
Sneak Thief Free Download [Patch]



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About This Game

Please Note: This is not a complete game it is in EARLY ACCESS that means not all content is currently in the game and is currently in development, and you should expect to see bugs and missing content

Sneak Thief is a first person shooter, strategy, stealth and puzzle game that lets you choose how you want to play by allowing you to use brute force to smash your way through defenses or by getting away without making a sound. You play as a thief targeting Homes, boats, banks, warehouses, labs, and everywhere else you can make a quick buck. Use your specific skill sets to complete a variety of different levels.

Recent Updates

- AI will no longer run straight into you when you are sighted
 - AI on the home invasion level no longer freezes
 - Improved AI sight/detection
- Fixed the civilian on the bank level with disappearing eyes
 - AI now react to flashlights
- Added random passwords to allow for more replayability
 - AI bug fixes
 - AI React to dead bodies
- You can now pickup bodies
 - Added Health Bar
- Improved performance on the bank level

Key Features

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- Play how you want with nearly unlimited ways for you to pull off your heist
 - A variety of weapons to use to assist you in your heists
 - A large variety of traps and puzzles
 - Partially Procedural Levels (generates passwords for safes, positions of weapons, and positions of keys).

Future Features (It's not guaranteed all of these features will make it into the final version)

- More Levels (Guaranteed)
 - Co-Op
- Multiplayer Game Modes
 - More Weapons
- More Puzzles and traps
 - More Enemies
- In-Game Level Editor

Title: Sneak Thief
Genre: Action, Indie, Strategy, Early Access
Developer:
Nicholas Rizzo
Publisher:
Nicholas Rizzo
Release Date: 6 Aug, 2016

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Minimum:

OS: Windows XP or later

Processor: Dual Core Processor @2.4 ghz or better

Memory: 2 GB RAM

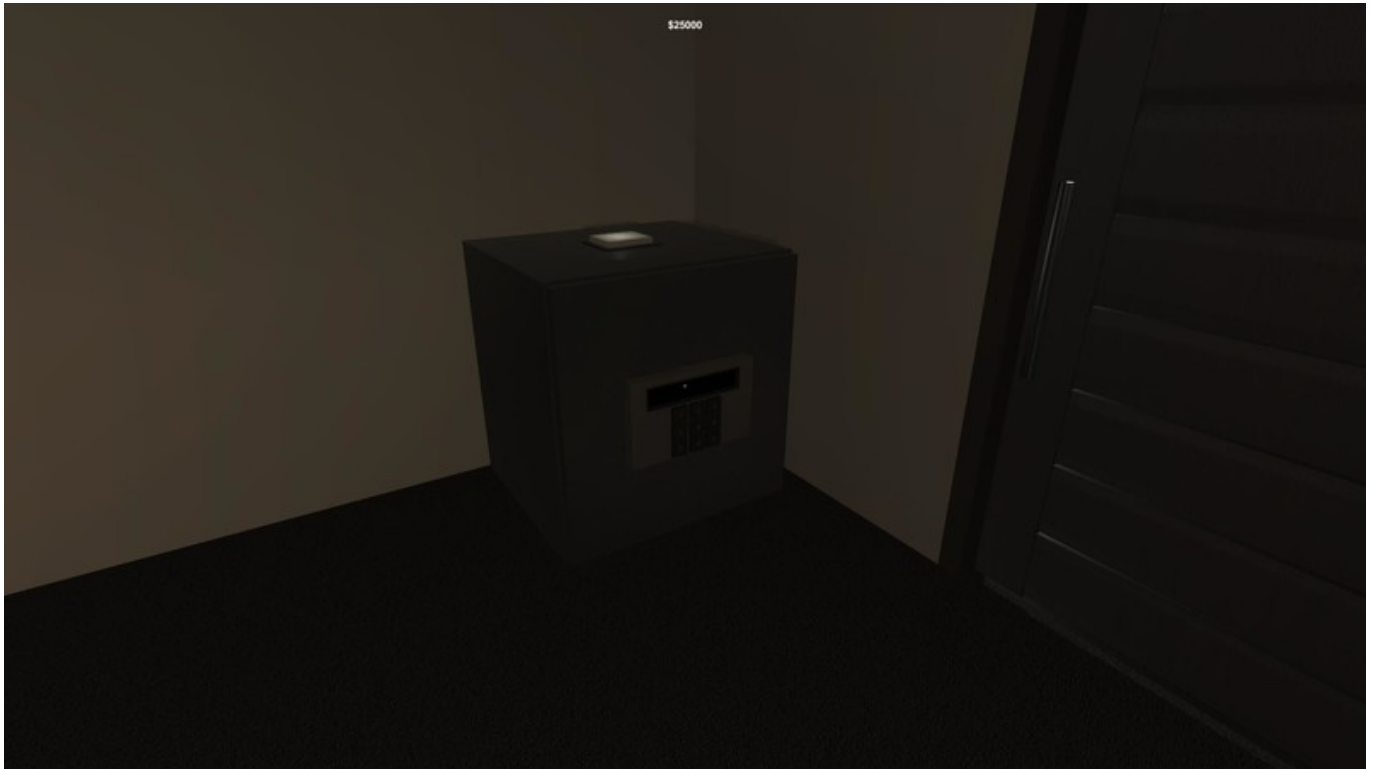
Graphics: Intel HD Graphics 4000 or better

