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About This Game

A free, VHS styled, first-person found footage horror game, which runs exactly for 5 minutes and 30 seconds.

Controls:

Move: WASD
Zoom: Right-click
Pause: Escape

(You can rebind the keys at the window you choose your resolution from)

Follow my future shenanigans on Twitter @98demake.

Title: SEPTEMBER 1999
Genre: Indie
Developer:
98DEMAKE
Publisher:
98DEMAKE
Release Date: 10 Oct, 2018

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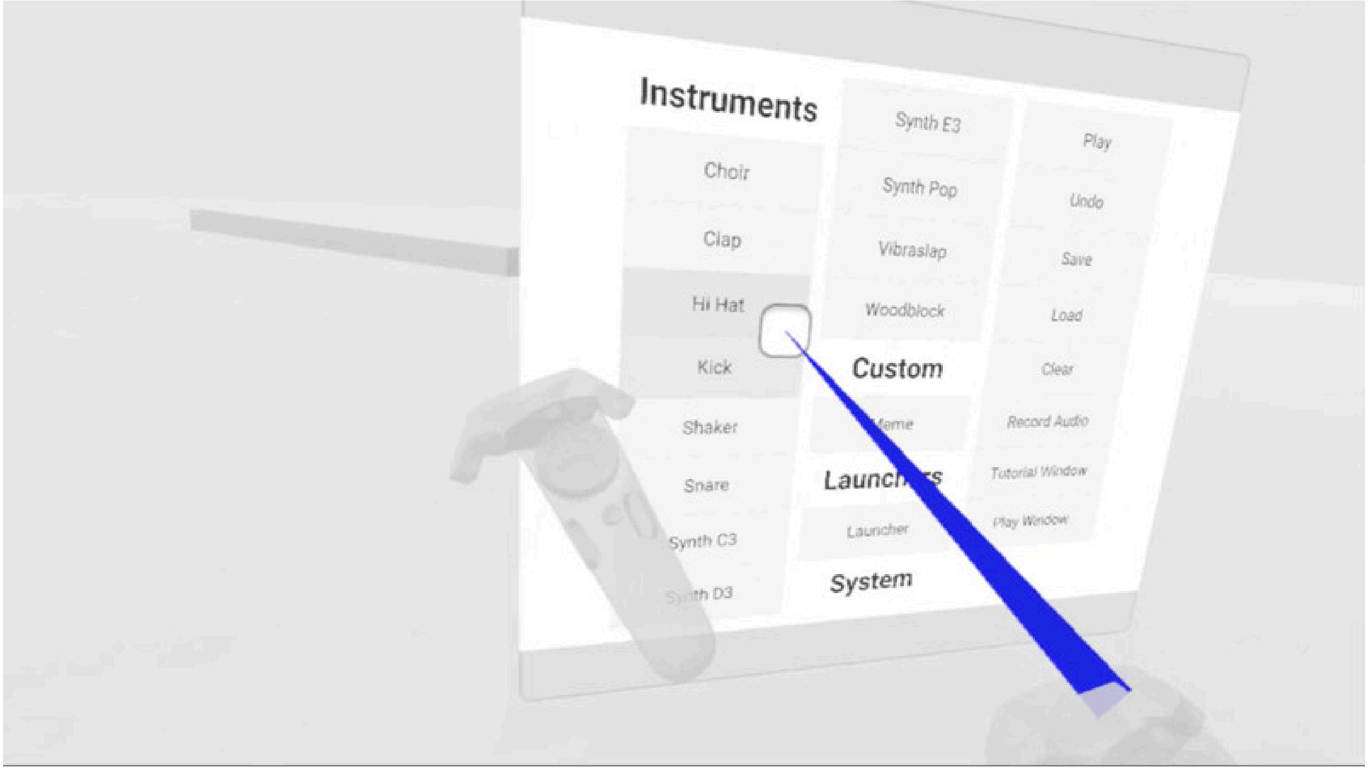
English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Live Spectator Interactions on Mixer | Broadcast Schedule:
Dear Darwin Project Community,

For this Open Beta Weekend (January 19th-20th-21st), we're excited to reveal a new feature: Live Spectator Interactions.

Spectators watching the show on stream will have the power to directly influence the game by voting on Show Director's decisions and see the results of their votes live!

