Osiris: New Dawn Download] [key]

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About This Game

An uncompromising open universe space survival game that takes place during the year 2078. Explore the Gliese 581 star system and colonize its worlds of incredible wonders while braving the unforgiving dangers of space travel. We bring to you, Osiris: New Dawn.

Available Now In Open Beta!

Space travel, three new planets, huge graphics/performance improvements, and a lot more!

INTERPLANETARY SPACE TRAVEL, WITHOUT THE LOAD SCREENS

It's finally here! Travel freely from one planet to the next in your spaceship and explore the entire solar system! Absolutely no load screens after initial load. Travel into underground hives, explore vast planetary surfaces, fly into low orbit, and now travel through the vast reaches of space. Go where you want - it's totally up to you!

THREE NEW PLANETS

Now that we have space travel, we're celebrating by adding three new planets - each a completely different biome modelled and created using scientific data.

GEMINI - Gliese 581 G
One of the "Holy Grail" planets, Gemini is considered to be a Super Earth by scientists, since it orbits in Gliese 581's Goldilocks Zone. Gemini is a lush and beautiful planet with strange mysteries to discover
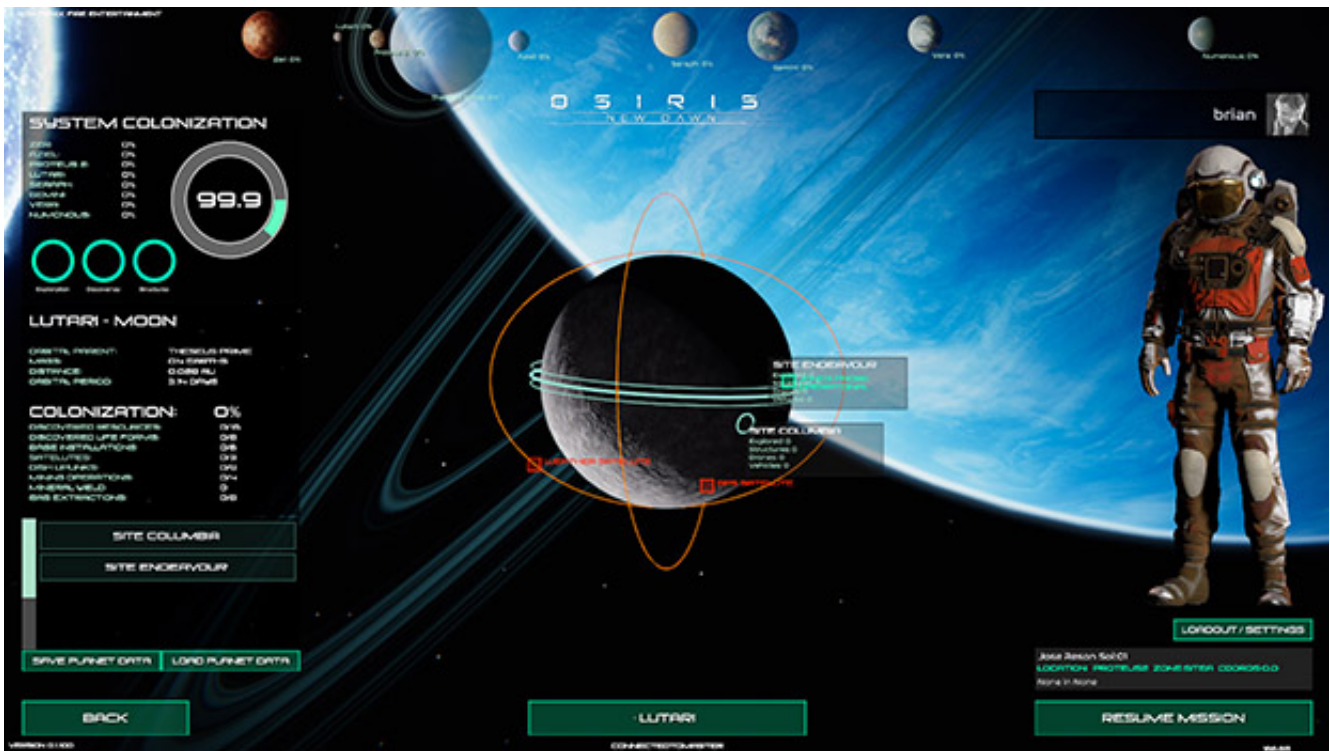
SERAPH - Gliese 581 C - Coming Soon
A hot Super Earth, Seraph has a dense, heated atmosphere and is steaming with life.

