
NeonCode Download For Pc [Keygen]



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About This Game

NeonCode is a one hour long cyberpunk-retrowave adventure game. It was inspired by classics such as the Blade Runner-movies, Miami Vice, Grim Fandango and the games of Telltale.

The game made by a single developer

The game was made by one developer, Zsolt Várady alias fubenalvo, who developed NeonCode in his free time. At first, it was curiosity that drove him to find out what can one do with free Unity assets, but then, a whole world started to unfold and a story was needed to be told...

Although not in the game development itself, but he had some help: The dialogues were written by Zsófia Várady-Páll

Who is Craig Williams?

The player takes on the role of private detective Craig Williams, an ex-cop who was suspended due to his problems with alcohol. He opened his own PI office in a worn-out apartment in the hope of rebuilding his life. Unfortunately, there aren't many cases around, and he has to scrape for work...

After a long day, he is on his way to his office when he hears gunshots in the distance. He is the first to arrive to the crime scene, and soon meets his former work partner, ordered by the police to find out what happened. Perhaps this is the chance for Craig to prove himself and get his old job and life back?

-
- A city to walk around in freely
 - Classic 'hidden object' elements
 - Murders to solve
 - Cars to drive
 - Jokes to discover
 - A real cyberpunk feel with a neon church
 - ...and an attractive damsel in distress

NeonCode was inspired by the style of the Blade Runner-movies, Miami Vice, Grim Fandango and the games of Telltale. One can also discover some bits and pieces from Day of the Tentacle and Star Wars!

Music

- Deus Ex Tempus - Composer: Trevor Lentz
- Wraaped Night - Composer: Várady Balázs
- A desert World - Composer: Nate St. George
- Syntwave Loop - Composer: furbyguy
- Loading Screen Loop - Composer: Brandon Morris
- Neon - Author: neocrey

Title: NeonCode
Genre: Adventure, Indie
Developer:
Fubenalvo
Publisher:
Fubenalvo
Release Date: 22 Nov, 2018

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Minimum:

OS: Windows 10

Processor: AMD A8-5600 or similar i5

Memory: 8 GB RAM

Graphics: Nvidia GeForce GT710 or similar (2Gb VRAM)

Storage: 5 GB available space

English,Hungarian







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Fun game. I enjoyed how open the world felt to exploration, and the ending sequence was really cool as well. Make sure not to misplace your car though :). I purchased this, after having played an old version, to support the dev and write a review.

Don't go into this thinking you're going to get a perfectly polished experience. This was made by a solo developer and originally for free, but due to the overwhelming positive feedback from the community and them pushing for it to have a paid release here we are. The game is fantastic for what its, a one hour neon-soaked romp through a beautifully detailed city. But it's not without some issues.

The animations aren't great, the story is campy and the gameplay consists of mostly walking and talking, following clues and some mild puzzles. No voice acting, so don't go in expecting that. For what it is, and it does a good job of explaining what it is, it's fantastic. And for that I think is worth your \$3, but if you go in expecting something more than what it says it is, you will be disappointed.

Fubenalvo, congrats on the Steam release! It's awesome to see you here :). I wish the music from the beach was playing in the background constantly but quieter. Anyway, really nice, relaxing game.. ayy this too stupid. the shory makes no sense, the interactions with people make nense. A short but great indie game. And it's developed alone.

Pros:

- Awesome graphics.
- Good story.
- Challenging gameplay.
- Easy to control.
- Realistic physics.

Cons:

- Short.
- No hints if you got stuck.
- Requires a strong PC.. Atmosphere is great and unique (visual and audio work fine together). The short story can be extendable based on the events in my opinion. Totally worth it overall!. It's basically Unity Asset Store: The Game

The Good:

- Great cyberpunk atmosphere.
- The city is surprisingly well made.
- The fedora achievement is broken. Just click one hat 5 times and it counts that as having found 5 fedoras. No one has time to look for those.

The Okay:

- Driving controls surprisingly work.

The Bad:

- No optimization whatsoever. The use of unity's ssr and volumetric light effects in particular are absolutely dreadful, I have some experience with both of those and I know that they drag the performance even in light use, but this game is full of them.
- So many bugs.
- Using Unity's standard mobile fps character in a PC game wasn't the best idea.
- There are like 3 different Npc character models that are used over and over and over again
- I literally have one of the billboard arts as one of my wallpapers.
- There's a picture of Commander Shepard from Mass Effect in the money...?. Game is all right.. If we consider this as one

person's game, it is good.

Try it if you love cyberpunk theme.

not expecting much at the start but its a petty good game. I wish this Indie game have controller support, instead of keyboards controller it's so terrible tho. please added controller support in the near future, plus please polish the game or patch it for AMD computer it have a few other tweaks in the game also.. A Great Game. If you are looking for some adventure this is for you. There are tasks but you are to search and complete them. Grafix are great. A few bugs are there but only adds to adventure. Give it a try you might like it.. It's basically Unity Asset Store: The Game

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 - Using Unity's standard mobile FPS character in a PC game wasn't the best idea.
 - There are like 3 different NPC character models that are used over and over and over again
 - I literally have one of the billboard arts as one of my wallpapers.
 - There's a picture of Commander Shepard from Mass Effect in the money...?. Low effort garbage.
- Played for 20 minutes.

- walking feels like garbage
- all you do is follow a stupid arrow that is ALWAYS on screen
- I saw the same character model 8 times out of the 20 people I saw on the street
- hijacked assets
- ITS JUST GARBAGE AND NOT INTERESTING. Its not as immesive as i thought it would be, i got a headache walking around uh.. ill edit this review when i finish the game ughh. Fun game. I enjoyed how open the world felt to exploration, and the ending sequence was really cool as well. Make sure not to misplace your car though :). Very nice, short game. I enjoyed it much.

Pro's:

- Great atmosphere
- Cool story
- Good puzzles
- Graphics are absolutely ok for that game
- Cool soundtrack

Contra's:

- A bit too short (I really enjoyed it!)
- Controls are a bit clumsy
- Repeating dialogs: E.g. "someone" tells you again that "someone" arrived, even after you already went further (Don't want to spoiler here too much)

I hope the author will create more episodes! I'd buy them all!

Please keep going your great work! I appreciate it :). A great little game. Really liking NeonCode, as a fan of narrative games and the original Blade Runner movie. For an indie game, there is a lot of great stuff here. It's an adventure game, with first-person perspective, with puzzle elements. Truly rough around the edges, with checkpoint savings, some flashing textures, and reused model assets, but the graphics are really quality, with fog and lighting effects, which make up the difference. Best part is how the game really hits the genre perfectly, in the visuals and story, more than so than even other games from bigger developers. This is a very short game, but it is an immersive environment, so take your time exploring it. Played on ubuntu linux with radeon mesa drivers, and impressed with the developer support in the forum fixing linux-related issues. Check it out.

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