
FEIST Ativador Download [addons]



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About This Game

A desperate, savage survival experience full of stunning visuals, dynamic creatures, and a haunting soundtrack. Follow strange beasts through lonely forests, hazardous mountains, dark caves, and glowing swamps. Watch out for dangerous creatures that react to your movements and decisions, and cleverly concealed traps that will test your ability to survive. Over six years in the making, FEIST is a gorgeous hand-made adventure unlike anything else, with a cinematic presentation reminiscent of *The Dark Crystal* or *Hedgehog in the Fog*, and a tense original soundtrack by Tomek Kolczynski.

Title: FEIST
Genre: Action, Indie
Developer:
Bits & Beasts
Publisher:
Finji
Release Date: 23 Jul, 2015

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Minimum:

OS: Windows Vista SP1 or newer

Processor: Intel Core i3 or better

Memory: 2 GB RAM

Graphics: Intel HD 4000 or better

DirectX: Version 9.0

Storage: 1 GB available space

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







Positives: it's pretty, it's atmospheric, and it can get relatively challenging at times. Negatives: the challenge mostly comes from fighting the floaty controls and poor level design. You frequently have to die at least once to figure out how things work. Despite a lot of repetition on the tougher segments, it came in at a grand total of 3 hours. Far too short for the full price. I'd recommend it at half price or lower.. i really wanted to enjoy the game ... here are the pros and the cons

pros :

- good art style
- music is good
- gameplay is good too
- i really like the "boss" fight

cons :

- the game is way too short for his price i played 2 hours for 13,49 \$
- the game is a little bit repetitive

conclusion : feist is not a BAD game but its not good either , i feel like i havent finished it . most of my time on the game was a little bit boring except the "boss" fight who where really good !

you might like the game , but personally i didnt (sorry if there are some grammar mistakes , its because im french). A game can have a great art style, atmosphere, and soundtrack. A game can have a fantastic concept and challenging AI. These things don't guarantee that a game will be good. I really want to love FEIST for its brutal, beautiful world, but its the glaring mechanical flaws I can't overlook.

Aesthetically, FEIST is quite good. The art is dark and moody and the soundtrack is suitably melancholic. The animations are also very fluid and organic. Yes, you could say it looks like Limbo, but FEIST seems to employ the use of silhouetted 3D models, which makes it appear 2D. The unforgiving desolate world is also reminiscent, but both take the concept in different directions. Whereas LIMBO is more concerned with giving you puzzles to figure out, FEIST is more concerned that you just survive and kill when you need to.

FEIST's enemies are surprisingly formidable. Flies and worms shoot deadly accurate needles, spiders are jumpy and unpredictable, and the "bosses" are persistent and ruthless. Everything is trying to kill you and everything is pretty adept at doing so. This creates a lot of trouble because your character is woefully ill-equipped to deal with these threats. You can run, jump, push things, and pick up and throw things. That's it. This wouldn't be a problem if the game provided you with better ways to utilize the sticks, pinecones, and rocks you find along the way. Each projectile has a fixed arc and the stick always has the same hitbox. Because of the game's tricky AI, it can become extremely difficult to even land a hit on an enemy. Even when you pick up a fly and hijack its stinger, hitting your target is frustratingly finicky. The game just feels unfair when you're expected to have pixel-perfect movement with floaty jumps and attacks that can come out of nowhere. Your ability to maneuver around hazards is severely limited by your movement physics. If you were given the ability to aim your attacks or quickly dodge in the air, the game would feel far better to play and the challenges could even be ramped up without feeling unfair. FEIST should have been a dynamic survival experience brimming with emergent gameplay possibilities, but it just doesn't deliver.

The level design itself is a mixed bag. There are long stretches of running through samey forests and marshes. Even the blue-green color palette stays the same. Environmental variation is very limited. I don't have a problem with the game being limited to one geographical area, but everything just looks the same and it quickly gets boring. These long stretches also contain basic repeated combat encounters or environmental puzzles. That's not to say that these puzzles are unwelcome. There are a few puzzles scattered throughout that are legitimately clever, but the lackluster ones are those that make up the bulk of the non-combat gameplay. There are moments throughout the game where something unexpected happens due to the interaction of different mechanical systems and the game comes alive, but they often get buried by the tedium of seeing the same challenges and dying repeatedly in the same situations where it was practically unavoidable. The journey through FEIST is one of frustration with glints of promise occasionally.

In closing, I want to acknowledge that I may be completely wrong about FEIST. Maybe I'm just playing it wrong, but that's

another topic entirely. Maybe I was predisposed to disliking it. Maybe I wasn't patient enough. I'd still recommend it if you want to see an interesting concept and explore the consequences of fundamental design decisions. I still can't say it's a great game...yet. I'm going to try it one more time to see if there's something more to this. If it doesn't show me something better, I guess I'll just have to wait for Rain World.

