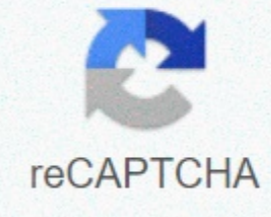




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Warframe second dream explained

WarframeStorefront artwork, with four of the game's various playable Warframes, including Excalibur, Ember, Loki, and Rhino from left to rightDevelopers/ Digital ExtremesPublisher(s)Digital ExtremesDirector(i)Steve SinclairScott McGregorProducer(i)Dave KudirkaPat KudirkaDesigner(i)Ben EdneyMitch GladneyJoey AdeyJonathan GogulProgram (i)James Silvia-RogersGlen MinerArtist(s)Michael BrennanRon DaveyMat TremblayGeoff CrookesWriter(s)Cam RogersComposer(s)Keith PowerGeorge SpanosEngineEvolutionPlatform(s)Microsoft WindowsPlayStation 4Xbox OneNintendo SwitchPlayStation 5Xbox Series X/SReleaseMicrosoft Windows25 March 2013PlayStation 4NA: November 15, 2013PAL: November 29, 2013Xbox September 2, 2014IntenendoNintendo20 November 2018PlayStation 526 November 2020Xbox Series X/S2021Genre(s)Action role-playing, third-person shooterMode(s)Single player, multiplayer Warframe is a free multiplayer third-person shooter action game developed and published by Digital Extremes. Released for Windows personal computers in March 2013, it was ported to PlayStation 4 in November 2013, Xbox One in September 2014, Nintendo Switch in November 2018 and PlayStation 5 in November 2020. It was also planned to be brought to Xbox Series X/S. In Warframe, players control members of the Tenno, a race of ancient warriors who have woken up from centuries of animation suspended far into the earth's future to find themselves at war in the planetary system with different factions. Tennos use their upgraded Warframes along with a variety of weapons and abilities to complete missions. While many of the game's missions use procedurally generated levels, the latest updates have included large open world areas similar to other mass multiplayer online games and some story-specific missions with fixed-level designs. The game includes shooting elements and melee games, parkours and role-playing games to allow players to advance their Tenno with improved equipment. The game includes both player and environment elements and player versus player. It is supported by microtransactions, which allow players to purchase in-game items using real money, but also offers the ability to earn them for free through grinding. The concept of Warframe was born in 2000, when Digital Extremes began working on a new game called Dark Sector. At that time, the company had been successful in supporting other developers and publishers, and wanted to develop its own game internally. The game suffered several delays and was finally released in 2008, having used part of the initial framework but very different from the original plan. In 2012, in the wake of the success of free-to-play games, the developers their previous dark sector ideas and artistic resources and incorporated them into a new project, their self-published Warframe. Initially, the growth of Warframe Warframe hampered by moderate critical reviews and low player numbers. Since its release, the game has experienced positive growth. The game is one of Digital Extremes' most successful titles, seeing nearly 50 million players in 2019. [1] Set in the future, players control members of the Tenno, a race of ancient warriors who woke up from a centuries-old cryosonno as they return from a star system known as the Tau system after being repulsed centuries ago in an ancient war. In the solar system, they found themselves at war with the Grineer, a matriarchal race of militarized and deteriorated human clones built on metal, blood, and war; Corpus, a mega-company with advanced robotics and profit-built laser technology; the infested and disfigured victims of the technocyte virus; and the Sentients, a race of self-replicating machines made by a long-dead transhuman race known as Orokin. The Loto guides the Tenno through difficult situations, as well as suggesting that they help the player defeat enemies. To react, the Tennos use mechanical biomecies, the warframes of the same name, to channel their unique abilities. [2] All factions encountered in the game, including the Tenno, were created or are split groups of the old Orokin Empire, which the Tennos learn to be an ancient fallen civilization and former ruling power in the solar system. Although most of them have long since died at the time of tenno's awakening, their persistent presence can still be felt throughout the solar system. Before their fall, the Orokin attempted to conquer the galaxy and sent colony ships through the Void, a transdimensional space that allowed a rapid journey between star systems. None of these residential ships returned, and those they had loaded with sentients returned with the Sentients now programmed to wipe out the Orokin, leading to the fall of the Empire. [3] In the quest The Game's Second Dream introduced in December 2015, the player discovers that the Lotus is a sentient, rebelling against others to protect the Tenno knowing of their importance. Loto's father, Hunhow, sends a stalker assassin named Stalker to Lua (the remnants of the Earth's moon), which the Lotus had hidden from normal space, to find his secret. Lotus sends the Tenno there to stop the Stalker, arriving too late as the Stalker reveals the entity Lotus had protected: a human child known as the Operator, who is the real Tenno who controls warframes through the course of the game. The Operator is one of several Orokin children who survived the passage of the zariman ten-zero residential ship through the Void, the adults have gone mad from his journey. When the ship returned to the Orokin Empire, the children had all been put to sleep for years, overcoming the fall of the Empire, which were found by the Loto Loto becoming the Tenno (Tenno short for ten-zero of the ship's name). The power of the Void gives these children the power to Transfer in order to control warframes from afar, making them powerful weapons in the fight against ongoing forces in the solar system. [3] From this point forward, the player can then engage in missions as both Warframe and Operator. Gameplay Warframe is an online action game that includes elements of shooters, RPGs and stealth games. The player creates his own Tenno character, which includes a basic armored unit called Warframe that provides the player with special abilities, basic weapons such as a primary, secondary, melee weapon, and ship. Through the ship's console, the player can select any of the missions available to them. A main plot of missions requires players to complete certain missions