Trust me, once you get the grasp of the special abilities and how to properly use the enhancements you get by leveling up your character, the overall experience is just great.

For those saying it's like Mass Effect, Gears Of War, etc, well, that's a lax and vague statement. Yes, it has features seen on GOW and Mass Effect like 3rd person view, firing from cover or checkpoint based maps, but saying it's a clone of a game just because it includes GAME GENRE or GAME CATEGORY mechanincs is just stupid. It's like saying Call Of Duty, Battlefield, or Killzone series are clones of.... eerm.... DOOM? Because they belong to the FPS category?? If you love 3rd person shooters, you'll love this game too, it's that simple.

PROS:

- Co-op campaign mode (even better with friends on max. difficulty).
- Lots of scenarios and special events.
- The intensity in the action of some chapters.
- High replayability: Once you beat the game, you'll love to replay it with what you have learnt.
- Great XP perk system.
- "Shade", one of the playable characters... he's just so cool
- Sniping!

CONS:

- Some enemies are too hard to beat down and this can get a bit frustrating at the beginning.
- Hard to find pvp games
- Could've had more remarkable differences among characters' abilities.
- There are moments in the campaign where the voice of Reisebeck telling you what to do next gets really annoying (he just won't shut up...)

My advice? GET THIS GAME, for its price it's well worth buying it!. Outbreak is a huge improvement over the original Scourge Episodes and, for the price, is a bit of solid TPS action. You can't easily get Gears of War on PC so this is the next best thing.

Problem is, it still has a long way to go. Guns feel weak because enemies are Gears style bullet sponges and guns have Gears style spray patterns, and some of this feels Gears-style just because that's what the devs loved and wanted to emulate. The shotgun may as well be a confetti cannon.

I can see where this might be fun in co-op, and it's not especially bad otherwise, but it just does not excite me. For \$7 worth of Unreal Engine shooting, you can have a good time, but I have so much trouble picking this over other decent TPSes.

All that said, I DO commend this game for not wasting your time. Precious little of it is scripted. It is quick to funnel you from room to room and give you loads of things to shoot. Very few other Gears-style shooters really have this focus, instead throwing QTes and cutscenes and slow-walking segments at you and too much other boring crap.

It is not quite fun enough for me to recommend, sadly, but it is still good enough that it is worth playing if you come across it or crave some co-op TPS action.. This is a pretty good Third Person Shooter with full story co-op and AI temates that are often more effective than human players.

It plays a lot like Gears of War crossed with Mass Effect Multiplayer and features a very good drop in drop out coop mode which has plenty of checkpoints to minimize frustration. A bit lacking in polish but very advanced and ambitious for an indie game. Feels like a steal considering the price.

A couple of weak points are the "magic" system which doesn't really seem to work though you can get through the game without using it and the fact that the ammo crates aren't universal so you will constantly find yourself dropping weapons so that you can pick up one which is compatible with the local ammunition boxes. This was probably added for realism but it is annoying and doesn't add anything good to the game.

Another weak point is the fact that the game directs you to use grenades on the first armored helicopter but later in the game, you face a second armored helicopter which has exactly the same design but is impervious to grenades (you can only kill this one by going upstairs and grabbing the special heavy weapon which will enable you to shoot it down though the game doesn't tell you this and even gives you a box of useless grenades as if trying to trick you into rage-quitting.)

Other than that though, it is mostly a good game. Be warned however, the ending is a cliffhanger. This game was obviously intended to have a sequel which was never made. I hope they make a sequel someday but I wouldn't bet money on it.. This is a really good game. I would highly recommend it.. this is basically one of the most generic third person shooters you can pay actual money for which isn't to say that it's bad but it is to say that if you're playing alone just look somewhere else because this game is very clearly meant to be played in co-op and constantly reminds you of that fact during load screens and chapter ends but if you do have friends with \$7 each then it might be worth looking into even though it's a little buggy. As many already know, this is a re-launch of the original game entitled The Scourge Project: Episodes 1 & 2. I enjoyed the first game immensely, but I knew how broken and bug filled the game was. But the developers have really worked hard because dang, this game is great. It looks ten times better, runs ten times smoother, and best of all, I have not encountered a single bug. Although I played through the original twice already, this one still feels like a fresh new game. They really did an amazing job at making an already fun game into something brilliant. However, the AI is still kind of dumb for the most part. Other than that I am beyond impressed as to how much this game has changed. For \$8 you'll be getting a solid single-player or co-op experience. I guarantee it. Plus the multi-player is really engaging and just an awesome time. I would totally buy this again. So do yourself a favor and purchase this game. I know you will have a great time.