LUTARI - Shepard Moon of Theseus Prime 581 B
Sits directly at the edge of the gas giant's rings. Much like Earth's moon, Lutari has no atmosphere and it's low gravity makes simple traversal relatively easy.

COLONIZE GLIESE 581

The primary mode of Osiris: New Dawn is now considered "Colonize" mode where you must explore, discover, and colonize every planet and moon in the solar system. Set up drone mining lines, establish bases, and doc at each world in your space station, going planetside by using your space vehicles. Once on the surface harvest minerals, gasses, and plants in your bio farms, all while steering clear of the countless dangers of space in this new frontier. The Explorer Update marks the beginning of this mode, and will continually get more robust with further developments.

HUGE PERFORMANCE AND GRAPHICS IMPROVEMENTS

Massive FPS boost and complete graphics overhaul delivers a visual treat at super high frame rates, even with planets full of foliage, creatures, and trees. This is all possible due to refined shaders, materials, and Unity's new Post Processing stack. We've refined the camera systems, lighting systems, and terrain to achieve the highest levels of detail possible, all with lightning fast speeds.

UPDATED MAIN MENU AND PLAYER HUD SYSTEM

Since we're in the process of adding new Colonize and Mission modes, the Main Menu UI has been completely reworked to allow you to view and survey the solar system, as well as easily review your avatar and explore the available missions in Mission Mode. We've also updated the in game HUD and UI to allow for backpack review while traversing and while in vehicles, along with other countless improvements, fixes, and tweaks.

CHANGES AND FEATURES ON HOLD

We listen very closely to our players, and take into consideration all unique enquiries and feedback. Some features we've added during our time in Early Access did not resonate as much as others, causing these certain features to be currently on hold.

- SKILL TREE - Will be replaced by a new system that fits the subject matter closer.

- CLASSES - May come back in Creative Mode, but in order to make classes worthwhile would take the game in a very specific

direction, relying much more on character advancement and specialized class abilities. We're not confident that this would/has added to the game.

- PUBLIC PVP SERVERS - This is tough one - but we found that trying to explore a new world while getting attacked and shot at by other explorers does not fit the spirit and subject matter of our game. We like PVP, and are looking at other ways of including a PVP mode, possibly in a custom server option.

- MALE/FEMALE/SHAPE CUSTOMIZATIONS ON AVATARS - As much as we like these features, we chose to put them on hold in order to get the space travel and new Main Menu systems in. These will likely be added back in the coming updates.

- MULTIPLE AVATARS - Having a variety of avatars makes the upcoming modes a bit muddy, so we're exploring the idea of one astronaut avatar in the game - we're hoping this adds more value to your avatar and player progression, while also allowing for flexibility in your private universe by allowing you to play your avatar in any Mission or Universe. Depending on how this goes, we may bring back multiple avatar banks in Creative/Custom Server mode, which we would like to keep on our roadmap.

ROADMAP

The following features are at the top of our development list, most of which are coming along very well and just need to be added to our main development branch.

Craftable Spaceships, Rockets, Robotics, and Land Vehicles - The Laboratory will become a giant, fully functional crafting center which will create a variety of parts for high tech machinery. You'll be able to fully customize different types of spacecraft, land vehicles, and drones, all with specific abilities and properties to help you colonize the solar system.

AI/Combat Improvements - Creature grappling, smarter pathfinding, and stealth combat, have been explored and will be coming soon to make the combat in Osiris truly terrifying and visceral.

Solar System Creator - Customize your very own solar system, along with stars and planets, to share and play with your friends! Decide what minerals, flora and fauna, atmosphere, and creatures you choose on each planet, provided it works scientifically.

Other big features in development...
- Digging and Bulldozing
- Robust Locator/Map system
- Power Distributor, Gas Extractor, Satellites
- Deeply Integrated Repair System
- VR Support

As always we're completely open to your feedback as we really want to make Osiris: New Dawn the best game it can be! Drop us an email at houston@fenixfire.com with any thoughts or suggestions. You can also reach out to us on social media where we communicate with our players daily.

