
Outbreak: The New Nightmare Addons



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About This Game



Enter an unforgiving survival horror experience as you explore the abandoned, and now infected, city of New York. The hospital were just the beginning of the outbreak. As the infection spread across the city, local law enforcement fell quickly. You now find yourself trapped in a hellscape with only a few remaining survivors. Scavenge the environment for supplies, face off against the undead and do anything it takes to survive. You have only one life. Make it count!



Cross Platform: *Play co-op with Windows, Mac & Linux together!*

Beauty: *Experience the nightmare in beautiful high definition 3D.*

Film: *Fixed and panning camera angles bring the cinematic feel.*

Campaign Mode: *Attempt to escape the quarantine zone.*

Onslaught Mode: *Survive endless waves of the undead.*

Experiments Mode: *Bonus game modes and challenges.*

Classic: *Hardcore survival horror in an unforgiving apocalypse.*

Cast: *Choose from unique characters with their own attributes.*

Progression: *Earn XP, level up and customize each character.*

Friends: *4-player online co-op multiplayer featuring voice chat.*

Alone: *Play single-player offline in all game modes.*

Inventory: *Choose wisely, your inventory is dangerously limited.*

Destruction: *Numerous firearms, explosives and melee weapons.*

Replay: *Semi-random enemy and item layouts.*

Controller: *Customizable gamepad, mouse and keyboard controls.*

Worldwide: *Cloud-based multiplayer with region selector means no NAT issues.*

Title: Outbreak: The New Nightmare
Genre: Action, Adventure, Indie, RPG
Developer:
Dead Drop Studios LLC
Publisher:
Dead Drop Studios LLC
Release Date: 5 Jan, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows (7/8/10) 64-bit

Processor: Core i5

Memory: 4 GB RAM

Graphics: Geforce GTX 750 TI / AMD Radeon R9 270X

DirectX: Version 9.0

Network: Broadband Internet connection

Storage: 12 GB available space

Sound Card: Integrated

Additional Notes: Xbox One, Xbox 360 or PS4 gamepad recommended.

English

Scenario Selection

Campaign

Play through the story as you attempt to escape the quarantine zone.



Onslaught



Scrounge and survive as long as you can against an endless horde.