. :starfull::starfull::starfull:starfull::stareempty:

This game is truly amazing. Here are the pros and cons! Hope you find it useful! Below the pros and cons, I will talk more about the game!

Pros:

Amazing art styles, you either hate it or adore it!

Amazing physics.

Amazing sound track and sound effects.

Coll creature designs.

Immersive.

Puzzles that are not too challenging and not too easy.

Cons:

Lacking in content.

Limited to story mode.

My Advice:

This game is most DEFINITELY not for everyone. This game is for people who enjoy unique art style, love nature, and who enjoy a good, challenging puzzle! The only thing that makes this game not worth \$15 is the lack of content. Right now, there are only 10 levels and 6 unique animal species. There are the flies, flying things, spiders, caterpillars, inchworms, and the mole things. I would love if there were more updates, or even dlc's! There could be a freedom mode, where you try to survive in the environment by hunting and drinking, all the meanwhile watching out for harmful wildlife! There should be more wildlife added, and some more ecosystem implemented. Another thing that would be interesting is the ability to play as the beasts, like being the teleporting one, the raider, miner, sorcerer, conjuror, or scout! This would develop different gameplay, and make the game more interesting! I highly recommend this game!

Raider fuzzies for life!. FEIST makes a good first impression. The art style is striking (even if the silhouette style is a bit overdone now) and the animation is fantastic. FEIST is an atmospheric physics based puzzle-platformer that draws you in with clever puzzles, avoiding traps, and pitting forest creatures against one another.

...and then about halfway through all of that goes out the window and it's replaced with frustration, cheap deaths, and fiddly physics puzzles. I get what FEIST was going for but for such a short game (which speedrunners will probably love) too much of it feels like it's down to chance and I just plain hated a good deal of the later puzzles and levels. The final boss is sort of fun but overall FEIST left me with a sour taste in my mouth.

Pick it up if you like games akin to Limbo and Inside and have a tolerance for difficulty with a tinge of unfairness. Skip it if you can't deal with frustration or you want a deep or long experience.. Game looks nice. It's not a BAD game, but I sat down and beat it in two hours. It is a very, VERY short game. The replay value is in the fact that there's a lot of achievements for the game... if you like doing those, you could probably get quite a lot of gameplay out of it. The game's really not for me, I felt that the game forced you into combat situations too often for it to establish any sort of eerie mood. Protip: If there's an enemy in your path, kill it. Personally, I liked the first level best, before the game got overly irritating.

Pros: Gameplay is fluid, you never feel like you're fighting the controls.

The graphics are rather well done.

Lots of achievements.

You can beat the game in two hours.

Cons: The music felt like it was on a constant loop rather than actually having different songs. It's not on a loop, of course, but none of the songs sound different enough to make much of a difference.

It's very annoying and tries your patience rather often.

Soils the mood by forcing you into combat too often.

Not much enemy variety. There are a total of, I think, five actual enemies in the game excluding the big guys, which come in a few types but... that's not really variety, in my opinion. They're sort of like bosses, they kind of need to have variety.

Not much replay value outside of achievements.

You can beat the game in two hours.

What the game does it does well, which is the presentation and the controls. If you're the kind who like to show off through speed-running, this is the kind of game for you. If I had beaten the game without dying, it probably would have only taken an hour, maybe less. So, if you like fairly fast-paced platformer games I'd say check it out. Not really for me, just based on the fact that I've beaten it in under two hours and there's no replayability, because I don't care about achievements, but hey, this game certainly isn't bad.. What I have learned playing Feist thus far: The forest is full of treacherous beasts, but if you manage to seize hold of a dazed giant bumblebee, you can use his backside to fire stingers at the other treacherous beasts. If you find yourself unable to scale some high terrain, find some things hanging from trees which resemble giant, hairy testes, and hurl them at the side of said cliff-face (they're sticky) to help you traverse said terrain. And whatever you do, DON'T anger the gigantic, furry porcupine men...'cause gigantic, furry porcupine men will \u2665\u2665\u2665\u2665 YOU UP.

Some even more surprising things which I've learned playing Feist thus far: It is entirely possible for someone to make a game which superficially "looks" a bit like Limbo, and somehow make that game very nearly as GOOD as Limbo without replicating its gameplay too slavishly. You can, for example, add quite a bit of "combat" to said game, whilst still replicating the highly believable physics and logical puzzle-solving of a game like Limbo. Even more amazingly, you can make this new game seem oddly FRESH, in spite of the fact that it owes so much to not only Limbo, but indeed many a 2D, side-scrolling puzzle-platformer before it. And all that's required to pull off this amazing feat is an extraordinary level of talent and an all-too-obvious "labour of love" work ethic evidenced only by the most dedicated of "artists".

