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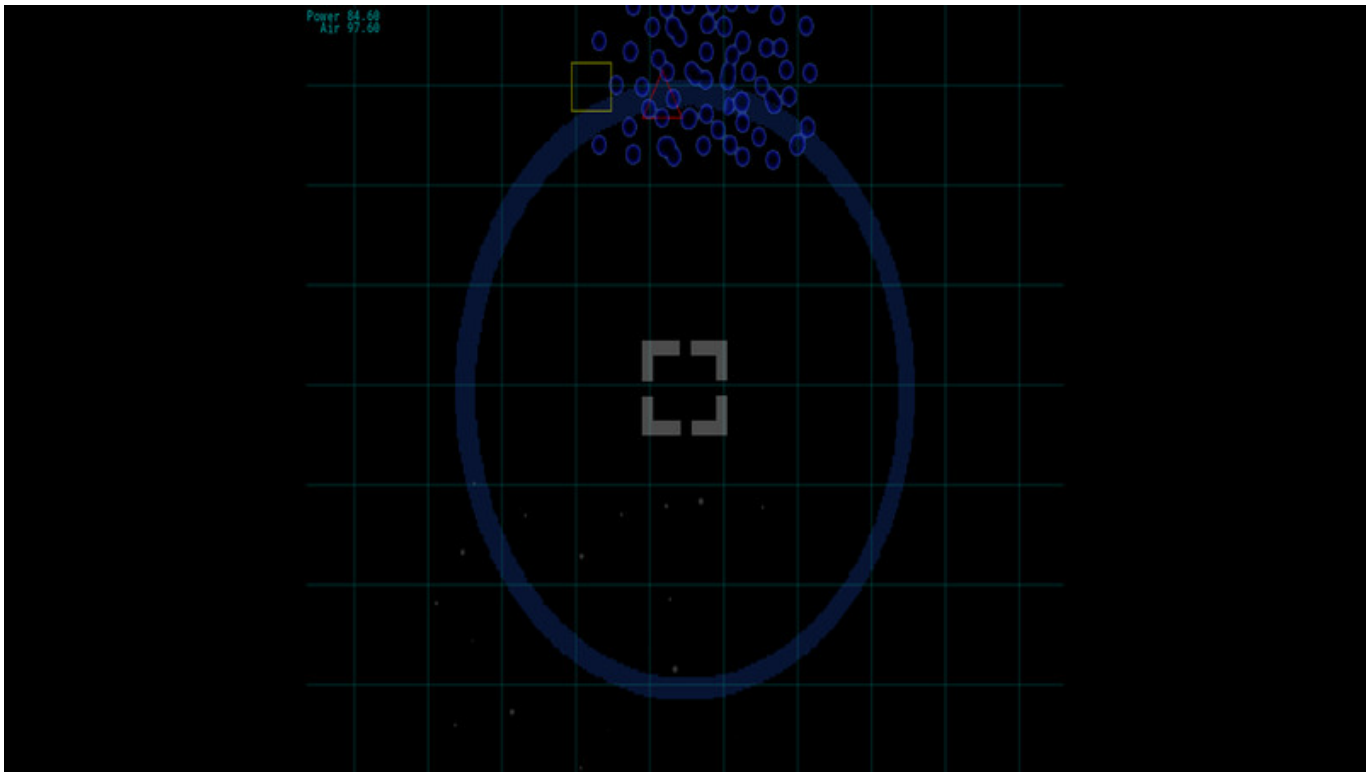

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About This Game

The Outpost Nine - Episode 1 is a Visual Novel/Point and Click hybrid game following the small skeleton crew of “The Outpost”, A lonely mining facility set on the small moon “Cobalt Paradise”.

While preparing the facility for the arrival of the rest of the Outpost mining crew, they accepted a distress call from a close-by freighter. While searching the freighter, they find two pilots, one horribly disfigured yet alive and only the remains of the other.

However, the pilot they bring into the Outpost turns out to be host to a bizarre and frightened parasite putting the crew in intense danger.

Gameplay

The gameplay switches between that of a visual novel through cutscenes and then into a top down point and click in gameplay. Actions in the game are chosen through a menu, in a similar style to Snatcher or Policenauts.