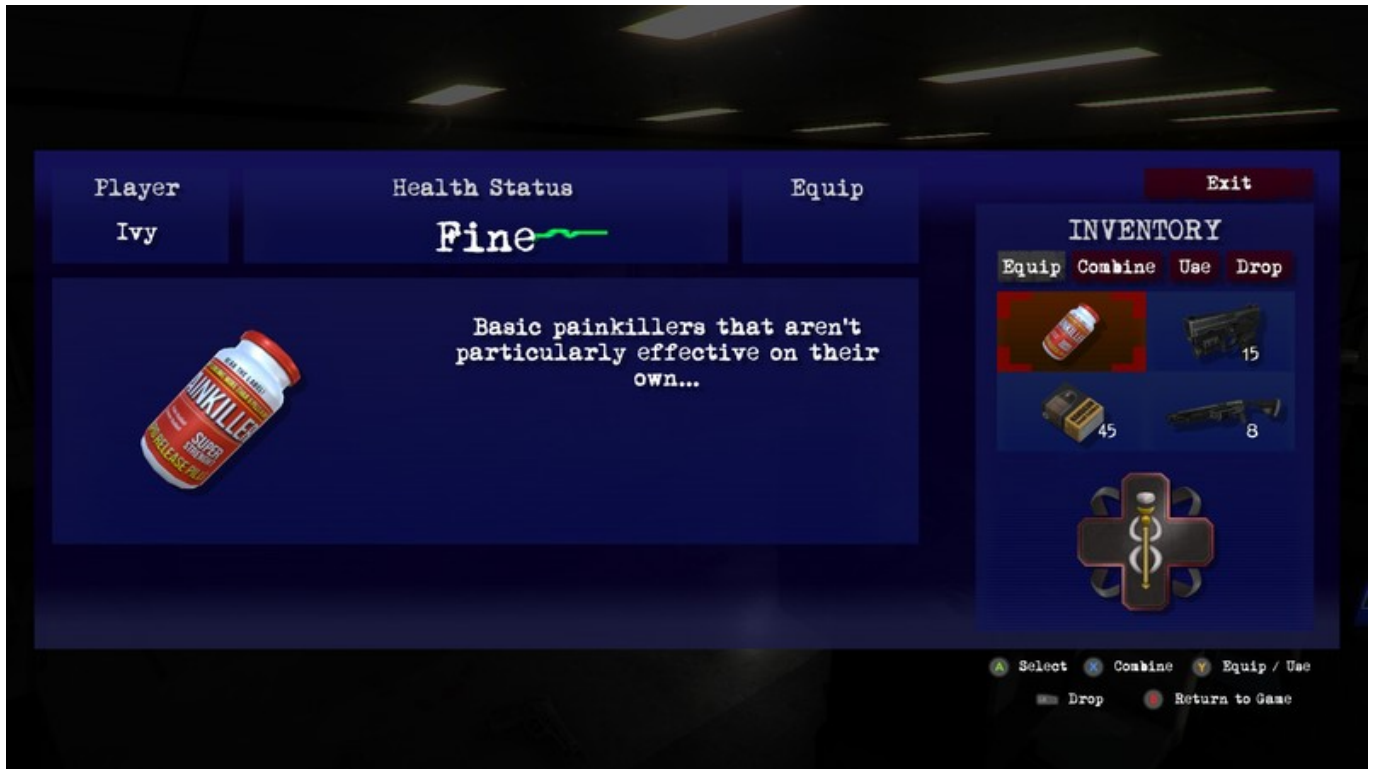
Experiments

Varied experiences that explore a different view of the apocalypse.



 Select  Back

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Its a good game. Most of the negative reviews are coming from people who clearly didn't grow up with tank controls. Game's fine from what I've played so far, though it suffers from a lack of players.

It's not Resident Evil Outbreak and it's by no means a spiritual successor, but it's pretty fun for what it is. Pick it up with some friends.. the camera angles make the movement a nightmare, there's very little indication to know if you're about to die, inventory space is severely lacking. i know this game is trying to mimic re, but it does a very poor job.. My first time playing, it took a little while to get used to the controls, but after that, it wasn't really a problem for me.

I only played the single player mode so far, but co-op seems to be a main aspect of the game.

I played for almost 2 hours so far, and I still haven't gotten very far, so the difficulty is pretty good (or maybe I just suck).

There is a ton of potential here, and the game is continuing to improve. Yesterday I couldn't move the map, but today I can.

What's currently in the game is really just the beginning.. Nah this ain't it. Resident Evil 2 with characters, perks, hard missions, 4 player co-op, character upgrades.... what more could I ask for?. Love your game bro reminds me of a lot of good times keep up the good work. If your a classic survival horror fan this is the game for you. Yes it may be early access and the occasional bugs ,but this game more than makes up for it with the fun you have playing through it whether alone or with friends. I'd highly recommend it to anyone who enjoyed classic resident evil titles (0-3, code Veronica, outbreak) or the silent hill games. It's brings back the nostalgia and challenge of the old styled tank controlled horror game with limited ammo, low health , and puzzles. And playing through in coop is a blast especially when each player assumes a role in the group, the rpg style lvl ups are also a welcome touch that adds to the replayability and there are still more scenarios and content coming which is great and can't wait to see the game when it's finished!

This game is good, it will be a lot more funner if there were more players.. If you like old school survival horror games then you're going to like this game :valik:. With a retro control scheme and survival horror roots. This is a game very similar to Resident Evil Outbreak on the Playstation 2. In this early stage it keeps to many of the fundamentals of multiplayer survival horror.

Inventory management is a key element to survival. Combining health items to create greater health items. Needing to open your inventory to equip a weapon, much like opening a bag to retrieve something in real life. With certain characters having larger inventories with certain restrictions. Making team work and item management vital to survive.

