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## Survival Games Ativador Download [key]



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### About This Game

Survival Games is a Battle Royale survival shooter set in an ever-changing world full of secrets, traps, wildlife and treasure. Never play the same game twice, with our unique game maps that dynamically change with every new round you play.

Survival Games contains three additional modes, making this a diverse Survival Experience. Work together in Zombie Survival, or against each other in the Arena Shooter.

Powered by the Hazzah Engine, a powerful rendering and terrain engine built from the ground up to support the next generation of voxel games.

#### Features

► Dynamic Map

Points of Interest change every time you play. The perfect blend of procedural generation of intelligent map design.

► Battle Royale Mode

Drop from the sky into the wilderness as an ever-shrinking dome pushes you into constant conflict. Available from launch.

► Zombie Survival

Work together and survive on the loot you find in the ruins of City 26 as hordes of undead stalk you day and night. Now available in game.

► Arena Shooter Mode

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Classic free for all, or team-based FPS action with respawns. Now available in game.

▶ Map Editor

Create maps for any of the above game types, and upload them to the Steam Workshop, with your friends online. Coming soon

▶ Guns, Melee and Throwable

Guns, swords and thrown weapons make for deep combat not limited to just twitch reaction shoot outs. Power attacks, blocking and stamina add so much more.

▶ Hunger and Stats

Sprinting uses up stamina, food prevents starvation and sleep is needed each night. Fail to look after yourself, and exhaustion will kill you before your enemies do!

▶ 4k resolution

▶ Crafting

▶ Destructible Terrain

▶ Player Customisation

▶ Perks

▶ Hats and Accessories

▶ Custom Music Tracks

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Title: Survival Games  
Genre: Action, Adventure, Indie, RPG, Early Access  
Developer:  
2.0 Studios  
Publisher:  
2.0 Studios  
Release Date: 10 Apr, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows Vista®/Windows® 7/Windows® 8

**Processor:** Intel® Core 2 Duo 2.53 GHz

**Memory:** 1 GB RAM

**Graphics:** Intel® HD Graphics / GeForce GTS 450

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 1 GB available space

English







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I bought this game for a joke because it is a trash game and I knew it. I thought there would at least be 1 player maybe playing so I could actually start a game. But I wasted time I will never get back waiting for players. You're making us pay \u00a37 for 0 players, you also dropped the game I believe because you have not updated since ages. Terrible game. Don't waste your money, good thing I refunded.

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### V1.3.4 Weapons animations:

- weapons are displayed over characters when they attack.

There are 4 different weapon animations : "slash", "shoot", "magic" and "thrust".

- new workshop: 'power armor workshop'

- new armor: 'worker power armor'

- new skills: 'power armors' and 'power armors mechanical'

- attack of 'steam trooper' changed from 100 to 75.

- circles and shadows are wider when you ride a mount.

- elemental damages of 'flame blade' corrected.

- a bug when you switch your main character corrected.

- giving temporary effect corrected.

- age shift in savegame corrected.

- some other minor bugs corrected.. **v1.3.7 - Perks:**

-You can choose "perks" in your character selection screen.

-40 perks added.

-new hotkey: Hold "Ctrl" while pressing build button: choose location of a workshop/resource. (idea submitted by tuti250)

-The dark elves are no longer in the Aurora faction.

-New playable race: "Astalan" (created for the crowdfunder "Aelfyr")

-Soldiers are more expensive.

-The experience gained by attacking is the inverse of attack speed.

- "War Horses" and "Unicorns" are no longer give xp to stamina. (Thanks to tuti250)

-minor bugs corrected.. **V1.3.8 New content and fixes:**

-7 new perks : 'cabinetmaker', 'hammerman', 'Midas touche', 'tank', 'viking', 'water diviner wand', 'weight launcher'.

-4 new ammos : 'fire arrow', 'ice arrow', 'poisoned dart', 'thunder bolt'.

-1 new glove : 'gloves of dexterity'.

-area damage added.

-poison damage added.

-new sounds added. (range weapons and buttons)

-your quantity of resources are display in tooltip. (when your cursor roll over a harvestable resource)

-jewels don't affect your attack range.

-construction buttons are displayed on 2 lines.

-you can select "buy" or "sell" in market.

-you can load a world in multiplayer.

-new animation in hunting camp.

-perks cannot be lost.

-the height and the size of 'names over characters' corrected.

-'duplication of perks in multiplayer' corrected.

-optimization and bug fixes.. **v1.4.2 - last missions and PvP:**

New content:

- (Beta) 3 new missions.

- 2 new customised missions.

- 4 new soldiers: light horseman, horse raider, heavy horseman, knight. (suggestion from Tallestdavid)

- 1 new siege weapon: heavy cannon. (suggestion from Cirno)

- the remaining cost of the structures are displayed.

- 3 new maps for skirmish mode.

- new artwork for the main screen.

Multiplayer:

- (Beta) PvP added. You can play select your team in multiplayer.

- You can play "customised missions" in multiplayer.

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- if you join a multiplayer game in pause, you cannot move. (Bug reported by many players)

Corrections:

- partial English and French corrections. (interface & missions)

Balancing:

- NPCs are less aggressive.  
- maps 1v1 in Skirmish Mode were resized. (64\*64 => 128\*128)

Bugs corrected:

- a major bug when you select "random" for team 1 was corrected. (Bug reported by KylarNightAngel)  
- IAs can build a Town Centre at the Steam Age.  
- a crash when you load a savegame with an artillery was corrected.  
- the mount "nightmare" disappear if you unequip it.  
- in the warehouse, "K" display change at 10000 instead 2000. (Bug reported by Cirno)  
- label of "inventory shortcut" in options corrected.  
- a crash with collecting resources from AI was corrected.  
- the rectangle to select units was optimized and should not cause crash anymore.  
- Food bonus are fixed. (Bug reported by Lee)  
- cities localisation in skirmish corrected. (Bug reported by Nathaël). **v1.3.10 - New content:**

New content:

-you can improve items and create items+1, items+2... (bonus cap depend of your skills)  
-new building: siege workshop.  
-new Skill: military engineering.  
-new wall: iron wall.  
-new factions: beasts and undeads. (skirmish mode only)  
-helmet are displayed over characters.  
-3 new mage hats.  
-new visual effect when you walk in water.

Interface:

-new keyboard shortcut: "Use enemy workshops" (alt by default) (by default, you always attack enemy workshops)  
-new keyboard shortcut: "Build several times" (shift by default)  
-when you move windows, their positions are saved.

Balancing:

-market: raw materials give less silver coins.  
-polearms have a short range. (~1.5m)  
-time of food bonus increased. (60s => 120s)  
-Recovery of characteristics increased. (4pts/s => 8pts/s). **V1.3.2 Local multiplayer added.:**  
- Local multiplayer added.

You can play with friends in Local Area Network. You must use Hamachi to play online.

Multiplayer is still in beta. It will be improved in next updates.

For the moment, you can only select team 1 and choose 1 character when you join a game.

- "Blind effect" from light spells do "-25% Attack & -25% Defense" instead "-50 Attack"  
- in "custom survival mode", you can set "number of waves" up to 99.  
- "delete" keyboard shortcut doesn't allow to destroy "resources" and "animals".  
- more German translation added. (Thanks to Joshua Wesen)  
- several bugs corrected.

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