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This article is about a video game. For the clothing temperature control material, see the 2013 first-person survival horror video game OutlastDeveloper (s)Red BarrelsPublisher (s)Red BarrelsWriter (s)J. T. PettyComposer (s)Samuel LaflammeSeriesOutlast EngineUnreal Engine 3Platform (s)Microsoft WindowsPlayStation 4Xbox OneAndroid LinuxOS XNintendo SwitchReleaseMicrosoft WindowsW: September 4, 2013PlayStation 4NA: February 4, 2014PALPAL: February 5, 2014Xbox OneWW: June 19, 2014Linux, OS XWW: March 31, 2015Nintendo SwitchWW: February 27, 2018Genre (s)Survival horrorMode (s)Single-player Outlast - video game horrors of survival in the first person developed and published by Red Barrels. The game revolves around freelance investigative journalist Miles Upshuka, who decides to investigate a remote psychiatric hospital called Mount Massive Asylum, located deep in the mountains of Lake County, Colorado. Downloadable Content Outlast: Whistleblower Centers at Waylon Park, the man who brought Miles there in the first place. Outlast was released for Microsoft Windows on September 4, 2013, PlayStation 4 on February 4, 2014, and Xbox One on June 19, 2014. Linux and OS X were released on March 31, 2015. Nintendo Switch version titled Outlast: Bundle of Terror was released in February 2018. Outlast received generally positive reviews, with praise for its atmosphere, elements of horror, and gameplay. As of October 2016, the game has sold four million copies. As of May 2018, the entire series has sold fifteen million copies. The sequel, Outlast 2, was released on April 25, 2017, and the third installment, The Outlast Trials, is due for release in 2021. Murkoff's account, a comic book series set between Outlast and Outlast 2, was released in July of that year. Gameplay Player can see the environment and other enemies in the dark using night vision mode on their video camera. In Outlast, the player takes on the role of investigative journalist Miles Upshur as he moves to a dilapidated psychiatric hospital in Leadville, Colorado, which is captured by murderous patients. The game is played in the first person and has some stealth gameplay mechanics. The player can walk, run, squat, jump, climb stairs and vault over objects. However, unlike most games, the player does not have a visible health bar on the screen and cannot attack enemies. The player should instead rely on stealth tactics such as hiding in lockers, sneaking past enemies, staying in the shadows and hiding behind or under things to survive. In addition, the player can try to overtake his pursuer. If the player dies, the game will be dropped to the most recent checkpoint. Most of the hospital is unlit and the only way for the player to see while in the dark through the lens of the video camera is equipped at night Using night vision mode will slowly consume batteries, forcing the player to collect for additional batteries found throughout the shelter. Outlast intensively uses traditional jumps and beeps that alert the player if the enemy has seen them. If a player records specific events with a video camera, Miles will write a note about it, which will give a further insight into his thoughts. Documents can be collected that offer backstory and other expository information about the institution, including pages taken from patient diaries and reports from hospital staff. Developer Red Barrels pointed to the gameplay in Amnesia: The Dark Descent, which is focused on survival, as a major influence on Outlast's headless storytelling style. Found horror films such as quarantine and REC also served as influences. Plot Freelance investigative journalist Miles Upshur receives an anonymous letter that inhuman experiments are conducted at Mount Massive Asylum, a private psychiatric hospital owned by the notoriously unethical Murkoff Corporation. At the entrance, Miles is shocked to discover that his halls have been looted and littered with mutilated staff corpses. A dying officer of murkoff's private military unit told him that the deranged Mount Massive inmates, known as options, had escaped and roamed freely in the area, dividing Murkov's staff. The officer begs him to leave, but Miles discovers that he can't come back the way he came and has to click on. When Miles is looking for a way out, he is ambushed by a clumsy option named Chris Walker, who throws him through a window into the lobby, knocking him unconscious. Incapacitated, Miles encounters Father Martin Archimbob, a self-styled priest with schizotypal personality disorder, who claims miles is his apostle and sabotages his escape by cutting off power at the front door. Miles restores power, but Father Martin injects him with anesthesia. It shows Miles footage of Walrider, the organization of the killing of patients and staff alike, which he claims is responsible for the looting of the shelter. Once regained consciousness, Miles is trapped in a decaying cell block filled with catatonic and counter-mentified patients. He escapes through the sewers into the main wards, pursued by Walker and two cannibalistic twins, only to be captured by Rick Trager, the former executive director of Murkoff, mad, like other inmates. Treger ties Miles to a wheelchair and amputates two fingers with a pair of bone scissors, preparing to do the same with his tongue and genitals. However, Miles escapes from Trager and runs to the elevator, inadvertently pushing Trager between floors when he attacks him. Miles goes on to the hospital and again with his father Martin, who tells him to go to Asylum. Reaching the audience, Miles learns that Walrider was Dr. Rudolf Gustav Wernicke, a German scientist brought to the United States during Operation Paperclip. Wernicke believed that intensive sleep therapy, performed on traumatized patients, could connect swarms of nanites into a single evil creature. Miles finds Martin's father crucified in the chapel, which gives Miles the key to the elevator atrium, which he insists has dislocated him to freedom before forcing himself. Miles takes an elevator that descends into the underground labs. Walker attacks him, only to be eviscerated by Walrider. Miles finds an elderly Wernicke, who confirms that Walrider is a biotech nanite controlled by Billy Hope, the comatose theme of Murkoff's experiments. He orders Miles to end Billy's life support in the hope that it will destroy Walrider. Miles does this; however, shortly before Billy's death, Walrider attacks Miles and possesses