Your characters are not action heroes. They are quite frail and in the hands of a new player are unlikely to survive. An experienced player can avoid trading hits. But until you are used to the controls and how the enemies behave. You're likely to be forced to trade hits in melee. Making ranged weapons very valuable. Wasting a bullet can mean the difference between success and failure. Your chances are even lower if your friends don't communicate and share.

As of 8/23/2017 the game is still in a very early state. Animation and graphics need polish. Some of the gameplay mechanics are a little rough. But overall it's a very good start. Online play works very well with a cloud based network that avoids NAT problems with Peer 2 Peer connectivity. Just make sure you're all on the same cloud server and it should work just fine.

This is a great game for fans of survival horror who are willing to invest in an early access game. I would not buy this looking for a complete experience. But it has great promise and if you have a huge itch for survival horror. Even in this early state there is a lot of fun to be had. Looking forward to seeing how this game develops!. This game is brilliant, its a tribute to Resident Evil 1-3, it has that tension and difficulty. The balance of the levels is sublime with just barely enough ammo to keep you going. Can't recommend this enough, played it both single player and multiplayer. I think its multiplayer that shines, The team work required and the level of communication needed is awesome fun. There are enough levels in the game to keep you busy for a long long time, The first level took us 3 tries (5 tries if you include my single player games) to do it and the feeling of success is still riding high for us. Each try was almost 45 minutes with our successful try coming in at 59minutes of insane intensity. We just started the 2nd level and it is worth noting that the environment is totally different which is cool The 2nd level is not in a building (mostly) but on the streets and the attention to detail is really good.

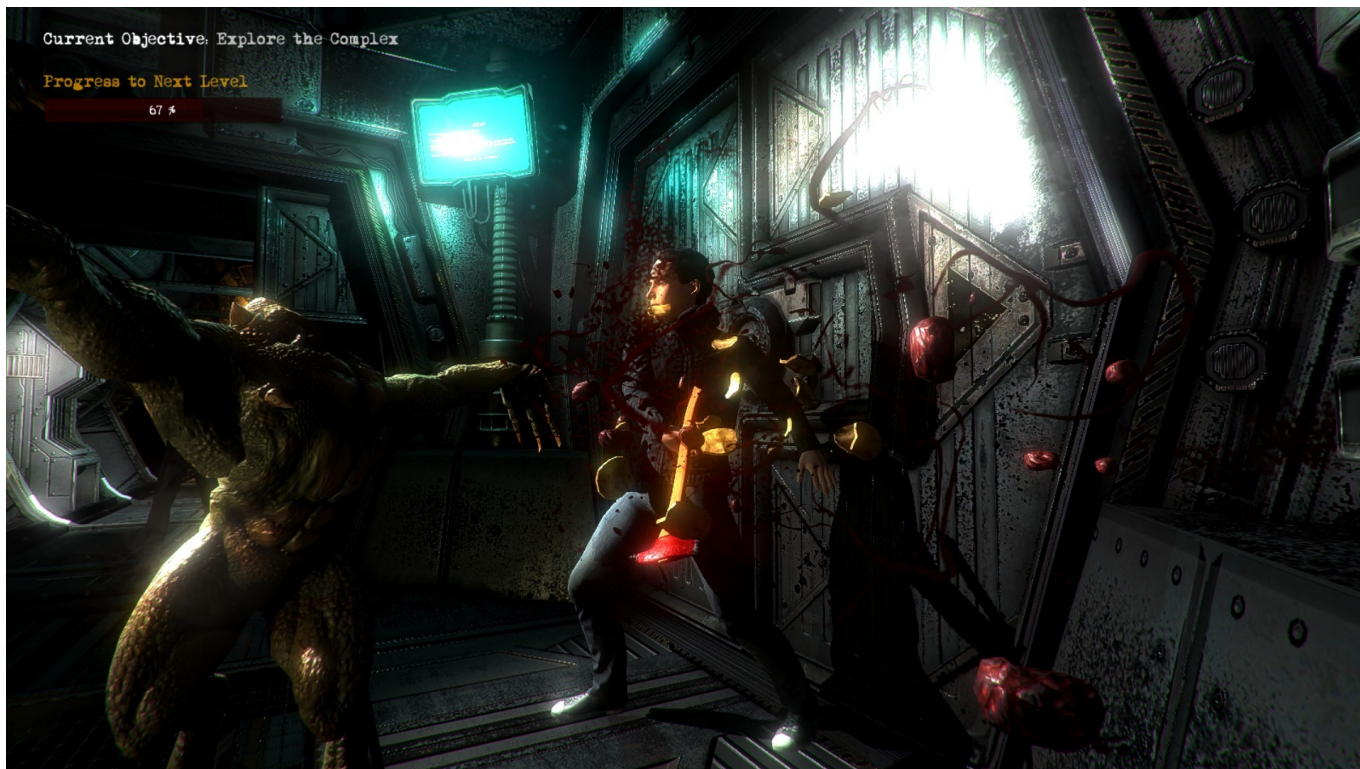
(Update to the review: The following paragraph was in my original review, but within 24 hours, the Dev had put up a fix for the problem, so kudos to that!)