Title: Osiris: New Dawn
Genre: Action, Adventure, Indie, RPG, Early Access
Developer:
Fenix Fire Entertainment
Publisher:
Reverb Triple XP
Release Date: 28 Sep, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 | 64-bit OS
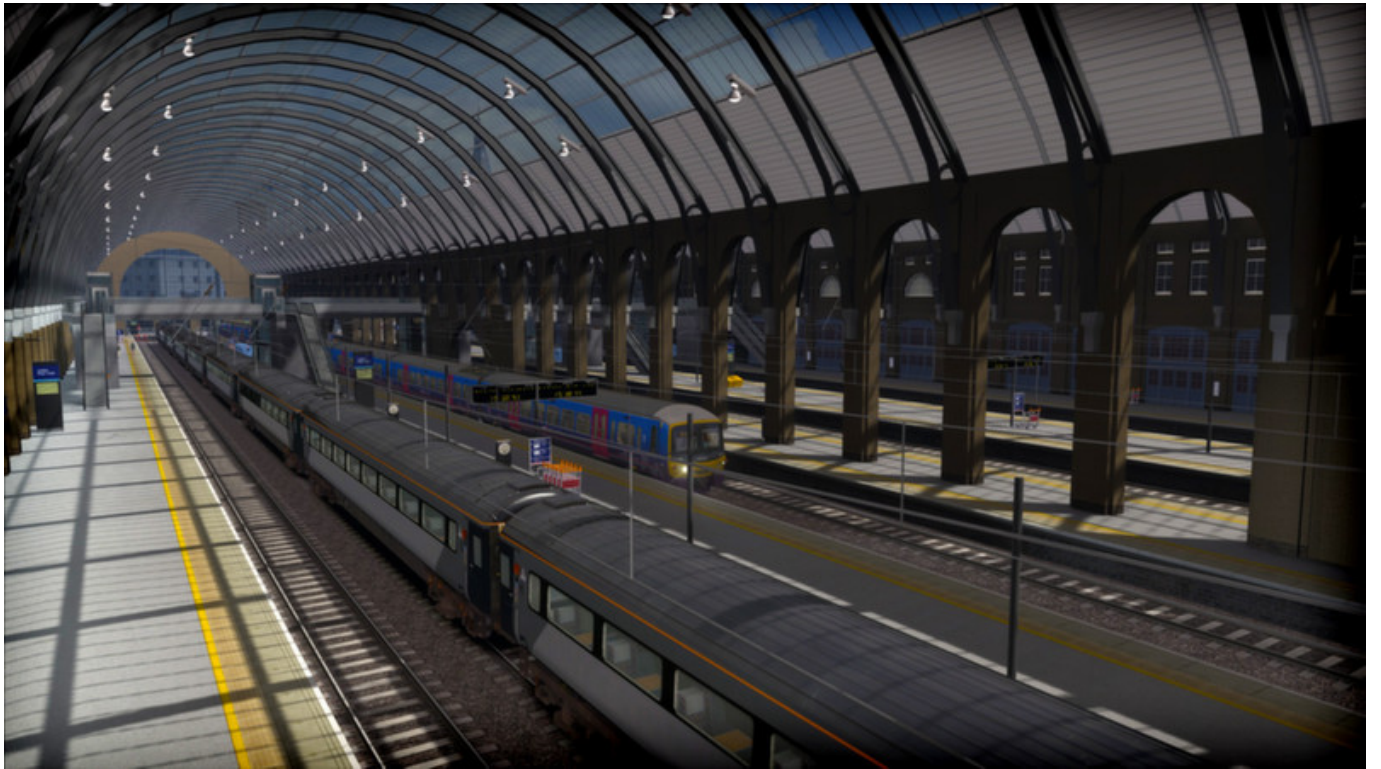
Processor: Intel i5 | 3.2GHz

Memory: 4 GB RAM

Graphics: Nvidia GeForce GTX 680

Storage: 5 GB available space

English

Alchemy	Agramed	HP 2,001	MP 0	AP 21
Transmutation	Kaelas	HP 980	MP 31	AP 15
Chemistry	Caelia	HP 867	MP 0	AP 1
Guard	Hiro	HP 1,107	MP 0	AP 2

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Super Jagua
Was expecting a jaguar
Main character is a dog

I'm questioning my life. It's not as good as the other H&D dlc but it's still okay. Get Black Edition instead though it doesn't have any bugs. You are all dumb.. very short and really random to the point of no common sense.. Not a bad game, but DO NOT USE WITH A CONTROLLER. You can't scroll enough to see the whole village, and the only way you can equip items is by holding a button, opening the menu, and then pressing the same button again. Deeply frustrating, but if the controls weren't bugged it would be a relaxing game.. Mind♥♥♥♥

2 gods down, 2 remaining. And here we are again, on the rain-slick precipice of darkness!
Part 1+2 (which you should totaly check out - they're fun) used a mouse-based rhythm-clicking battle system, where well-timed buttonpresses powered up your attacks or activated special moves.

