Project Remedium Torrent Download [crack]

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About This Game

In this first game by **Atomic Jelly**, a nanobot journeys through a human organism to revert the effects of strange illness and a set of unfortunate events that occurred.

Armed with once purely medical equipment that now became a duo of adaptive weapons - the Energy Cannon and the Remedium Sprayer - and able to travel in a fast and agile way with help of an invaluable grapnel, Nano+ can fight pathogens, mutated organisms and deranged nanobots, heal, help his allies and interact with a unique environment.

Nano+ is not alone in hist struggles: the veteran nanobot SuperVisette will guide him through the journey and the last sane nanobots struggling to maintain health and order will also help however they can.

Features:

- **upgradeable weapons** for damage dealing and accelerated healing

- **versatile grapnel** for climbing and quick getaways

- **substance crafting** for improving both treatment methods and feats of Nano+

- **interactive environment** with infected tissue and ailments

- a **story to discover** and friendly nanobots to provide aid

- **various missions** related with healing and helping fellow bots

- **bloodstream and 6 organs to heal**

Genre: story-driven Action Shooter

Platform: PC

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Title: Project Remedium
Genre: Action, Adventure, Indie
Developer:
Atomic Jelly
Publisher:
Movie Games S.A.
Release Date: 29 Aug, 2017

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Minimum:

OS: Windows 7 / 8 / 10

Processor: Intel Core i5-4690 / AMD Ryzen 5 1500X

Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTX 760 or AMD Radeon R9 270X with 2GB VRAM or more