From the ground-up, the gameplay of Darwin Project was designed to be spectacular to watch, and what better way to embrace this design than to give spectators the tools to connect directly and influence the show?

This feature is still early in development and is first being playtested on Mixer* by a subset of the player base for stability and balancing purposes.

If you want to try out Live Spectator Interactions, our Darwin Project devs will be hosting matches as Show Directors during the entire duration of the Open Beta weekend (see below our Mixer broadcast schedule).

We'll also be organizing a Community Show match this Friday (19th) from 2pm to 3pm (EST).

To vote, head on over to Darwin Project's Mixer channel, simply create or sign into your Mixer account, and let your voice be heard!

You can find the Broadcast schedule here:
http://www.scavengers.ca/live-spectator-interactions-broadcast-schedule-mixer/

*We are also working on bringing this feature to Twitch. Stay tuned!

- Scavengers Team. **patch v1.55**:

- UPDATED: Entire codebase to the new version of RenPy, and built with new options for more Steam optimization

. **I'm giving away a $50 Steam gift card**:
In my never-ending attempt to actually make money, I have decided to give away said money. "How does that work," you may ask? Well, it probably doesn't. But I'm doing it anyway, because I love you!
Or because I'm stupid.
Idk.
You can enter the giveaway here (link is to my twitter with a link to the giveaway, since Steam doesn't let me link non-affiliated sites):
https://twitter.com/YitziLitt/status/1031750673321213952

yours's (with an extra apostrophe that tottally isnt a tiepo),
Yitz. **New expansion Graviteam Tactics: Against the Tide**:

GRAVITEAM TACTICS
AGAINST THE TIDE

On August 22, 1943, at 17:00, German forces began withdrawing of the "Kempf" task force from Kharkov, preserving it from possible encirclement and destruction. In turn, the Soviet command at 20:00 began the assault on Kharkov, with the task to cut off escape routes from the city for the German forces. But in most parts of the city there were no German forces by this time, they were entrenched on the southern outskirts of Kharkov, in the Krasnobavarsky district located near r.Uda and near the Osnova railway station. In the evening of the same day, units of 53A and 5 gds TA, completed the crossing over r.Uda west of Kharkov, in the Shpakovka, Gavrilovka and Sinolitsevka sector, and began an operation to expand the bridgehead in the general direction to vlg.Korotich. A forward detachment was sent out, which was supposed to cut the Kharkov-Merefa highway in the area of vlg.Pokotilovka, which, according to the plan, should prevent the German forces from escaping Kharkov. In the morning of August 23, units of 69A and 7 gds A entered Kharkov from the north. Attempts by some units of 53A and recon detachments of 69A to immediately attack the German positions beyond r.Uda in the area of Pesochin, vlg.Minutka and Novaya Bavaria were unsuccessful.

- Two operations south-west of Kharkov of 10 turns for each of the parties (vlg.Korotich, August 23-24, 1943).
- Area of over 64 sq.km: villages, gardens and railways.
- Historical organizational structure of units at the time of the offensive.
- One of the first combat employments of the Pz V Panther tank ausf.D.

https://store.steampowered.com/app/999550/Graviteam_Tactics_Against_the_Tide/. **Words from the developer: bugs, crashes, and twitch**:
Hello,

Firstly, thanks to everyone for your support, bug reports, and suggestions. It all helps tremendously, and without out you folks SAELIG would be nothing right now.

Bugs
Quite a few bugs, some quirky, some annoying, some fun. I just want you to know that I read every single bug that is reported and then log it in my system to keep track of them. So just keep on reporting and I'll fix them when I can.

Crashes
Crashes are bad and some people are getting a lot of them, and then some people are getting none. Fixing these crashes is currently my top priority. One particular eagle-eyed player noticed that their crashes usually only occur when the NPCs start getting stuck between things and inside things. As a direct result of this I am now completely rewriting my navigation script to make them smarter and to include better fail-safes in case they do get stuck. These navigation issues are likely causing other bugs too, as the world and production doesn't really function if people can't move and go about their day.

Twitch
I have decided to do some SAELIG related streams, but I'm not really sure of the exact content yet. In preparation I have made a twitch account[www.twitch.tv], but I must admit, I've never done anything on twitch before, so let me know what you would like to see. Also, I don't have a mic, so any suggestions?