his body. Leaving the lab, Miles meets the Murkoff military team led by Wernick, who has him about guns. Terrible Wernick realizes that Miles - the new master of Walrider. Panicked screams and gunfire are heard as the screen fades into black. Whistleblower DLC Waylon Park is a software engineer working on Mount Massive Refuge for Murkoff. His work entails maintaining a morphogenic engine that controls lucid dreaming in comatose faces. Soon after, Park was summoned to the operating center of an underground laboratory to debug the monitoring system. When he returns to his laptop, his supervisor Jereny Blair has him detained and subjected to a Morphogenic engine after discovering his email. However, when Walrider is unleashed (which leads to events in the main story), Park runs away and takes the video camera. He wanders around an increasingly decrepit facility as surviving guards and medical staff try to evade newly released patients, in search of a short-wave radio that he can use to contact authorities, all the while eluding a cannibal named Frank Manera, who owns an electric bone saw. Just as Park manages to find a working radio transmitter, Blair appears and conquers him, destroying the transmitter and leaving Park to die. Park finds his way into a professional asylum unit where he is pursued by Eddie Gluskin, a serial killer obsessed with finding the perfect bride, killing other patients and mutilating their genitals. Gluskin captures Park and tries to hang him in the gymnasium along with his other victims, but during the struggle he became entangled in his pulley system and punctured a free section of rebar. At dawn, murkoff's paramilitary division arrives in intending to eliminate the liquidation The park slips past them and runs to the main lobby. There he finds a seriously wounded Blair, who suddenly stabs him, insisting that no one can know the truth about Mount Massive, but Walrider kills him before he can finish off Puck. The park then stumbles out of the open front door and to Miles Upshur's jeep, which is still idling near the main gate. He picks up a jeep and drives away as Miles, now the owner of Walrider, also leaves the shelter. In the epilogue, Park sits at his laptop with a video ready to be downloaded to expose Murkoff Corporation. The employee informs him that it will be more than enough to destroy Murkoff, but warned that they will seek to eliminate him and his family. Despite some initial fluctuations, Park decides to download the file. Outlast was released on September 4, 2013 for steam, and was released on February 4, 2014 for PlayStation 4 as a free monthly title for PlayStation Plus users. Downloadable content, Outlast: Whistleblower, serves as an overlapping prequel to the original game. The plot follows Waylon Park, an anonymous beetle miles Upshur and shows the events both before and after the main storyline. Microsoft's Windows version was released worldwide on May 6, 2014, PlayStation 4 was released on May 6, 2014 in North America and May 7, 2014 in Europe, and the Xbox One version was launched June 18 in North America and Europe. Linux and OS X were released on March 31, 2015. In December 2017, Red Barrels announced that Outlast, including Whistleblower and the sequel Outlast 2, would be released on Nintendo Switch in early 2018. The name was released unexpectedly on February 27, 2018 under the name Outlast: Bundle of Terror via Nintendo eShop. Admission AcceptedAgregraed AccountAggregatorSorMetacritical: 80/100-PS4: 78/100-17-Xbox One: 80/100-18-NSW: 77 /100 0'Eurogamer7/10'Game Informer7.5/10'GameSpot7/10'IGN7.8/10 Outlast has sold more than 4 million copies. Outlast has received positive reviews. Aggregation review website Metacritic gave the Xbox One version 80/100 based on 6 reviews, Microsoft's 18 Windows version 80/100 based on 59 reviews, and the PlayStation 4 version of the 78/100 based on 33 reviews. It has received a number of awards and awards from E3 2013, including Most Likely to Make You Faint Honor, and One of the Best of E3. The website of the computer games Rock, Paper, Shotgun gave Outlast a very positive review, noting that Outlast is not an experiment in how games can be scary, this is an example. IGN's Marty Plum rated the game at 7.8, praising the elements of horror and gameplay, criticizing and character modeling. GameSpot gave the game a positive review, also stating that Outlast is not really a game of skill, and as it turns out, it makes sense. You're not a cop, you're not a soldier, you're not a genetically enhanced superhero. You're just a reporter. And as a reporter, you don't have many skills with which you can fend off clumsy beasts wielding stalkers, and other murder maniacs who lurk in the halls of the dilapidated Mountain Massive Asylum. You can't shoot them, or hit them, or rip pipes off the walls to clobber them. You can only run and hide. Sequels Main Articles: Outlast 2 and The Outlast Trials on October 23, 2014 in an interview with Bloody Disgusting, Red Barrels revealed that thanks to the success of Outlast, the sequel is in development. It was originally due to be released at the end of 2016, but was postponed until early 2017 due to development complications. Subsequently, the release date was pushed back to the second quarter of 2017, despite the anticipated release for the first quarter of 2017. On March 6, 2017, Red Barrels announced that a physical bundle called Outlast Trinity for Xbox One and PlayStation 4 would be released on April 25. A sequel called Outlast 2 was available digitally for Microsoft Windows, PlayStation 4 and Xbox One on April 25, 2017; and came to Nintendo Switch, along with Outlast, in February 2018. The action takes place in the same universe as the first game, but has a new storyline with different characters, which takes place in the Arizona desert. Outlast 3 was announced in December 2017, although the timing or target platforms have not been confirmed. At the time of this announcement, Red Barrels said that since they couldn't easily add downloadable content to Outlast 2, they had a smaller separate project associated with Outlast, which would be released before Outlast 3. The project, teased in October 2019, is a prequel to Outlast 2, called Outlast Trials, and a horror game set in the Cold War. The game is in the early stages of development, with a set release date of 2021. Links to b Humble Indie Bundle 14 Is Out, Outlast and Shadow Warrior New To Linux. GamingOnLinux. 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