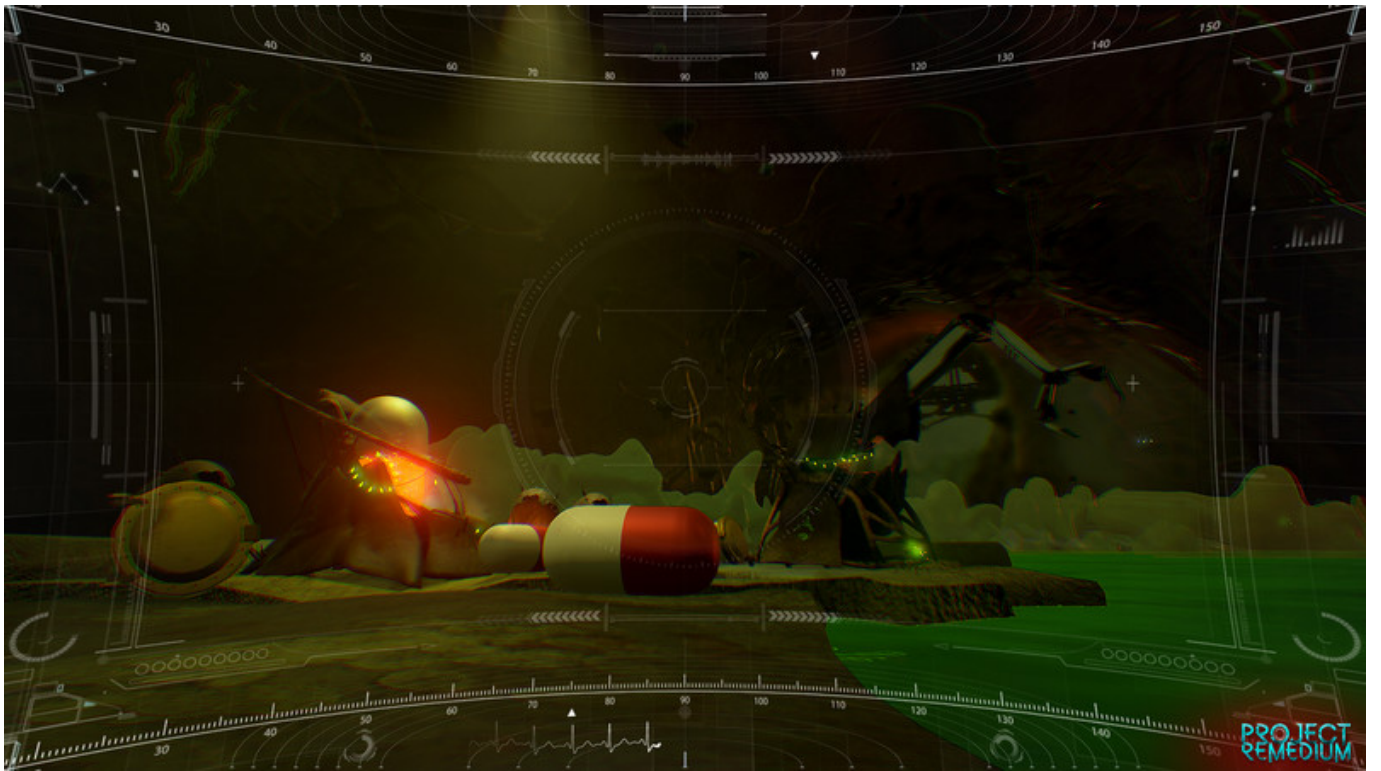**DirectX:** Version 11

Storage: 10 GB available space

Sound Card: DirectX compatible

Additional Notes: Mobile GPUs are not officially supported, the game may work but we cannot guarantee it.

English,French,Italian,German,Polish,Russian,Simplified Chinese

The idea of this game is good but the playing exprience is petty bad and more story detail is needed. Really like this game as it is a clever and unique approach to an FPS. The interface is pretty straightforward and easy to navigate now that a couple of patches have popped and the game runs smoothly and high FPS (GTX 1070) at 1440p and maxed out quality.

There are gameplay elements like the crafting system and upgrading of weapons that are not documented on the Internet yet, not part of the tutorial, and no tips within game so it is part trial and error, and part mucking through forums trying to figure out what they do. I still don't know what most of the crafted items and weapon upgrades do.
The main upgrade system though does give tool tips and approriate names to determine the benefit.

As far as gameplay goes, there is a steady, albeit slight, difficulty curve. Mostly you are just presented with more bad guys in front of you and firing at you and that makes dodging\/strafing even more important to stay alive. The AI is very basic but at least it isn't that god awful "hide behind a rock and peak out" AI that is so prevalent lately. I prefer the straightforward aspect to AI that Project Remedium provides.

The story is linear but that isn't a bad thing. It is a somewhat open world with objective based quests and you can get there however you want\/need but you only ever have one quest at a time. The exploration inside of the human body is a great environment to wrap all this gameplay within and makes for a very enjoyable time that I keep coming back to over and over.

At the current price this is a no-brainer as it feels like a AAA game for no money at all. Highly recommend this game for the incredible value it provides.. So, after about 2 hours I'm sad to say this is a game I don't want to continue playing (or wasting my time with). I've looked at some YouTube walkthroughs and it seems I'm barely a quarter way through the game, but there's just NOTHING here that would keep a player interested.

Let's start with the technical aspects of the game. It looks decently pretty, but lacks defining features. The UE 4 is capable of a lot, but somewhere mid development the devs apparently thought "this bland mess looks good enough". It's lacking severe visual distinctions. You can do so much with this topic of being inside a human body, but I honestly couldn't tell the difference from some alien cave somewhere. How about a giant beating heart? Visible blood streams? More on visual design decisions later. The game, unfortunately, is poorly optimized with FPS dipping low constantly and motion blur not being deactivateable. Moreover, the ragdoll effect and level geometry are underdeveloped as well: You frequently get stuck in some part of the level and enemies (alive or dead) can through collision just send you flying high into the air (which is not their intended purpose...especially when dead, I assume). It's just...well it's unfinished.

Same goes for the actual enemy design. These things don't look or behave like something that would fit here. Combat itself is boring enough as it is, so it would have been great to at least face interesting enemies, instead of 2 or 3 types of randomly spawning weirdos.

