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Escape from Tarkov is a first-person looter shooter and massively multiplayer online video game developed by Russian studio Battlestate Games for Windows platforms. The game takes place in the fictional Norvinsk region of northwestern Russia where an armed conflict has broken out between Russian internal troops, UN peacekeepers and two private military companies. The goal of the game is to escape Tarkov by working for one of the private servicemen or is a Scav, whose goal is to acquire loot from the sealed area. History Initially, development for Escape from Tarkov began in 2012 with plans for the game to get a traditional full purchase release without free-to-play or microtransaction elements. The plot of this title revolves around a fictitious conflict in northwestern Russia, which surrounds a special economic zone that served as a gateway between Russia and Europe. The creation of this zone then attracted malicious companies who want to take advantage of potential wealth and the city of Tarkov became the center of the conflict. In Tarkov, a political scandal erupted with these companies in an armed conflict between Russian internal troops, UN peacekeepers and the two private military companies: United Security (USEC) and BEAR. With the conflict in the zone escalating, the region's borders were cordoned off, trapping them inside the war zone. This forms the basis of the game, as players choose between these factions vying for power or choosing the option of being a Scav who is unaligned and seeking potential treasure and loot as a freelance faction. The gameplay is built around similar looter style FPS games like PUBG (PlayerUnknown's Battlegrounds), but also includes many MMORPG elements found in games like World of Warcraft. There are currently four different modes to choose from, and another four are in the works (Story Mode, Open World Mode, Arena Mode, Premium Mode). These are explained below via the game's GamePedia page: PMC: The player uses his main character, into the raid with gear equipped by the player. Once in the raid, the player can pick up all the gear from dead players, kill AI, as well as loot from loot spawn locations such as filing cabinets, bags, safes and computer tower blocks. If a PMC dies, the player loses everything that is equipped or stored on the player except for the items in the secure container. In order to survive and extract with all the gear they picked up, players must make it to an extraction point. Extraction points are assigned at the beginning of a raid and some require certain conditions to be met. Scav: The player can also go into a raid as Scav, the AI faction, with a random set of gear and equipment. Scav AI will start as neutral to a Scav player, but often other players have also entered the raid as a Scav. The Scavs will face off against and potentially other Scav players. Each loot collected by the player as a Scav can be transferred to the main character, while die as a Scav has no penalty apart from lost gear. In order to survive and extract with all the gear you picked up, Scav players must also use extraction points, which can sometimes be exclusive to scavs. If a player Scav shoots a fellow Scav, they will defend themselves and nearby Scavs will become hostile to them. Offline Mode With the same maps as PMC mode, players can enter a sandbox mode for testing; any gear, loot, experience and action in offline mode will be reversed at the end of the raid. Ammo is consumed, gear found or lost, or player damage will be restored. Players can also modify the raid conditions, which include, but are not limited to, weather and AI skill and aggression. Player Hideout: Includes building and upgrading of various facilities in the hideout, each with its own bonuses such as player recycling and manufacturing items such as ammunition and loot. Hiding places also provide the ability to upgrade the player's stash size, along with the ability to produce different items. On August 4, 2016, a closed alpha version of the game was released to a select group of players and was then extended on December 28, 2016 to those who pre-ordered the game. Players who gained access to this alpha had to sign a non-disclosure agreement and game coverage on streaming platforms was limited to selecting players until March 24, 2017, when the NDA was lifted. The game is currently still in a closed beta phase, which began on July 28, 2017. This closed beta is available to all owners of a pre-ordered version of the game, regardless of their specific release. There are three different releases available for purchase, ranging from \$45 to \$140 with a wide range of in-game benefits and extras depending on the level users buy. While there is still no confirmed date for an official launch, the game's latest popularity-stopping event in late 2019 and early 2020 has been toretized by players and media to propel the developer to a full release sometime in 2020. After the initial announcement, Escape from Tarkov was something of a sleeper title, mostly flying under the radar until several major