Great game!!

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My advice? GET THIS GAME, for its price it's well worth buying it!. Generic cover-based shooting with generic plot and cliched carbon-copy charaters. Enemy and ally AI is just bad. There isnt much challenge, making enemies bullet sponges and spawning gorillion of them at once might make game bit harder but is just easy way out for developer.

- Co-op seems somewhat fun actually. If this game someday comes on steam sale, this might be worth to consider as no-brainer co-op spamfest. For single-player and for full price, I wouldnt reccomend it.

. Where to begin? I saw this on the Jimquisition, and thought, Hold on now, that's pretty cool! I bought the game myself, (The Ambrosia edition) and started it up. First let me say the Easy mode was alright, definitely wasn't easy with the Team AI forgetting to revive me, though granted for the life of me I could not revive them, even smashing the E key. Recommend an Xbox 360 Controller.

Granted I needed to tinker the game a bit to simply get through the easy mode (Cause I like playing for story and setting) but rest assured it is still a challenging enemy force, and the power conduit towers have triple health I bloody swear.

I disagree with Jim Sterling on that note, this game was actually very enjoyable, I liked the choose your character and the setting was vibrant. Though if you happen to keep the pistol (And it comes in handy) you'll need it cause jimmy-four legs is immune to rocket fire and I'm pretty sure only half the shotgun blast affects him.

I played as Shade, though granted as some will note the game does feel like it lacks length and really story depth, now I might play EP 1 and 2 to see more. But Nogari felt more like a backdrop than an acting faction, which ultimately undermines it.

Long story short I recommend it, its fun with it's enviroments, it's NOT a AAA title, and if they make a sequel I will be interested. But the drawback is the villain feels rushed and the story is anything but long which honestly robs it of being good. PS. Best hacking minigame EVER.. Scourge: Outbreak is a generic third person shooter that borrows its design from Killzone, Gears of War, Mass Effect and Dead Space.

That said, what it does it does well and the game runs on even older machines reasonably well. There's the "two weapons and grenade" weapon style that has become standard, and none of the weapons so far have been anything besides standard style.

Enemies are dull design wise but smart enough to blind fire from cover, charge when in groups and take cover or hide from you if you're advancing.

Squad AI isn't the best but they've never actively hindered me and if I do get downed they're quick enough to pick me up without putting themselves in danger.

The voice acting is okay, it's very 80s action movie so if that's your kind of thing you're in for a treat.

Graphics are servicable I can tell what things are even if textures can be a bit muddied.

Also the game was free because of owning the original episodes now pulled from Steam so the devs are really cool.. It's Scourge time! Genius strike from the devs to hand out a free copy to all owner of the original game.

I didn't think that this game would get a reboot but im glad it got one. The original scourge game had a lot of problems early on which ruined the fun for a lot of people. The multiplayer was really interesting to play due to the fact that its third person with taking cover and stuff.

Scourge: Outbreak doesn't have those problems and really improved in many ways.

- +The graphics got updated
- +New and easy way to give all sort of commands to squad mates (KI)
- +More details to the story
- +KI got fixed

It looks pretty fun and I can't wait to get into some dirty multiplayer matches and hopefully playing the campaign with some cool people in coop. Let's get into this!. Outbreak is a huge improvement over the original Scourge Episodes and, for the price, is a bit of solid TPS action. You can't easily get Gears of War on PC so this is the next best thing.

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It is not quite fun enough for me to recommend, sadly, but it is still good enough that it is worth playing if you come across it or crave some co-op TPS action.. I remember back when The Source Project ep1 & 2 were out couple years ago and honestly, it was simple cover shooter with a focus on multiplayer.

While the original game was pretty buggy, this version attempted to revamp the game while essentially following the same campaign, while a bit balanced. It's been a long time and the game's online players are pretty much all gone and moved on, but the campaign is worth trying out if the genre is your kind of thing and like to play different characters with different powers.

The price for the game has dropped considerably, so it's worth giving it a go.. It's Scourge time! Genius strike from the devs to hand out a free copy to all owner of the original game.

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