As you make your way around the facility, solving puzzles, you have to avoid the pilot. You do that by listening to the beeping of your motion scanner and when it gets closer, find a place to hide.

Title: The Outpost Nine: Episode 1
Genre: Adventure, Indie
Developer:
Benjy Bates
Publisher:
Sedoc LLC
Release Date: 27 Jul, 2018

a09c17d780

English

Score:256
5:38
Score:429
Revenged!
Hydrant Games
Albastard

Sojourner

the outpost nine episode 1

I love the direction this game is going. I love the gameplay. Thanks, Cant wait for more levels.. Super short, super fast, super simple. Fun. Just get to the edge of the screen as many times as you can.. Recomendado. Excelente.. A great MP game if people actually played it. they play pinball. EDITS***well i played for a few hours now and its been frustrating. didnt take too long to get the controls down but did get hard fast. I dont have much experiance in these types of games but am a fan of sid meiers railroad games. hopeful this game takes less of the time restriction off or have difficulty settings. looking forward to more of the last railroad standing type of game play.
looking forward to recommending the game just cant do it right now.

EDIT: after a recent update on 5\/29 the game is much much more playable, there are still some bugs where the big objective isnnt getting counted. Ive had some success with reloading the game when i notice it. Think there can be lot to improve on but so far the changes are great :) I would now recommend this game

To be very brief -> Love it.
Very fun point and click.
Good storyline, nice graphics.
The characters are fun.. Wow that Holographic Vision by Julius Horthuis !!!!!!!!!!. The first Zuma marked my gaming carreer. A fantastic game overall.. hands down, one of the best telltle games created. This game is far better than XFP3, This is fun!. My childhood was spent playing this game. therefore i have a special connection to the game... it is easy for the younger generation to play and understand. It consists of a few puzzles and a fair bit of fighting (nothing hardcore)

If you enjoy a game that has you fighting bosses and saving animals, then this is the game for you.

Creativerse R19 - Let's Go Shopping!:
We've got a treat in store for you today. Pun intended -- it's the return of the STORE! Not seen in the wild since last fall, the store is packing a few things you'll recognize, like fireworks and stained glass. There are also fancy new recipe packs. But the thing we're most excited about is a new feature called Blueprints.

http://steamcommunity.com/sharedfiles/filedetails/?id=477676397

Blueprints will make a master builder out of anyone by providing step-by-step instructions for building fantastic structures in your world. The best part is once you start one, anyone in the world can participate for an fun team building experience. This current version of blueprints is just the beginning -- we're planning on doing a lot with this system in the future, and we'd love to hear your thoughts about how you'd like to see it grow.

A word about store currency: we won't be accepting real money transactions until the game goes free later this year. Until then, there's a button in the store that will give you 10 free coins daily. Also, everyone will start with 200 coins in their account!

Lastly, we added two frequently requested features: 1) Sleep through the night! 2) Share stuff with friends by dropping items into special loot bags.

Thanks for your continued support and feedback, everyone!

New Features and Content. **Phew! - Free to Play - Objective Complete - Update Hotfix 2.0.2 Live Now**:
Hey there hackers....and agents...

Thanks for helping us go through the transition. The more people play the game, the busier we are.

Therefore, we are working on the game almost 24/24 to improve, fix and add new features.

Before going into patch notes I want to let you know that we now have a Thunderclap[www.thunderclap.it] campaign going on so that we can spread the word about the MINDNIGHT, together. With you help and dedication we can grow the game and improve it. Only with your suggestions and demands we can create a... cough... master-piece.

Also, we now have a Patreon[www.patreon.com] page as well, where you can give us all your money. For what? Well, you can received special flairs on Reddit and on our Discord[discord.gg] Server. And also, T-shirts and other goodies if you are really generous.

Now for our hotfix we have:

- Fixed an issue where Steam was thinking that the game was still running
- We know show players their local curreny/prices in the marketplace for Credits

- We have fixed an issue where micro-transactions were not working for certain player from certain countries and regions
- Fixed an issue where the Match History was showing defeats for games where, as an agent, was a win
- We deleted "Will", we will miss him

. **Patch 1.21 Released**:
The 1.21 patch for Steam has just been released. This patch addresses:

- bugs with player turns in campaigns
- bugs with battles turns not ending
- AI transports now retreat instead of forcing you to hunt them down if they don't stand a chance
- minor ui bug fixes
- game showcase videos can be closed by pressing the More Games button

Thanks for everyone's patience, I know that some of these bugs caused critical issues with the game so hopefully they will now be resolved.