streamers on Twitch started playing the game in late 2019 and into early 2020. According to the Twitch Metrics website, Escape from Tarkov saw a rapid increase in viewers between December 29, 2019, and January 5, 2020, peaking at 4th place at over 200,000 viewers. As of February 2020, the game is still popular and is the 3rd most popular title on the streaming platform. Streamers like summit1g have helped drive this online presence, seen in a clip from the channel below. Just look dubs today boys [] from summit1g on www.twitch.tv This rapid increase in viewers has also led to online media that recently covers the game, despite its age, leading to discussions about the game's renewed interest. One such article comes from PCGamer, published on January 18, 2020. The article covers the games resurgence in 2020 and discusses the basic plot and gameplay elements of Tarkov, with the following 4: Escape from Tarkov feels like the next leap along the evolutionary branch of online shooters. On Reddit, there is an active community and subreddit surrounding the game, which was created on November 9, 2015. Since then, the sub has grown to over 250,000 members who are often following clips, strategies, memes and art for the title. An example of this was posted by Redditor Yoda-is-a-goblin on January 28, 2020 (see below). The post was voted up nearly 7,000 times and received several Reddit awards. Controversy Although the game has a rapidly growing fan base, the developer has had a number of issues and controversies surrounding the development of Escape from Tarkov over the years. One of the big issues that people express their displeasure over is that there is still no announcement for a final release date. Beta versions of the game have provided a playable experience for many years now, but regular bugs and issues continue to pop up, and server wipes are not uncommon as progress continues to inch forward. The Dev team has also had problems with its abuse of the Digital Millennium Copyright Act to punish a YouTuber critical of its game. According to an article from Polygon on January 30, 2019, YouTuber Eroktic says he lost almost all of his income from that platform after Battlestate Games knowingly made 47 false claims against him. Polygon went on to argue that the developer similarly pursued additional YouTube creators affecting their income and livelihoods. This controversy caused backlash against the game and Battlestate Games throughout 2018 and 2019. On December 30, 2019, when the game ran the promo on Twitch as part of a marketing campaign, a Battlestate team member pointed a real gun at his head during a live stream and continued to pull the trigger in a feigned suicide attempt (seen here from Dexerto). Shortly thereafter, the company's channel on Twitch was banned and has not yet been reinstated, despite having nearly 700,000 followers. Regarding the 3 year old article with paragraphs about women in EFT. The responses were made by one, not a key BSG employee who was probably misinterpreted and as a result does not reflect the official position of the company, that we always respected women of war and military women — Battlestate Games (@bstategames) January 6, 2020 Perhaps the biggest source of controversy surrounding the game revolves around the developer's view of adding female avatars to the game. In 2016, one of the devs who worked on the game spoke with Wccfttech in interview and said women can't handle this amount of stress [in warfare]. There is only room for hardened men after being asked about their inclusion in the game. Battlestate recently backtracked on these statements in a series of tweets, saying they respect female soldiers and their role in conflicts throughout history. But dev then said that adding female characters would be too much work, and the issue remains unresolved. Search interest Make a meme Make a gif Make a chart Popular Top Views count Fresh Escape from Tarkov is a hardcore and realistic online first person action RPG/Simulator with MMO features and a story-driven walkthrough. With each passing day, the situation in the Norvinsk region is growing more and more complicated. Ceaseless warfare in Tarkov has triggered massive panic; Locals have fled the city, but those who stayed are looking to improve their fortunes at the expense of others. After accepting the new reality, the savage Tarkov savaged the locals – the Scavs flocked into well-armed gangs and began redvision of the city. Nowadays, Tarkov is separated by invisible borders, which are controlled by different groups. Gain-greedy gunmen would go to any length to get their way, including the murder of civilians and direct confrontation with the two private military companies. Players will have to experience living in the skin of one of the mercenaries who survived the initial stages of the Tarkov conflict. After selecting one of the sides – USEC or BEAR – the player's character begins to emerge from the city. Tarkov is cordoned off by the Un and Russian military, supply chains are cut, communication with operational command is lost, and under these conditions everyone