SO WHY IS THE VAST MAJORITY OF\u2665\u2665\u2665\u2665\u2665ON STEAM NOWHERE NEAR AS GOOD AS THIS?!?

Well, that's a question I simply cannot answer. But by supporting game developers as talented and hard-working as this, maybe we can turn that trend around. My only regret is that I didn't buy the soundtrack at the same time as the game, 'cause it sounds like JOHN \u2665\u2665\u2665\u2665ING CARPENTER...oh man, me and my first-world problems...

Verdict: 9.5/10.. I've been playing a lot of video games lately. In the last week or so, in addition to Feist, I completed both Out There Somewhere and No Time To Explain. Feist and both those titles don't have a ton in common, but one thing they do share is in bringing you plenty of frustration through trial & error gameplay. It's in that trial and error where Feist falls short of being noteworthy.

When I got past a difficult moment in either Out There Somewhere or No Time To Explain, I felt a true sense of accomplishment. Haha, game. I got the best of you! When I got through a rough spot in Feist, half the time I felt like I'd gotten lucky, and when I completed the game, I felt like I had stumbled across the finish line. Even though I consider both Out There Somewhere and No Time To Explain to be far more difficult than Feist, I gracefully glided across their finish lines thanks to being smartly taught how to compete. Feist was just a snoozefest for the first 15-20%, and then BAM the difficulty just smacks the s*** out of you. No natural progression. A huge difficulty spike followed mostly by somewhat clumsy, try-your-luck gameplay. I can't think of a truly great video game that does any of that.

A few pros:

Feist ran perfectly fine. No problems whatsoever on my Windows 10 machine w/ GTX 1060 6gb + i5-4460.

It's controls are responsive.

The music is very nice, though ultimately forgettable. I wasn't humming it later on, as is usually the case.

It's nice to look at, but the view does get a little repetitive after a while. I also enjoyed the creature designs.

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\u0442\u0435\u0433\u0435!

I feel like the designers of this game spent too much time trying to make this game look pretty (aka, as much like Limbo as possible) and not enough time making it playable. There are far too many times where you die not because you don't know what to do, but because the camera is so far behind you that you can't jump to the right place without doing it over and over again until you have a part of the stage pretty much memorized. In other words, it is hard, but a frustrating type of hard instead of a fun, mario-brothers type difficult. Instead of buying this game, just play Limbo again, you'll have a better time.. Feist is a physics platformer starring little critters in a forest, with a visual style of black silhouettes against a colored background, as in Badlands for example. Or a bit like Limbo since so many people refer to Limbo and say it is a rip-off, but the games have nothing in common. Limbo is monochrome, and beyond that there is no fighting in Limbo as it is a puzzle platformer.

The aim of Feist is to take down several beastly creatures (the biggest ones on the screenshots) to recover the main character's significant other. In order to do so, the player will travel through a forest and a mine, and fight all the wildlife in the way while avoiding a few traps here and there. To compensate for its weak stature and lack of direct combat abilities, the main creature can pick up twigs or rocks to fight.

A specific enemy, the fly, can be caught and used as a way to throw darts at enemies. This is really great. Also, the fights against the main beasts are very challenging and provide a lot of tension. Very dangerous boss fights.

However, the rest of the enemies, especially the worms that come out of the ground to throw darts, are not so interesting to deal with. They lack some form of interactivity (in contrast to the flies), and end up being a hassle and repetitive. Especially in the sections where the platforming bits are really not fun as well. Too many platforms that need to swing to an exaggerate extent, unlike the more interesting puzzles of Trine. Having to pick up items to fight is original, but after a while it feels too limited since the twigs break all the time while the enemies keep sending projectiles. More enemy types and big scary creatures (that cannot be beaten?) would be welcome as well.

For a game centered around wildlife, I thought that the ecosystem would be more complex, with the possibility to observe some of their life independent from the player, and creatures fighting each other. Actually I imagined that this would be a game mechanic, to distract the creatures by triggering some infighting. I believed that this would be the case because the boss beasts are able to squish the other creatures in their way. Sadly, every single creature just aims at the player and it feels too much like a set piece rather than an organic world. Additionally, I would say that the fights could be visually a bit more brutal to reflect the struggle for life among creatures.

The irony is that my negative criticism of the game comes from what the game does right, like the beast fights, the flies, the traps, and the overall atmosphere (music and visuals) that put the basic bricks of a great world to play in. Sadly, the bricks are not expanded upon and not used together to build a house. The game doesn't capitalize on its strong points, and despite being short (2-4h) it seems very full of filler and not enough substance. In other words, it doesn't live up to its potential.

On a technical standpoint, the game can run well above 60 FPS, however I had some occasionally heavy framerate drops (that resolve themselves pretty quickly) and rare crashes or visual glitches. Nothing really bad.

