Scourge: Outbreak FULL

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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 5d3b920ae0

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

Minimum:

OS: Mac OS X Lion 10.7.5

Processor: Intel Core 2 Duo Processor

Memory: 4 GB RAM

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

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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. While it has all the elements of a functional cover shooter with a team, its poorly executed design in just about every aspect of the game, along with rough controls and extreme repetition, really kill this game. It looks like it could be entertaining, but after a few hours of the same, linear thing over and over that feeling turns to boredom.. This is gonna be a long review I think. I only played this game for a little under two hours and I know I should give it more time but I honestly can't. When I got two copies I thought it just be a fun game for me to play with my friend since we were having some trouble finding co-op games to play. Our options were pretty limited because I have a computer built for gaming and she has a laptop that can handle plenty of games but not a lot of new big name titles or older ones for that matter. I found the game to be functional if a little dry and overdone. I know a lot of people don't like the third-person covered based shooting concept that's gotten into a a lot of games these days. I honestly don't have that much of a problem with it because most games that do it find at least one mechanic that makes a little unique. This game didn't really find that unique point, and although I'm not sure what they could have done, it still makes the gameplay bland. Still in the time we played I was having fun. There's always a lot of baddies to shoot and that's always fun. But the powers each character has aren't that interesting and are at times kind of hard to use, at least in my experience. I can appreciate that they tried to make the story aspect compelling and it wasn't too bad for a game like this. It was simple, I didn't have any trouble following it, and it wasn't that silly or ridiculous. Still, pretty dry though. What killed the game for me is the voice acting. It is absolutely horrible. Combine that with the fact that the personality and backstory they tried to add to each character was never seen in gameplay that well and confined to a text box, it was impossible to relate to them or find them the slightest bit appealing. In terms of graphics, I also found it boring. The enviornments are akin to that of many 4 player co-op games I've played like Borderlands 1 & 2 and the character design is just.awful. The four leads are some of the ugliest main characters I've seen in gaming. That's my detailed analysis though. In my broad opinion if you're looking for something simple and shooty to pass some time with after exhausting all of your other co-op options, give it a go, but I can't recommend it as a co-op game that's engaging, can make each player feel like they can relate to their character, find an identity, and invest a lot of time into.. Daft AI makes solo play frustrating.. 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.. Good COOP-TPS with a cheesy B-movie style story. Multiplayer was stable and also the deathmatch MP was good. Recommended.. The team AI is my biggest complaint, I've had to restart plenty of missions just because they decide to all stand on a grenade and leave me unable to revive them before getting killed. It's made me give up on it a few times, but this isn't that bad if you're really bored, I'm sure this is WAY better playing with friends (if you have friends which would not find this boring) Story isn't anything original or unexpected, cobbled together typical archetypes, a leader, a big tank with a heart of gold, an edgy mysterious loner, and the obligatory strong female to make people happy. Second biggest complaint is the couple of bosses where you have to throw grenades at aircraft, you have an infinite box of grenades and have to just keep throwing them and hoping the aircraft is near enough when they explode (not just up to timing your release) while guns do nothing, which doesn't make a whole lot of sense. You can't throw grenades very far and it seems like a cheap way to make battles longer and nothing else. Worth getting in a bundle I think, you could do worse. Probably really fun with others but not in my single player experience [update: after beating

the campaign, it has an extremely unsatisfying "conclusion", if it can even be called that. Some of the worst writing I've ever seen. Not the fault of any of the other artists working on this, I think they did a great job, but the story and actual gameplay are terrible.. I really enjoyed this game. The action is exciting, the game looks good and plays well, and I haven't encountered any significant bugs. There are a few annoyances, such as that the save checkpoints are sometimes too far apart, there is minimal diversity in weapons (and the gatling gun is pitifully weak), and the AI can be immensely frustrating (e.g., not picking you up when you are incapacitated). But, overall I enjoyed the game and recommend it to anyone who likes third-person shooters.. 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.. Graphic and gameplay is good, but crash a lot in my Laptop. But good game though!!! Luckily I can buy just 2$ from indie gala.

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