must make their own choices of what to do and how to get out of the chaos-ridden metropolis. Tarkov city, Norvinsk region. The present time. The events of Escape from Tarkov take place in the fictional Norvinsk Special Economic Zone region, which became a gateway between Russia and Europe. However, preferential terms for large international companies have not only attracted law-abiding companies, but companies with dubious intentions as well. In Tarkov, one of the largest cities in the region, a transatlantic enterprise became the foundation zero point of a political scandal. Six months later, the political impasse escalated into an armed conflict with UN peacekeepers, internal troops of the Interior Ministry and two private military companies. The region's borders were sealed off, and those caught in the midst of this local warfare flared up isolated from the outside world. The most active forces in the Norvinsk region are two private military companies, engaged by the sides in the initial conflict. USEC, employed by the infamous Terra Group international corporation, engages heavily in armed clashes, obstructing the investigation of Terra activities carried out by local authorities. Furthermore, according to intelligence agencies, USEC provides armed protection for illegal work and research by foreign companies, while BEAR, allegedly created on direct orders by the Russian Government, is employed by officials in the Norvinsk region to reveal any evidence of the Terra Group's illegal activities. Story-driven scenario based walkthrough as one of multiplayer gamemodes. Complete raids on large-scale locations with your friends or alone. Explore many of the unique and authentic places of Tarkov city and it's suburbs: citizen block, chemical construction area, AA military base, heart of Tarkov city, private living zone and other real-time weather conditions and time of day changes. Discover hidden sites — reserved facilities and warehouses, sealed TerraGroup offices, and underground warehouses. Find useful information and items that will help to understand what is happening in the city. Team up with ex-enemies, change the priorities to unfold the mysteries and escape from Tarkov alive. Behold the HECS - Hazardous Environment Combat Simulator system module. Feel your character via health and physical characteristics, including hydration, energy, blood pressure, blood loss, fractures, contusion, intoxication, exhaustion, shaking and so on. Control your character freely - smooth speed and posture changes and transitions, leaning and proning. Be aware of real ballistics and projectile hit physics. Get ready to feel the weapon as it is in real life. Get used to physical concepts of weapon operation – interference, overheating, wear out, reloading, aiming, charging and, of course, shooting. Discover the most advanced weapon modding system ever. Change everything you want to expand your weapon's tactical abilities. Interact with the environment to gain situational dominance - switch lights, begin tactical entry with door interaction systems. If you die, you lose everything you took and found in a raid. Organize your backup inventory kit, use secured containers and insurance. Treat yourself, your equipment and weapons properly. Apply the large variety of drugs to stay alive and focus. Repair your armor, firearms and cold steel. Clean water and sort out your food rations. Manage your inventory in a classic slot-based way. Organize and modify your chest rig like a real professional. Take advantage of special equipment such as NVGs, radio headsets, ballistic vests and helmets. Loot fallen enemies and containers to get a wide variety of items to use and barter. Get experienced - earn points and level up. Close to 100 unique skills to train via a repetitive action principle. Collaborate with strangers or get shot by your friend in the back - there are no rules. The louder your screams, the sooner they come. Get your trigger finger ready. AI driven civilian savage scavenger (or Scavs) and and as a Scav with preset random gear, weapons and health. No need to worry about death - you won't lose anything from your protagonist. Get out alive while playing Scav and then transfer his loot to your main character stash. Experience a wide variety of non-combat activities. Communicate and trade with NPC merchants, gain their trust to get special goods and assignments. Adapt to the economy, which is changing in real time according to the activities and events of other actors, controlled by AI. Sell your loot in rag fairs and auctions. Become a trader with your own shop, runners and special offers. Work with your stash, heal your character, repair and modify weapons, examine items, chat to learn news and gossip. Establish your own battle group with unique abilities. Pre-order Page 2 Eng Pyc De Esp Por Fra Ita Hotfix 0.12.9.10510. Fixed: The incorrect calculation of the recoil of weapons with buttstock weight and mounted on buttstock butt pad Hotfix 0.12.9.10489. Fixed: Raiders behave incorrectly in different conditions Searches of system drives on site did not directly happen Application of buffs / debuffs from food, water, and stimulants if the character already has a debuff Error that caused the game server to crash Visual duplication of object properties in the flea market Various bugs in the game client We are happy to present to you the patch