DirectX: Version 9.0

Storage: 1 GB available space

Additional Notes: Tested at 1280x720 on Low Settings

English,French,Italian,German,Arabic,Bulgarian,Czech,Danish,Dutch,Finnish,Greek,Hungarian,Japanese,Korean,Norwegian,Polish,Portuguese,Romanian,Russian,Simplified Chinese,Swedish,Thai,Traditional Chinese







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Not so much a review, but more of things I found good about the game and some things I feel needs to be fixed/added to the game.

Good things -

It's fun sneaking around houses, disconnecting alarms and finding secret codes. It makes the game feel more like you're a thief who needs to get all the intel to pull off the biggest score in history.

Things that need fixing -

I found that when you let go of the move button, the character would continue to move forwards instead of stopping. That got annoying pretty quickly.

The AI are either too dumb or too aggressive at times. I found myself trying to hide from them but they still find me even if they didn't spot me. I'd fix the AI and the movement physics the most.

Graphically, the game's character models need a lot of work as they look like dummies and can be kind of scary.

Environments in some levels are bit too open and bland some of the time, and can usually distract players from the game.

Things that could be added -

I think giving players the ability to hide would be a great option, a peaking function would also benefit the game as it gives players that strategic edge against the AI.

Going through secret passage ways to bypass security would be fun in some of the levels and using objects to block doors from being opened whilst you hack a security camera (I also think they should have Security Cameras into the game) would be neat.

Really, I have to say that the game is fun but needs a lot of work.

Would I recommend it? Not now, but it does have a lot of promise so I'd keep an eye on it if you're interested.

. The combat is unwhelming and the price might be a smidge high. Altogether a pretty good game. Would like to see a level editor.. Does anyone remember the indie game, The Very Organized Thief? The house level is sorta like an updated version of that game, Other than that, the game is pretty fun, although a bit demanding..... Can you please tweak the game and at least fix the lag and quality for laptops such as mine. And also have the settings or the graphics of the game to be better without lag because so far my laptop can't even handle "Potato Computer."

So please change the game, I mean tweak the game and change the quality and framerate of this game because I love it but the lag stresses me out.. Game sucks♥♥♥♥♥♥

Baddies take 3-4 shots + to the head to take down??

Controls are clunky

graphics are 1998 ish

buggy as sht too. i liked how cool it was but your game crashed and wouldnt work at all. This is the best stealth indie game I've played so far ! Only some FPS optimisation needed and its perfect !. Can you please tweak the game and at least fix the lag and quality for laptops such as mine. And also have the settings or the graphics of the game to be better without lag because so far my laptop can't even handle "Potato Computer."

