Congo Download]

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About This Game

You and your friends are stuck deep in the Congo jungle, hunted by packs of demons lurking in the darkest areas. Light is your friend in this hostile environment. Scavenge 5d3b920ae0

Title: Congo
Genre: Action, Casual, Indie
Developer:
Big Red Eight
Release Date: 21 Mar, 2016

Minimum:

OS: Windows 7 SP1 / Windows 8 / Windows 8.1

Processor: 2.3+ GHz

Memory: 4 GB RAM
> MAYBE EVEN THE CENTURY!!!!!!!!!!!!! Fired this puppy up on my awesome highspeed laptop, cracked open a tall one. grabbed a handfull of POPCORN. and BAM. there i was. sitting in the lobby. alright i said. THIS IS GONNA BE one hell of a BULLRIDE! as the game loaded, i knew this was gonna be the game i have spent years searching for. and now "my" story begins. heard the soothing sounds of CRICKETS. silently chirping in the background. as a fire lightly snaps with unknown shadows dancing amongst this darkened island of INTENSE mystery. and AGAIN. CRICKETS chirping somewhat silently in the background. I SAID CRICKETS CHIRPING>> u2665u2665u2665u2665ING TO DAM LOUD . AUGGGGGGGGGGGGGGGGGG! Well, at least the crickets without a doubt fit this game PERFECT i tell ya. lets just say it was joined GAME. only me online. went from beer to several shots of "hair of the dog" waited half hour. still only me online. waited a week. still only me online. all i can say about that is. awesomely rated. I HOPE EVERYONE BUYS THIS GAME . a perfect colletion to go with all them other perfect EA games that are so promising in our steam libraries.. So boring, Jesus Christ why did I buy this game? Me and my friend died because one of themonkeys somehow pinned both of us at the same time.. Bad camera positioning - Weird gameplay

Update to UE4.8 and Progress Report : Hey Congo adventurers! We have been hard at work upgrading to the latest version of Unreal Engine and like all big updates in technology, it comes with loads of issues! The main issue we were facing was that the game would consistently crash on load. As you can imagine, thats a pretty big problem, but it took us quite a long time to narrow down what was causing the issue and luckily we've found it now and it's been sorted. This has stopped us from uploading new updates to fix some of the issues you guys have been experiencing such as the Steam Voice Chat issue where UE4 was blocked the Steam Voice Chat and limiting you to only the in-game chat which ended up not working. This has since been fixed. There has been some massive improvements to the navigation system in UE 4.8 that allows us to build the navigation dynamically with a minimal hit on performance. In the current version, the demons would get stuck at certain parts of the level that change