"I do have 1 negative thing to say for the dev that is reading this: In multiplayer (at least on the first level "outbreak", we haven't played the other levels enough to say if this is a problem on all the levels), it appears that the zombies that "spawn" in randomly are invisible to the person that is connecting to the server. The person hosting the server is fine. I don't know if this happens in all the maps or not. We tested this out with different people hosting and connecting, it remained the same. This is not game breaking but it is annoying and needs fixing. "

Love this game and love to see where the dev takes it.. This is a great fan version of Resident Evil Outbreak and I like that.. I don't have too much time invested in this game so far but I do like the idea of a game that brings back memories of the older style of Resident Evil games. However, it is in early access and not polished. The only things I think are cons are the camera angles at times, and I'm not sure but it sounds like the same exact menu sound effects as the original RE? As well as the original menu when you check your vitals? Almost identical to a point where I question if that is legal. Besides that I'll wait for next update and try this again. I like the survival option mode.. Its pretty much just Resident Evil Outbreak, complete with co-op and plenty of levels to enjoy.

If you enjoyed the Outbreak series, or the idea of idea of co-op Resident Evil seems like a fun time, get this game.

Outbreak: The New Nightmare is FREE TO PLAY for the next ~48 hours!:



Grab some friends and experience the return of co-op survival horror in Outbreak: The New Nightmare. Free to play for the next two days or so! If you decide you want it for keeps, grab it for 66% off or the entire Outbreak catalog at a discount!.

Outbreak: The New Nightmare v5.10.0 Released!



We're happy to announce that v5.10.0 of Outbreak: The New Nightmare has been released. It includes the following changes:

- Zombies no longer attack through doors. If a door is unlocked, they will open it and wait a short time before performing a subsequent action.

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- Buffed the boss of the Epidemic scenario.
 - Minor UI changes across the game.
 - Added additional gameplay tips to the main menu.
 - Added button to force the next tip to display on demand on the main menu.
 - Postgame kill counter and accuracy now only tracks gun-type weapons.
 - Grenade and explosion kills are now tracked properly, but does not impact accuracy.
 - The Shotgun and Shotgun Shells will now appear more frequently in lower Onslaught waves.

. Weekly Dev Update - 7/23/2017:



Hey Survivors! It's time again for another weekly update!



What's all coming in the next update content-wise?. **Outbreak: The New Nightmare v5.6.0 Released:**



We're happy to announce that v5.6.0 of Outbreak: The New Nightmare has been released. It includes the following changes:

- Crawling enemies no longer spawn on the City scenario.
- Elena is immune to poison, even if she equips skills that increase her poison chance.
- Finale boss in the Shelter scenario buffed.
- Nightmare difficulty now awards more XP than Biohazard difficulty.
- Adjusted lighting on Cure, Asylum and Ephemeral scenarios.

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- Addressed an issue where the lobby button on the end game screen would appear while other players were still alive.

. Outbreak: The New Nightmare is Now Available!:



Outbreak: The New Nightmare is now released on Steam Early Access!

[Grab it on Steam here!](#)

[You can also grab it on the Humble Store!](#)[www.humblebundle.com]

It will be 40% off through the launch window. Enjoy!

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