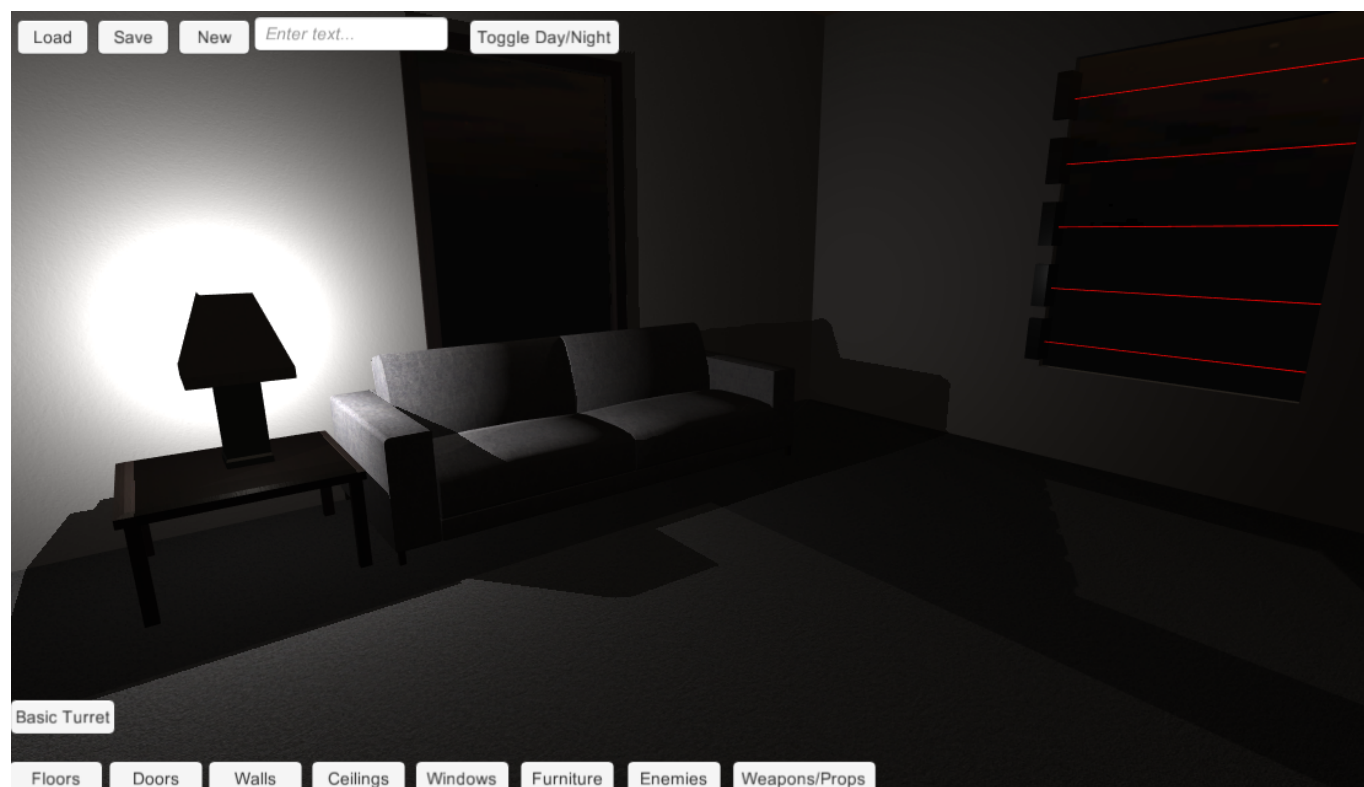
So please change the game, I mean tweak the game and change the quality and framerate of this game because I love it but the

lag stresses me out.. One hell of the game, This game is awesome and don't talk to the haters and I did a gameplay to promote the game to the final stage and I'm here to support Sneak Thief and your new game and rate this game 10/20. PS, Sneak Thief is ranked 1# in my favorite Steam Game.

I'll be posting development details on twitter, just some extra stuff incase you are itching to know what I'm working on and it's a good way to interact with all of you!

<https://twitter.com/SneakThiefGame>

After an overwhelming amount of requests I have decided to make a level editor. So over the past week I have been working on the level editor (along with bug fixes and a new level), so far it allows you to create basic levels using basic assets, basic ai, and basic mechanics (yes it includes weapons (yes that includes melee weapons)). I've also added some new stuff for everyone to play around with such as turrets and robot AI. I also plan to allow you to import your own 3d models as props or structures to allow for a lot of variety in the levels. Here is a small scene I setup:



Not the best representation of whats possible but it gets the point across.