These articles are a thing I will be doing once a week to keep everyone updated on progress, and to reassure people I'm still here, and still dedicated.. **Version 2.0 is Here!**:
Star Explorers has been updated to Version 2.0!

It is recommended that you start a new game. However, I have confirmed that old games will load in the new version. However there may be some hidden bugs that will show up later if you choose to do this.

There is a "legacy" version at "Star Explorers > Properties > Betas" for anyone who wants to keep playing the old version (1.4)

What's New?
Since September I have been posting regular updates and announcements with details on what was in each update. If you want to know all the details, feel free to peruse the previous announcements. But for convenience, here is a high level list of all the changes that have happened since version 1.4 (the previous default version)

- Asteroids - these floating rocks can be shot down and sometimes valuable minerals will be released
- Alien UFOs - UFOs may attack your ship on occasion
- Lasers - Luckily, your ship is now equipped with lasers
- Ship Repair - Taking damage in alien dogfights necessitated the creation of a ship repair kit
- UFO Interiors - Once you disable a UFO, you can enter and explore its interior - these are procedurally generated like caves and ruins
- Improved item interaction - picking up items on planets and in caves has been improved and is more responsive in Version 2.0 - it also provides a reward sound when you pick things up
- Terrain Generation - I created a different script for generating terrain, it's a complex issue, but the short story is that terrains will now be generated faster with less room for errors
- Terrain Regeneration - Landing on a planet a second time will load the same terrain. This used to actually take longer than the initial landing, but now it is much faster. It used to take up to a minute to reload a terrain, now it averages around 15 seconds or so - this is especially helpful when exploring caves, since you may have to reload a terrain several times on one visit to a planet
- Improved Star Chart - the star chart has been completely overhauled with new and improved graphics, more responsive controls and color coding for easier interpretation (with the optional upgrade available at your local mothership)

- New Main Menu - the main menu script was rewritten, allowing you to access it from in the game - previously you had to restart the game to get back to the main menu

- Video Options - an optional border was added to the windowed version of the game, allowing you to change its position if desired - changing video options does still require a restart of the game

- Storage and Backpack Upgrade - For those explorers who find they are running out of room, I have included upgrades for the ship storage and backpack - they come at a price, and are available in limited quantities at your local mothership

- Updated Mapping Tool - the mapping tool used on planets and in caves has been updated, it now saves cave locations between visits to a planet, even when those caves have not been entered, it also allows you to drop custom map markers (yellow) which are also preserved between visits

- Difficulty Levels - You can choose from Casual, Easy, Normal, Hard and Arduous modes

- Unloading Weapons - weapons can be unloaded as long as you have room in your inventory

- Updated Main Mission - the search for an Earth-like planet is not an easy one - accordingly, the last phase of the mission has been modified to require a bit more searching - good luck out there!

- Caves preserve crystal locations - previously if you left a cave it would lose all the information about any remaining crystals or minerals - now these things are preserved between visits

- New Planet Features - rare giant crystals and other surface features have been added, increasing the variety of planet types and appearances

- Bug Fixes and other improvements - too long to list here, but tons of bugs have been reported and addressed since the beta was released in September - I wish I could say the program is bug free, but that is a mythical beast that never exists in the real world - still it is unquestionably much more stable than any previous release of the game

Next Steps
I don't think I am done with Star Explorers. I think a version 3.0 is somewhere out on the horizon. However, I will be stepping back for a while to attend to some other things. With that said, I will be checking in here regularly, and any remaining bugs that are reported will be dealt with accordingly. Also, though much has been done to address issues of game balance, I think there may be things that can be tweaked based on user feedback.

With that said, though I have tested the game thoroughly, it's always possible for me to miss things. Several beta testers have provided detailed feedback, and most of those issues have been resolved. Still, with a procedurally generated galaxy, it's difficult to account for every possible combination and potential error.

Starting a New Game
If you do encounter a bug, I would love to hear about it. However, if you are planning to do this, please start a new game with the new version first. Previous saves of the game, if played, may have latent bugs that will appear. These may very well have been addressed in the new version, but since they were formed in the old version, they may reappear if you load those old saved games.

I look forward to hearing from all of you, seeing your screenshots, reading your reviews, etc.... **1�30�6:30�����������**:
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