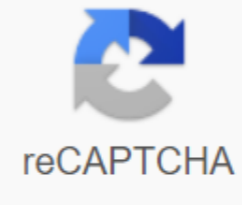




I'm not robot



Continue

Southeast states and capitals map blank

After some post-release updates, the most recent was pushed out last week, I am finally satisfied and very proud to finally report that obey's project has reached completion. As I've said many times, it's the game I've always wanted to play and play. It is incredible and so satisfying to finally reach this point. It's been a long road. To those of you who have followed and supported the project over the years, thank you! Many of you will always have a special place in my heart. Now, unless you find a horrible game-break bug (in which case, yes I'll come back and fix the problem), I'll be signing out. So it is with a lot of love and a sense of bittersweet feeling for the end of an era of my life, that I wish you all to take care of yourself, and enjoy some competitive backstabbing matches of OBEY! I'm proud to report that OBEY has reached v1.0 Wow, we're finally here. OBEY was in Steam Early access from May 21, 2015 to May 12, 2020. Five years. I took a look at the file dates in the build to see when the first ones were created. The first test build is dated November 12, 2013. The most recent file in compilation is april 1, 2013. It's been a long road! Thank you to all of you who have shared with me on this tortuous journey! Click here for the full announcement on Steam Hi All!!! For those of you who followed OBEY today, thank you for being with me! Until now, I've kept a low profile that I started full-time development on OBEY again. But now that you all know, I'll say it's with the intention of finishing OBEY and finally putting out version 1! For me personally, this is a big problem: I've had this project going on in some form in my life since 2002! This latest version involves corrections and improvements to the scoring system so that it is very easy to track scores if you want to run a tournament or see dozens of rounds passed. In addition, I have added a targeted screen to honor the winners of the round! Here is the official list of changes:v .45f0 added round has ended screen with winners at the end of the round board. the current map name and improved Linux server startup script now restarts the server if it shuts down, improved Linux dedicated server startup script now restarts the server if it shuts down - improved Windows server startup script now restarts the server if it shuts down, front of the lower fixed watchtower that could be seen as a hole on some maps - fixed ProFlares spamming log output log with cull log Development!! it's on sale for less than \$10 until April 7 at 10:00 am Pacific - for those enjoying an extended holiday weekend, or in the middle of Spring Break, it's a great time to jump (back) and run a couple of laps with friends in a multiplayer experience unlike any other out there! Hello everyone! We have a new jacksepticeye video that I wanted to share with all of you! It's worth the watch. Enjoy! Something disappeared in OBEY: a feasible way to win like a peck! Enter the watchtower! Watchtowers are a way robo can reliably pay a peck to stay put to look for the attackers. You simply drop the automatic payment given every 37 seconds. So now there's a way for a peck to earn a reliable income, and possibly win if he plays his hand right. NOTE for newer players: Sometimes new players feel frustrated when a different player plays like a peck, seemingly making it impossible to subvert. There are ways to counter a spy object: get a pointer before performing a break. If the peck sees you and starts pointing at you, make your arrows in the wrong places to throw robo out. Subvert from behind or on the side of the robo, grabbing objects on the way up robo and falling in front of the door for an immediate subvert trick robo to think that the peck is going to win, and have him kill or remove/reduce snitch autopay. Whisper to the peck that you'll give him big money if he allows you to subvert (use /w to type a whisper) Other significant changes include: Robo's HUD now shows which buttons you can press when you hover over anything A/D no longer changes directly autopay. You have to LOOK at the feedbox you want to change, or the watchtower. So, you can also set up a different automatic payment on different feedboxes if a map has more than 1. Added Polish and Dutch languages permanent trophies that will show with your name if it is placed in tournaments! (past winners let me or mods know so you can mark yourself with some ☺) Tons of bug fixes and improvements! Full edit list (v.44r0): Added map element 'watchtower'. It can be used to pay for snitches and lure them to a location. added shortcut menu for robo to help you know at all times which keys do what added autopay can no longer be set up only with a/d, robo must now watch feedbox/watchtower and press a/d to set different feedboxes (and watchtowers) can now have their autopay set individually reduced sensitivity/greater accuracy for robo mouse while zooming (feels more comfortable now for zoom-look) added reduced/greater accuracy to the pointer as you look down is lattice added directional indicator to the pointer arrows for robo, robo will now clearly see where a peck indicates a directional indicator added to the watchtowers for robo added watchtower to all maps (note: all control tower positions subject to balance or removal changes) added minerals to official official maps Cover in tributary near obey areas and distance feedbox increased to make it slightly easier to escape sound effects added to the main menu chat so you can hear if humans are typing or mentioning your name added game tip You turned off the robot's passive income! If you press the powerplant button added in-game tip Car pay over 4 gives rabbits more profit than you. the first time you set up > 100 autopay added in-game tip Your kingdom is over. on the subversion added when dropship is crashing, the internal sound tone of the engines now slowly increases added when you are in a drop and freezes, the screen flashes