My negative recommendation is not to say that this is a bad game. Just that it could have been much better, and I suggest waiting for a sale if you want to experience it for its original features that set it apart from the other platformers.. Not bad. Good solid platforming. Good physics. Good music, environment, and art. It can be fun while running and dodging enemies, and throwing items works well for the most part. The puzzles aren't too challenging and are usually self explanatory. The problem is when many enemies are on the screen. They are faster than you, can grab you, have perfect aim, and you have to hit them a ton of times. Also a single hit with the sticks breaks them, which can be quite annoying. The game is super short, and looks like a ripoff of limbo. The character is cute, although there isn't much of a story. Many places require constant repetition and the camera can be screwy. The combat and platforming in certain parts can be finicky and inconsistent. Even with the negatives, while they can detract from the overall game, they are more frustrating than anything else. But they do not ruin the experience. Still it's decent.

7/10. This game is a great example of how a game can have a great look, good controls, smart AI, nice sound, an interesting idea, and how despite all that, still be a broken mess. Let me break down the gameplay. Run right, die, try again, die, try again, die, and repeat this about a dozen times until you get to the next section. The game is almost entirely trial and error gameplay where no amount of skill or understanding will get you through a level; the only way to get through is to try over and over until you eventually make it through. The mechanics are simply unfair and you will find yourself stunlocked in a corner until you die

more times than you can count. The puzzles are basic at best, and there is very little variety in gameplay. You have no idea how much health you have, how much health enemies have, how much damage you deal, or how much damage they deal. It makes for a game that is blindingly frustrating with no sense of accomplishment after you beat a boss by spamming them in a corner. Honestly, the game is pretty, and I want to like it, but it's a broken game that is more annoying than it is pretty, unfortunately.. A lot of the negative reviews in particular are, at their core, simply giving the game a bad rating because "it's too hard." Which is absolutely ridiculous. Not because the game isn't difficult, it is, but that's exactly the point of it. It's supposed to be a challenge and make you more observant.

Now that I've cleared up that little rant, here we go...

FEIST is a visually and audibly stunning game. From the screenshots and trailer, that goes without needing to be said while the soundtrack I wouldn't think twice about recommending to purchase as well. Often I hear that people generally think this game is similar to LIMBO which couldn't be further from the case. LIMBO is much more puzzle-driven while FEIST has a more survival-driven direction.

The entire feel of this game is very primal in order to make you feel like you are actually an animal combatting other animals. You use your surroundings, environment, and even your own enemies to defeat your other enemies. As previously stated, the game is challenging and doesn't give you a set healthbar and instead you see your current health based on how tattered your creature looks--the more clean your fur is, the more health you have, the more ratty you are, well, you get the idea. And there are constant checkpoints throughout the game, but if you need those defined out for you that's just being lazy. At its core FEIST is a platformer, but at its heart FEIST is a game about survival. So why would you take that away by making everything so simple? You wouldn't.

The AI in this game is well designed, particularly the larger boss creatures. They aim not only at you, but at where you are possibly heading. If a creature of a different type is nearby, they will attack it. A key thing to remember is that everything damages everyone. Dodging and having your enemies kill each other off is primitive.

If you're looking for a challenging and rewarding game with need for a high combat skill cap, FEIST is a must grab. But if you're more of a casual gamer and want something easier to play, pick this up anyway and learn to play. :^} Or at least buy it for the soundtrack so you can chill.. It's obvious, that graphics are heavily inspired by Limbo (first part with forest). Probably even exceeds it sometimes. This water and how every creature is made from pine needles, I really like it. Gameplay is not anything like Limbo. Yes, there are some traps but they are pretty obvious, and there is a lot of foes. In most cases you don't have to fight, just get away from them. There is 10 levels and 5 bosses which are on the trading cards (yes you have to fight most of them).

Is price tag a little high for ~3 hours? You're to judge, but there is nothing actually to choose from if you want more of the Limbo-feeling forest adventure with so much attention to details.. Good action/platformer. Music makes for some real cool atmosphere and it's pretty challenging in parts. Only takes a few hours to finish, worth checking out.. Positive:

- The game looks nice.
- The physics are good and feel really smooth.

Negative:

- Challenging fights combined with lots and lots of trial and error "puzzles" means you have to do the fights over and over again, which is really frustrating.
- The camera does not follow your character properly when you are moving fast which means that you can often die to enemies or traps that you run into, simply because you couldn't see them. This can also force you to redo a difficult bit you just finished.
- Repetitive gameplay. There are not so many types of enemies, but there are lots and lots of them. You get tired really quickly of fighting/dodging the same guys over and over.

. It establishes an eerie mood, making you feel vulnerable to what lurks in the shadows. It's more a jump n run than a puzzle game. The design and style are obviously inspired by Limbo, but it does add that special "umph" to the formula that makes it stand out from other Limbo-like games. It's fun, mysterious, scary and quite a challenge!

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