Part 3 ditches this whole mechanic - including the graphics style.
What you get is a homage to the classic 16bit-rpgs like the older final fantasy games.
With full controller support, playing this thing is a blast. I never really got used to the keyboard+mouse-clicky-thingy in parts 1+2. Now you get a very traditional battle system, as well. ATB-style, party of 4, skills, spells, items.
Once again, enemies are weird or downright ridiculous (which is good), Job classis for your party are hilarious (which is very good) and the dialogue is over-the-top nonsensical (which depends upon personal preference - I found it well-written and immensely entertaining).

Should you play it?
If you like the old 16bit-games and dig this kind of humor, then yes. Yes, you should. Hell yes. Did I say yes? Seriously, though. Play it.. It`s not bad, but I wouldn`t say it`s entirely good. I liked the story and it had some interesting elements different from other HOG`s.

Playing on easiest is too easy. I finished game perfectly (with all achievements) in just 3 hours. I`m not really going for a challenge in these games - I mostly like to enjoy the story, but even like that I finish HOG`s avaregely in 4 - 5 hours.

Visually it`s good, not really much to say about it. But it`s very straight forward. You never have something in your inventory that you don`t need at the moment, but if you missed it you can`t get further. Everything revolves around 2-3 scenes at a moment. This makes the game kind of boring at times.

There`s not much to say actually. It`s OK game.. This review's not about the game as such, but the fact I can't even play it. I get to the new profile screen and the OK button (or whatever it is) isn't visible on the limited screen.
I recommend people not waste there time downloading this.. Potential to be the most incredible VR experience that has ever been! But it's not quick enoiugh to load, too much lag and skips for me. Though such an awesome concept that I will recommend this to everyone and anyone. Perhaps with more support this could be a mindboggling experience. This game fits in a weird niche, being both hard, somehow frantic, and yet slow and relaxing. Others have already described the mechanics of the game, so I won't indulge in another long review of them: this game is just intriguing. It nails perfectly the feel of having to deal with a real vineyard, the difficulty of mantaining a little business and the delicate balance needed to make a great wine. It's a difficult balance that for some may sound too hard or slow (you don't really start to improve your Chateau before years and years of GOOD wine..And a couple of bad years may destroy everything you've built), but if you want a good simulation game and don't care about a slow growth, this game is for you.

Performance wise, i have to admit the game is still not so great. Altough it is quite minimalistic and overall simple, it is *not* a game that manages to run on every computer. Still, the developers are listening and it appears they are tweaking and improving it. I am very pleased by the feedback I have received from them, it is not something you always get, even from small developers.. A cute little 8bit game themed around Halloween. I don't think there are too many games that are actually based around the holiday of Halloween. It's a standard platformer that gives you plenty of health so it's a little on the easy side. The pixel art is great! It gets me in the Halloween spirit with all the different horror themed stages and monsters. It's pretty short, but for $2.99 it's well worth the price tag. Plus, the developer intends to add another level or two.

Get this game if you want:
-A simple, short, and easy platformer with good pixel art and a quaint Halloween theme.

Don't get it if you're looking for:
-A really difficult and\/or long platformer or a game more oriented around actual "scary atmosphere" rather than just a simple Halloween theme.. Maybe get it on sale if you're really into hidden object games. Don't expect too much. Lots of bad English--misspellings, possible translation issues? Illogic past what's acceptable for the genre, like the poison gas another reviewer mentioned. Art is okay but nothing amazing, especially for Artifex Mundi-branded games, which tend to be quite lovely. Brave Giant seems to have just waved a hand and said, "meh, good enough." Hidden objects are sometimes easy to find simply because they stand out against the background art, like old cartoons where you knew something would move because it was drawn differently.

Worst offense: Multiple items in hidden object scenes that could respond to the keyword. E.g., "lion" wants you to click on the lion face, not the full-body lion art.. Reasonably fun. It's less of a game and more of a tech demo as you only get 6 different scenarios to play. Albeit a tech demo with graphics from the late 90s. (seriously, Descent 2 had better graphics) The story is non-existant, other than a couple cutscenes before each scenario giving the context and goals for the scenario. The controls are a bit finicky with roll and pitch on the mouse and yaw and accelerate on the WAD keys (no break or slow). I would have preferred yaw and pitch on the mouse so that the mouse controls where the reticle moves. Finally, it's a 1.2 GB download, what IS all that stuff? It's certainly not graphics...

All in all, worth a good hour or two of blowing stuff up. For $3, meh, though if you get it in a bundle (like me) or a steam sale for $1 or less, then sure, it might be worth it.

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