on planets and moons in the solar system, in order to access junctions that can progress to other planets or places. Other missions rotate over time as part of the game's living universe; these can include missions with special rewards and community challenges to allow all players to benefit if they are successfully achieved. On board the ship, the player can also manage all other functions for their Tenno, including managing their arsenal of equipment, customizing warframe and weapons, creating new equipment, and accessing the in-game store. Missions can be played alone or with up to four players cooperatively player/environment. Each mission is assigned a positioning that indicates how difficult the mission is. Missions are generally played on randomly generated maps composed of map tile. Missions have various objectives, such as defeating a number of enemies (Exterminate), collecting data from terminals without triggering alarms (Spy/Stealth), saving prisoners (Saving), or defending points on the map for certain periods of time (defense). The latest updates have added space combat using Arcalchi, space equipment that comes with a new set of skills and weapons, and a large open-field environment where you can complete numerous bounties. Players can use their weapons, special abilities, and a series of parkour-style moves to navigate and overwhelm forces within these missions. Downed players can choose to revive up to four times, or they can be revived by other players an infinite number of times. Once completed, players are rewarded with in-game items, as well as in-game currency and items collected while exploring the map; the failure to of a mission causes the loss of these rewards. In addition to cooperative missions, the game includes player-to-player (PvP) content through conclave multiplayer, which also rewards the player for placing high in those matches. Players and their equipment gain experience level up from missions; equipment with higher levels can do more damage and support multiple mods, special cards that can be inserted into the equipment to change its attributes or provide passive or negative bonuses and abilities. Mods are eliminated from enemies during missions and can be part of rewards, and are generally provided as a result of a rarity distribution, with more powerful mods that are more elusive to acquire. In addition to mods, players have other means to upgrade their gear, including conditional upgrades called Arcane Improvements and Riven Mods, exclusive mods for weapons whose weapon, buffs, and stats are determined upon unlocking. Another type of reward is equipment projects, which can be used to build new Warframe parts or weapons; the resulting projects and equipment can also be purchased directly using gaming money called Platinum. Players must have specific quantities of building materials (found from missions and their rewards) to build these items. Warframe is designed to be free-to-play, and has avoided using any pay to win items; all Warframes, weapons, and other equipment are possible to acquire in-game over time through grinding, although monetization can simplify and speed it up. [4] New weapons, Warframes, equipment, designs to build such equipment, and cosmetics such as skins and capes (called Syandanas) can be purchased on the market, using credits, which are earned in the game, or Platinum, a premium currency that can be exchanged with other players for rare items in the game or purchased through microtransactions. Platinum is also required to purchase further improvements, such as arsenal slots for warframes and weapons, as well as items that improve the mod capacity of the equipment. However, there are some cosmetic items that can only be obtained through in-game payments. In late 2019, an update called Empyrean was introduced in the game that allows players to pilot and operate a spaceship called Railjack. This was designed as a cooperative experience with up to four people working together, doing several jobs to keep the ship operational while destroying enemy ships. A Railjack-centric update is scheduled for mid-2021, including expanded content[6] and a new skill tree aimed at making solo play more accessible. Development Dark Sector The origins of Warframe came out of the original vision of the Canadian studio Digital Extremes for their previous game Dark Sector. Before this point, Digital Extremes was as a work-for-hire studio, working alongside other studios to help complete development; this included working with Epic Games for Unreal Tournament (1999) and its sequels Unreal Tournament 2003 and Unreal Tournament 2004. [4] Epic had tried to bring Digital Extremes into their studio, but found that there would be problems with the Canadian government interfering with the merger, and the studios agreed to go separate ways. Wanting to establish itself as the main studio, Digital Extremes came up with the idea of Dark Sector, which they first announced in February 2000, describing the game as a combination of the intense action elements of Unreal Tournament with the character's reach and evolution of a persistent online universe. In early interviews, Digital Extremes said dark sector gameplay would have players such as bounty hunters and assassins in a dark science fiction environment, with each character having a bounty on their head, making them targets for other players. [8] The studio used their vision of Dark Sector to try to protect a publisher, but this only led to more offers for the rental job. [4] The company remained quiet on Dark Sector for about four years, announcing a revised Dark Sector in early 2004, now to be an elegant, sci-fi single-player experience with stealth elements inspired by the Metal Gear Solid series, and a story they considered a mix of Metal Gear Solid and The Dark Crystal set in space, within a larger environment like Frank Herbert's dune universe. [4] Much of the game's artistic style was informed by the artist French Jean Giraud, aka Moebius. [9] The player-character, belonging to a race called Tenno, and the enemies wore high-tech overts that would give them unique abilities. [8] This new ad included a scripted demo to show their vision of the game's gameplay and graphics. The game was announced just as both the first consoles of the seventh generation, Xbox 360 and PlayStation 3, had been teased and Digital Extremes began looking for a publisher to release the games on these platforms. [8] The game received great attention from its video, including CNN's coverage of the next generation of consoles. [11]