Speaking of combat: You have two "weapons": Some sort of gun and some sort of "remedy thing" with which you can a) cure things and b) drain enemy shields...but somehow you can also just kill enemies outright with it. Both "guns" have separate ammo counters, but there is no ammo in the game. Instead once you go into combat you have to kill enemies and hope for drops to replenish a bit of ammo or activate one of your craftable items (I think...the game's systems just aren't developed enough to really tell me that). The guns can be upgraded to two additional variants. For example a rapid fire gun, a beam remedy gun, a scatter blast, etc. (Basically pistol, assault, shotgun and sniper rifle and some other stuff), but it's still the same gun in the end and I don't know why I would use one over the other. Combat lacks impact...so you need to keep health bars and your own HUD in sight constantly. It's just not fun shooting those things...and it says a lot if a shooter doesn't make you want to shoot stuff.

Last but not least is the overall game and mission design...in that there is basically none. The game starts off with some kind of story, which could potentially be interesting, but in the 2 hours I've played I've basically just been asked to go there, go here, kill this, kill that. It feels a bit like in an MMORPG to be honest. There weren't any real story developments, nor gameplay developments other than getting the "hook", with which you can quickly traverse the terrain...at the expense of your primary ammo...why linking those two together is supposed to be a good idea is beyond me... And let's not even talk about the "map"...

All in all Project Remedium is a nice concept, but otherwise an unoptimized mess. Thankfully I got it through Humble monthly...instead of actually buying it. *sigh* Wasted potential.. My FX cpu needs a kidney transplant!. The Developers have

fully abandoned this game.

They have chosen to lie about an upcoming update for months, before revealing they were working on another Early Access game.

DO NOT purchase this Title.

Its fun and original, going into the human body to fight off an infectionn that its spreding.

However the developers released it early, or atleast I asssume that.

The enemies have no animations which makes it look boring , atleast they could raise their arms everytime they t you or something.

They also tried to make the world into an rpg with multiple quests to follow the complete mission, this makes it weird it should have been better if it was a mission straight forward , like a campaign instead of an RPG like.

The hook was the best feature of the game.. Controls are wired game mechanics poorly explained acidently shooting walls damiging the organ makes the game unbareable. Do Not Buy!!!!!!!. Fascinating premise let down by confusing implementation (they're doing WHAT to the patient) and unenjoyable core gameplay.. Next time you launch the next game, provide the list of computer parts for running it.. If you grew up enjoying "Once Upon a Time... Life" animated series which made you dream about going nanoscale into a human body to combat infections and diseases, if you enjoy old-school fast-paced FPP shooters that require jumping, strafing and precise shooting (not this "look out from cover, shoot with autoaim" dumbness) -- there is a big chance you will like this game. Now back to purging the liver!. Normal difficulty is stupidly hard. Imagine playing a FPS except you only have a pistol and the enemy has a shield, twice your health, and a machine gun. Its immediately frustrating and makes you wanna stop playing.. First Impression Video: https:\/\/www.youtube.com\/watch?v=i96p45rBxCw&feature=youtu.be

I was impressed by the trailer for this game, so I though I might as well try it out. The story is that you are a nano-bot injected into a little girl who is suffering from some unknown illness. Once inside the body, the game is pretty much a first person shooter that has the setting of being inside the human body.

You have two guns (right click and left click). Feels like one weapon does more damage to shields, while the other does more damage once the shields are down. There is also a grappling hook mechanic kind of similar to the Just Cause series.

With the game being on the unreal 4 engine, it looks very good. You can tell the devs spent a lot of time on making the levels look great. Audio is good too, with lots of voice acting (even if the accents do sound a bit fake).

One issue I did have was being unable to record with bandicam in full screen. It would crash the game on every load screen. The solution was to run the game in full screen windowed, which worked flawlessly. Not a huge issue, as I've encountered this issue on a few other games in the past. (engine issue perhaps?)

Overall, this feel like a solid game.. This is a great shooter game! The graphics are astounding, plus, the "world" you paly in is just unique. I am SOOOO Happy that I no longer shoot germans, or terrorists!!!

The ambiance, the music, the world, the idea. When I play - I smile!

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