The next update will make the other factions playable in single battles, and include a few other tweaks. Keep an eye out for that later this year.
. **Kingdom is 50% for the Steam Summer Sale! (Plus New Lands news!)**:
Couple of announcements: Kingdom is 50% off on the Steam Summer Sale right now! $4.99!

Exciting time to get on the game if you've been on the fence. ESPECIALLY since New Lands will be yours for free if you own the base game before New Lands launches NEXT MONTH!

We put up a blog post with new details[rawfury.com], and an actual stream of some of the new content can be seen over on our blog too.

XOXO. **Teaser for tomorrows stream - May 29th, 4 pm CET**:
Hi everyone!

Allow us to spread some buzz words for the stream tomorrow.

Gardening
Flowers
Greenhouses
Pigeons

One of them does not belong on the list. Find out which one, watch the stream!. **Achievements!! Patch 1.2.7**:

We unlocked Achievements!. **Penkura Patch 0.1.1.4**:
Dev-Com.
Patch 0.1.1.4 introduces new 3d interfaces systems, new satellite base map system, new buildable buildings and most of all system written from the ground up to prevent RTS related errors appearing on weaker machines.
Currently, all 3d interfaces (such as MMC, CCC, Computers, Tablets) are simulating detailed behaviors found in the real world.
Screens fully remember your last activity such as mouse pointers left in a specific place or last seen page.
These changes are not only made for immersion sake but also to prevent problems with interfaces not receiving correct mouse position and/or buttons not being triggered by the left mouse button.

And as always, for more information about the updates, progress and known bugs please join our Discord Community.

LINK ----> https://discord.gg/2ukYHQm

Patch 0.1.1.4

BUG FIXES:

- Door button won't activate in the storage room (in introduction level)

- Main Menu screen stays on the screen after load.

- Frame drop at the end of the crew quarters corridor.

- On rare occasions, the cursor didn't react on 3d interfaces if the game was launched in windowed mode (detected on Windows 7, not seen in any other OS)

- RTS UI stayed on screen if the player loads the game while being in the RTS mode.

- Tunnels I, X and T build hologram was placed inaccurately when hovered over "Bounding Arrow"

- Atmo. Airlock build hologram was placed inaccurately when hovered over "Bounding Arrow"

- Some of the sounds are not affected by the audio settings.

- Buildings on rare occasions didn't spawn plugs or stairs.

IMPROVEMENTS/CHANGES/ADDITIONS:

- Map System added to the project.

- The cursor on 3D User Interface isn't any longer System Base but rendered directly in the game.

- 3D UI based cursors will now stay on the screen where it was last left by the player.

- Every 3D UI is now on separate trace layer. (Player Input should never be ignored by any other collision or trigger)

- Interaction modification to all 3D based interfaces (MMC, CCC, Computers, Map)

- CCC stops and resumes stats calculation depending on if the player or bot is close enough to actually see needed information. (minor performance boost).

- CCC Bot preview graphical improvement.

- RTS Building and bot preview graphical improvement.

- Buildings plug system is rewritten from the ground up. (should prevent the system from not spawning correct plugs when no other building is connected)

- Render adjustments to object (building and bot) preview system (minor performance boost when previewing objects in RTS, CCC, Character View)

- Player Icon added to the map system.

- Map System is set dynamically by beacons set by player and ones already place in the game.

- Player Icon is dynamically set on the map based on Beacons location X and Y.

- The map can be zoomed out (if the tablet detects that the map is bigger than the screen printed on) and zoomed in.

- Visual update to the skybox.

- Karenos level clean up (slight performance boost).

- Introduction level clean up (slight performance boost).

- New points of interests added.

- Tunnel I Windowed, and Tunnel T Windowed added as buildable objects.

- Two new buildable blueprints added.

- Terrain collision improvement (Player now will be able to more easily enter and leave caves)

- Adjustments to game "on move blur" and to "distance blur effect" (for players that reported motion sickness)

- Continue button now appears only on the main menu level.

- Visual update to Atmo. Airlock build hologram.

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