dynamically. This is no longer the case. We have also made improvements to the AI system which drastically improved performance and we've also made some changes to the aiming system which we hope make for a more intuitive experience, but we'll need your feedback on that when we hopefully publish an update this weekend!! Thanks for reading and your patience! We'll keep you updated on the release date of the next update.. Congo v1.0 Full Release on 21st March! : Jungle Survivors! Congo v1.0 (Full Release) will be available on Monday 21st March 2016 at 5pm GMT and the v1.0 release will come with a ton of new features, fixes and content. We will also be releasing with a 25% discount, so for those of you waiting for the right moment to give Congo a go, next week is a great time! Some of the new features to check out in the full release are: New Levels - Objective and Defense The release version of CONGO will have 6 Objective maps and 16 Defense maps. All new objective levels come with new achievements too! New Camera Angle After lots of feedback from you guys (and the introduction of our new tree hiding system) it has meant that we can adjust the camera angle to be lower, giving you a longer line of sight to see the demons coming. New and Improved Jungle We've added in tonnes of new jungle plants and trees and the whole jungle on every level has been completely rebuilt! Check out the difference: New Tree Hiding System Our new tree hiding system quite literally cuts a hole in the foliage to see around you, eliminating some graphical bugs we were encountering and also enabled a lower camera angle. New Player Progression You can now gain XP in a number of different skill sets that gradually improve your abilities such as run speed, attack speed and more, as well as being able to start each game with an array of items and weapons to give you and your team the edge the more experienced you become. New Weather System It can now rain in the jungle! The rain storms switch up the way you have to navigate and fight your way through the jungle. Hundreds of Bug Fixes and Tweaks We've plowed through hundreds and hundreds of bugs fixes that we have found and have been flagged you guys. We have also improved the AI system, control systems, menus and much, much more. More details will be available on Release day.. Rumble in the Jungle. : It's been a quiet few months on the announcement pages, but that doesn't mean we haven't been working hard behind the scenes. We're creeping up on the final release build and its full of cool new features and some totally re-worked systems. Firstly, the jungle has been completely re-made. We have added a number of new foliage and tree types that have made the whole jungle more atmospheric. Now that the jungle is higher and more dynamic we have recreated the bush rustling system in both sound and movement. You will be able to see the bushes rustle as you walk through them and when the demons are running through or lurking in them and the sound should more accurately identify where a demon is. Since the build where we introduced the foliage system and tree canopy hiding, we suffered from an issue where the screen and jungle would seem to flash when the player went under the tree canopy and threw up some weird graphical glitches where you could see rivers through the trees. This was caused because we changed tree materials to transparent when a player is under the tree canopy but had difficulty separating out a single tree. This whole system has been re-designed and have put the tree hiding inside the tree's shader, therefore removing the need to change any materials and the result is fantastic. This has also allowed us to be able to use Atmospheric Fog on higher altitude levels without horrible graphical errors. the result? A way more atmospheric environment. Those are just a few of the big features we've been working on as well as: - Dynamic weather system - Level based XP system - 3 New objective levels - 8 New defense levels - Hundreds of bug fixes! Closer to release, we will post out more detail on these separate features and all the work we've been doing over the last few months. .And a release date! Thanks for staying strong and we look forward to seeing you in the jungle!. v0.3 Released & 50% off! : Finally, v0.3 is here! .And to celebrate its arrival Congo is now 50% off for a week starting now! There's a ton of new stuff in this update, check it out and let us know what you think! Here's a little breakdown of the new stuff! New Objective Level A brand new Objective level - Swamp Basin is available to play right now. Find and break open the fuel store and power up the backup generator. New Defence Levels Four new defence levels set in the Swamp Basin. Protect the objective and survive for as long as possible. New Weapons M16 - A powerful and accurate rifle that fires in a 3-shot burst but carries a smaller magazine capacity compared to the AK47. It also has a flashlight strapped to the barrel. SPAS-12 - A semi-automatic shotgun that works well at breaking up large swarms of demons. Armed with flashlight it's the perfect anti-swarm weapon. New Achievements Six new achievements. Two objective based achievements and Demon achievements! GPS Update now points to Players The GPS now shows the location of your team mates. So now those honourable medics among you can track down a fallen comrade! Rare Species There are whispers of a few rare species of demon in the jungle. Collectors in markets will pay highly for their skins. Track down and kill an Albino and Brown-Spotted variant of the Demon! Dynamic Navigation The demon's navigation now updates at run-time which fixes a few issues where the demons wouldn't be able to cross certain areas of the map. Brightness Setting Added a new brightness system for those with dark screens. This option is accessible through the Options menu on the start screen. Demon Sounds Improved and added additional demon sounds for the scamp. Fixed Crate Issues Fixed weapon / ammo spawning issues that sometimes happened with crates. Re-assigned Toggle Names key on Gamepad You can now toggle Player names by pressing the Up button on the D-Pad. This used to conflict with Switch Weapon on Controllers. Improved Machete Collision The machete now works better when taking down Demons. Fixed "Panic" Crash Fixed a bug that would cause the game to crash occasionally when being attacked.. Congo Full Release Out Now! : Its finally here! The full release of Congo! Its been a long time in Early Access and weve transitioned out of it with a load of new content and fixes. Grab a copy today (with 25% off!), grab some friends and give v1.0 a go!. v1.0a Update : We have updated Congo to v1.0a. We have done a lot of bug fixes, optimisation and improvements to