0.12.9.10423 WIPE! Added and changed: Woods expansion. Revised PMC initial gear sets. Added head and voice alignment as you create the character: for now there are only two new heads for each faction added. You cannot change the head and voice after the character is created. You will be able to do so only after profile recovery or wipe. Added skill Immunity. Reworked Metabolism. Decreased volume of steps and interaction with vegetation. Added chance to cause bleeding to the ammunition. Now some ammo can cause excessive or slight bleeding more often than other rounds. Now some face shields and glasses will reduce the time of blindness effect from flashbang rounds and grenades. Players will receive letters with a delivery package for the first 7 days of playing. Added the All button to the purchase menu when buying from retailers through Flea Market. Now you can select all available items with a single click. Filters in the W-List tab now change separately and do not affect other Flea market tabs. The Enter button now confirms the action in most dialog windows. Slot selection when dragging items in your inventory can now be turned off. Equipped bracelets are now unlootable and cannot be lost at death. The letter with the reward for the withdrawal in cooperation with the scaven now comes with a slight delay. Containers will apply throttling filters to mods installed on the transported object. I.e., put a mount with a thermal thermal installed on it in a secured container is no longer allowed. New equipment and clothing added: PMC tops and bottoms, body armor, rigs, smoke balaclava, and tops for Scavs. Changed the characteristics of a large number of weapon mods. Simplified Jaeger quests. Updated some assignments: changed conditions for execution, start conditions, rewards. Reduced bonus of recoil reduction from recoil control skill and weapon mastering. Now the character overweight starts at 35 kg. Used to be 40. Increased purchase limits for certain ammunition from retailers. New weapons and ammunition: KRISS Vector SMG in both 9x19 and 0.45. SIG MCX Assault rifle in .300 Blackout. UMP SMG in .45. Mk-18 mod 1 Mjölnr DMR in .338 LM. .300 blk, .338 Lapua Magnum ammunition. Various new weapons mods. AI: Fixed robots hanging behind stationary weapons. Fixed a bug where Killa couldn't hear the enemies approaching from behind. Other different botfixes and optimizations. Optimization: Optimizations of interface animations. Optimizations of sound in RAM. Server optimizations. Fixed: Aiming for a GL40 with Reflex sights. The position of the character's body when blind burning was not restored after opening the inventory. Blinding was introduced even though the player used a thermal imager. The stationary machine gun was removed from its mount if the player was using it while it was in blindfiring mode. It was possible to use the tops and bottoms of the opposite fraction. The nickname could not be changed if the new nickname was 15 characters long. The range value of the sight did not change immediately after adjustment, if the weapon had two sights on it. A duplicate weapon could hang behind the player's back for a few seconds after changing weapons. Some pants had the fitted gun hanging off the holster during the assembly on the Ragman service screen. The observer did not see the player check the fire situation on his weapon. Weapon presets: It was impossible to delete the overwritten preset. Wrong mods were installed on the weapon if the build was initiated during a save process. Not all available items in the lot could be redeemed if the player tried to buy items over the limit. The raid could not be interacted with the inventory if the player had previously disassembled the weapon via the shortcut menu. When you reactivate the output with the hermetic door at the Reserve site, the siren stopped working earlier than it should have. The sensitivity while aiming down sights changed as you set and remove sights from the weapon. One character performed a light grenade throw only by double-pressing the RMB. Uninformative message about the lack of space in the stash when transfer article from note on Receive all. The Found in raid status of the weapon would not update if you were to put non-exists in raid weapon mod on it Incorrect information about the level of mastering in the weapon inspector. The price of 1 item decreased by 1 rubles if a player bought several of the same items from a retailer. The azimuth was missing if the player opened the pause menu with a compass in his hands. The camera could go through the body of another player. Messages are missing from group chat. Various server errors. Various minor corrections. Various localization fixes. Different location fixes. x 8d593334b72ed1bb2594d41345fb9 8d593334b72ed1bb25ea594d41345fb9

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