white added Polish language! Thank you Milord!!! ^_^ the Dutch language added! Thank you Dannyiscool! ^_^ /scores command was added. It can be used to get the final score from a past match added command/tourney. It can be used to get the totals of scores counted from past matches added to the /playerid command. Print your playerId (stored in playerPrefs.txt that is used to track statistics) added /trophy mod command. It can be used to assign a special public leaderboard to players added /pt - mod command. A moderator can now force a client to push to the discussion mode added /allmute - mod command. A moderator can now mute a player for all commands added /allunmute - mod. A moderator can now reactivate a player's audio for all commands added /clear. Clear the log text to the left of the screen added better feedback for the map author if you forget to add feedboxes/powerplants generation points you no longer need to be associated with a robo. If the binding is not specified, the nearest binding is used. reduced dropshipChanceToCrashMod default reduced to 8000. to make it a little easier for fixed bug crash where it was possible to put locations on map elements such as feedbox/powerplant etc fixed bug where locked/passworded servers would not display properly in the list of servers fixed no ambient sound in tutorial solved rare bug where it was possible to have an amazing recurring with the goal money madly increase bug fixed in the tutorial where messages would popping stop up if you go out or tab. Fixed bug where a server running for a long time would spam the master server fixed visual bug that if you put the camera inside robo seems less broken now. fixed visual bug where ghost placement indicators sometimes did not flow at the correct speed fixed bug where ghost placement indicators might show in the dropship fixed bug robo gun windup and winddown sounds don't play fixed generation minor error on smoke and spark random particle semi fixed minor visual bug in mine, light, and the positioning indicators of the fixed sensor minor visual bug in dropship lights fixed small visual tweak on the particles fixed spark less excessive flare update recording in the game and updated unity tutorial at 5.5.1f1 updated NGUI ver at 3.11.2 lowered music volume main menu Hey all ^_^!! So So great updates are just in! Both dropship code and the way sounds are handled in OBEY have been largely rewritten: the main change is that it no longer relies on the 30-second mark. NOW IT CAN LITERALLY BE CRASHED AT ANY TIME! Yes, it's also possible crash just before it lands as it soars above the drop area (this is very hard to do, though). Take a look below: Dropship monitor shows 3 things: – Time until fall – The possibility of normal delivery – Weight imbalance To be able to crash at any time, dropship 'rolls a die' every 2 seconds to see if it should crash. Weight imbalance shows the possibility of anomalous and each tick. The possibility of normal delivery is this possibility, calculated on how many ticks remained until landing. Another big change for the demarmiment ship is that what the robot buys now generates behind this area here: The key to this is that everything behind that area matters to the ship's BALANCE! This area is not easy to reach for bunnies, and therefore robo can try to counteract the imbalance caused by rabbits to buy more things! Some other important changes include important optimizations in sound effects, and also that automatic payment can now be set up to 200-0 to help clarify what a directive is worth, green means 25-100, and ciano means 125 – 200. Finally, their size helps to distinguish their value (larger and higher value); Here is a complete list of changes: dropship can now be crashed at any time if it exists (no longer a 30-second time limit). Items purchased from robo are now protected behind a barrier, and serve balance the demarmimento ship. Increased weight of bunnies (it was 2, now 4) dropship monitoring now displays chances to deliver successfully and weight imbalance. robo dropship timer now turns red if the ability to deliver is less than 70% (used to be red for < 30 sec) - text indicator removed for bunnies to know if dropship was purchased from robo. Cash directives can now be worth up to \$200, now cash directives, if they are worth more, smaller if they are worth less. The money directives that are green are worth between 25-100, the ciano is worth 125-200 - feedbox can now be set to pay up to 200 s - great rework and optimization for audio. Having a lot of sounds play should have much less impact fps - added roboWeightBias server setting, a weight modifier for things in the balance area (default .4) - added bunnyWeight server setting. You can now set the weight of the (default 4). : Added dropship server settingChanceToCrashMod. Highest number - harder to crash dropship (default 7000) - slightly extended dropship time over .5 secs drop-out area - getting subverted now plays a deactivation sfx - fixed division for zero bugs in AI calculations - tip of updated loading screen related to ship crash - numerous minor minors enjoy ^_^ Hello Everyone! Starting today, OBEY will now grant collectible OBEY Steam cards to your Steam inventory! Matching an OBEY card set can be used to create OBEY badges, emoticons, and backgrounds. Their creation required the completion of 55 individual artistic resources I made them all myself, just for YOU! enjoy ^_^ -dez I will show myself OBEY at this event at Harvard: There is also a huge LoL tournament going on @ Here are some links, I hope to see you there! PhiLANthropy site: Eventbrite Facebook had a great show in Arisia this Sunday! OBEY was unveiled Hardcoregamer.com On the development side - December and January were big months, with bigger things off the road. The setting of the ground is practically complete, with the added vacuum integration making the game much more polished and finished in my opinion: Vacuum integration The addition of laser heads: and the addition of death cam! (finally!) (finally!)