AI and gameplay, including fixing the water from sometimes blocking bullets, to fixing some bugs that were being experienced when trying to unlock achievements.. 4 Pack and v0.2 News : Hello Congo-ers! If you haven't seen already, we are now (finally.) offering a 4-pack for sale! It has taken us slightly longer than expected due to the way these things are processed through Steam, but everything is good, ready and we're happy and hopefully so are you! Please go ahead and indulge yourselves! In other news, we are nearing the release of v0.2! Which has also been a while coming, but we have lots of new content, features and tweaks to unleash upon you all in the near future. We have mentioned that it will be available end of January, which is still hopefully the case, but it may be slightly later in the event that something doesn't go 100% right. On a side note, updates after v0.2 will be smaller but more regular. Since my last post on what to expect from v0.2, we have added a number of other features. One of the biggest has been the re-vamping of our jungles. Which as you can imagine, is quite a big task. Jungles shouldn't be much different to how they were before from a player perspective but from a technical point they are now optimised a lot better and are much (much, much, much) easier to place which basically means we can make bigger jungles - quicker. For anyone interested, we have switched from our own system to UE4's foliage tool which uses much more complex systems for dealing with large jungles. "Why didn't you do that in the first place!?" - I hear virtually nobody ask, but the simple answer is that we suffered some compatibility issues between our game and the tool, which has since been fixed by upgrading to a later version of UE4. It has also meant a re-shuffling of our collision logic which is reasonably time-consuming, but now done. So how's the rest of v0.2? We have increased the resolution of our lightmaps, so the shadows from everything should be a little more defined. Quite a small change but makes a surprising amount of difference. This, plus the addition of atmospheric fog (in later levels.) has meant the world is definitely more immersive. Although now demons run at you from dark, foggy shadows instead of just shadows. Which I think is rather nice for the nerves. We have also finished integrating a system to allow us different game modes. The first game mode to be released (in v0.2) will be titled 'Defense' and the current game mode is now titled 'Objective'. We have streamlined the Objective gamemode / map which should now make it more obvious what to do. We have basically stripped out all the fixable radio stations and replaced them with crates. We later intend to tie those areas into Steam Achievements to award the explorers among you. We felt that a lot of people were getting confused at what those radio stations did and thought they were vital to the main objective, but actually they were just there to give you bonuses such as more items, spotting and giving you waypoint markers. All those 'bonuses' have now been put within items instead. So for example, when you fix the transformer box by the radio mast - waypoints show up on screen. This no longer happens, but waypoints are now a feature tied into the new item - GPS Tracker which can be found dotted in areas that appear more inhabited by humans. The Defense game mode is slightly more simple. You and your team mates must defend one of these radio station points against an ever increasing onslaught of demons. It's a simple horde-style game mode but items, weapons and supplies must still be scavenged from the depths of the jungle. You and your team have to balance supply-gathering with maintaining the radio. Another very big addition to v0.2 is the introduction of our new demon type. Loosely named a Scamp. These demons are smaller and quicker but cannot physically kill you, instead they will swarm you, knock you to the ground and allow their bigger cousins to come in and finish the job while you are most vulnerable. I was going to show you all a screen grab, but I thought I'd not show it and leave it so that your first introduction is when it starts running at you (with its friends.). I hope you're all looking forward to v0.2 and if you have enjoyed Congo so far, then please leave us a review as we love to hear what you think! We apologise for the lack of players online currently. This is due to not having a particularly large player-base currently but it is constantly increasing and with our new updates, continued development and the gradual transition to Full Release, this issue should hopefully be resolved.. Update v0.2d Released : Hey jungle adventurers! It's been an eventful few weeks, but we are now able to say we have released v0.2d (as you can tell there were a few developer versions before this release.) Not anything huge with this update, it's mostly to pave the way for the next update which will be a content-rich one! Some of the updates and features of v0.2d: Steam Achievements There are now 13 Steam Achievements that you can unlock. We will be adding to these more and more as the game develops, but for now there are 13 to collect! Control Menu You can now view a list of controls accessible by pressing ESC or the "Start" button on Gamepad. Hopefully some of the more hidden functions will now be more obvious. Show Player Names You can now toggle to view player's names in-game by pressing Tab. Fixed Unlimited Drop Fixed a bug that meant that you could create infinite amounts of objects and items by dropping them. Updated GPS Updated the GPS to now only show the next relevant objective. Before, it would show all objectives based on distance, so would show you objectives that you couldn't access yet. Now you should only see the most relevant objective. Bug fixes and Optimisation Lots of little bug fixes and optimisations. In the next couple of weeks, we will be releasing v0.3 which will include a new Objective level and four new Defense levels, at least one new weapon, new Achievements and more! :)

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