As you can see the UI is currently very basic however it seems to get the job done. The main thing I would like to know is should I release the level editor in an early state with not as many features and accessibility as the final version so people can make basic levels for the steam work shop or should I wait to release it so it is easy to use and has a good amount of assets. I'd like to leave this decision up to the community as it is a tool for you to create your own levels :D

*Just so everyone knows saving and loading works so if it is released early you will be able to save and publish to the steam workshop

Bug fixes coming out this week, addresses common issues on the new level (AI being able to hit you from 5 feet away) along with other common bugs.

*Update I will be releasing the early editor soon

. Sneak Thief Co-op is out!!!!:

Thank you for all your patience, sneak thief co-op is now out!

Sneak thief 2-Player Co-op is now out!

Establishes the framework to expand on multiplayer

This updates also includes bug fixes and improved performance for some users.

Unfortunately since this is a very buggy alpha many placeholders are present, and some features of multiplayer are not yet implemented. Currently there is only one map that can be played in co-op which is missing features due to errors in the network which will be addressed in the next update (this however is a new map!), however more co-op specific maps will be coming soon as well as original maps. 2 player co-op is currently out however 4 player will follow up 2 player co-op very soon, highly likely after the next update which will address the majority of bugs and replace place holders.

There are currently many bugs in multiplayer and many of the surface level ones are already known and will likely be fixed by the end of the week. Unfortunately a buggier version had to be released to allow for further development into the new version to allow it to become more stable on both the client side and the network.

*****Please report as many bugs as possible, not everything could be feasibly tested within co-op so bug reports are very helpful in solving these issues.

Multiplayer is currently in its very first stages and if you are not willing to deal with bugs, glitches, and game breaking issues to help with the development of multiplayer or just really want to play it, stick to single player until a few updates have been released!

Single player maps and updates are still planned, the addition of multiplayer will not block progress on these updates.

Servers are ready for 50-100ccu if this limit is surpassed lag and errors will be present this will then result in the expansion of server power however 50ccu is not expected to be passed while multiplayer is in alpha.

Please let me know if you have any questions or come across any bugs, Enjoy!

Next singleplayer update will contain:

new content
bug fixes
revamped level editor
new map

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Follow me on twitter for more updates! <https://twitter.com/SneakThiefGame>. **Overview of the next update:**

Hey everyone I have a big update planned and ready to go and will be released after the new years when I get back home, I'd just like everyone to know what will be included in this update before the release:

- New map (single player)
- Performance improvements for multiplayer including network performance
- Improved single player performance
- Revamp Level Editor

for more updates check out my twitter: [twitter.com/sneakthiefgame](https://twitter.com/sneakthiefgame). **NEW LEVEL OUT NOW: HARDEST LEVEL YET!:**  
Sorry for the wait everyone but it's finally here, the hardest level yet to be in sneak thief; The University. Good Luck!

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Added Features:

- New Level
- AI improvements
- Performance Improvements
- Online performance improvements
- Faster Load Times
- General Bug Fixes

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I've also been working on a new project these past 6 months and I'm proud to reveal "Good Morning" a game coming to steam later this 2018!

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[http://store.steampowered.com/app/756090/Good\\_Morning/](http://store.steampowered.com/app/756090/Good_Morning/)

Don't worry about this getting in the way of sneak thief guys it's being released not in early access meaning it's already completed :)

Follow me on twitter for more information on future sneak thief updates, good morning, and supermarket tycoon!

<https://twitter.com/SneakThiefGame>. **Supermarket Tycoon is out! (We won the copyright claim!):**

[http://store.steampowered.com/app/683690/Supermarket\\_Tycoon/](http://store.steampowered.com/app/683690/Supermarket_Tycoon/)

Thanks to all of you the DMCA takedown has been lifted <- more info coming soon!

Supermarket Tycoon Early Access is available for 10% off right now!

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