
Fleeting Ages Download Blackbox

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About This Game

Fleeting Ages features a never seen gameplay element in other sandbox games which will ensure the feeling of being an important figure of the game world. You can make permanent changes in the world of Fleeting Ages which will affect every aspect of the game.

Experience the different ages from the prehistoric era to the Industrial era on the same map and observe as they transition into each other.

Shape the world around you and observe how it will affect the hostile enemies and their behavior, the weapons they use, the houses they build and the clothes they are wearing in the different ages that you triggered to shift.

In the game you play as a mysterious man who is able to die but won't grow old. If you are able to survive you can observe and shape the Fleeting Ages as they pass by. You are the only one of your kind and there are no other supernatural beings in this world. Find your own role in this world as your actions change your world for the better or worse.

You can affect the world by inventing tools and weapons never seen before. The changes you make in the world as little as killing an animal to as big as building a town will be permanent.

As you progress in different ways your surroundings will react to it and change accordingly. At start you will find different animals roaming around or attacking you if they are hostile. Then when the age is ready, humans will appear in their little settlements who will eventual learn from you and develop their own culture. As you trigger an age shift with your progress in the game the peoples will accommodate to the new age with new kinds of weapons, clothing and buildings.

You need to collect various resources while you try to survive and develop new tools like wood, copper, iron and other metals, coal, different herbs and plants to make potions out of, food and water to survive in this harsh world. As the ages shift the tools you make, the resources you use, peoples and enemies you encounter will change as well.

You will face wild animals at the beginning and advanced human civilizations with firearms at the end of your explorable ages.

You can use your resources to build anything you want with more possibilities as you invent new tools to use. You can make weapons and armors as well to defeat your enemies easier or to hunt for food in the woods. These are varied from simple sticks and bows to swords and firearms.

This is the world we give to the players to explore, shape, rebuild, survive and enjoy.

Title: *Fleeting Ages*
Genre: Action, Indie
Developer:
R&G Software
Publisher:
R&G Software
Release Date: 2 May, 2016

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Minimum:

OS: Windows 7/8/8.1

Processor: Intel Core i3 or better and equivalent AMD processor

Memory: 4 GB RAM

Graphics: Nvidia GTX 460 or better, AMD HD 5800 series or better

DirectX: Version 11

Storage: 1500 MB available space

Sound Card: Directx compatible sound card.

English

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If you can spare 9,99\u20ac you may consider buying this. After 2 hours I can recommend this if you like crafting, survival and easy mobs to kill. Don't expect anything great, but maybe you'll enjoy some walking in the park.. Oh look another generic survival game. But in this one the buildings change(Sorry Evolve)..... Yay.....

Seriously instead of putting this into full release the developer should have spent about 6 months more working on it. Then delete it in frustration and make a different game that is not a poor imitation of Rust.

The crafting and building is clunky and awkward on a basic level.

The design has all the appearance of an asset flip for a generic survival game.

At \$10 USD it is even too expensive to give someone you dislike as a hate gift.

<https://youtu.be/wE39hm4Jhkk>. This is really not ready for public release. My spawn was in the water with sides too steep to climb out and I would just drown over and over. When I did get it to start me on land I was on a hill that you could not get to the top of and I got stuck in the terrain.... just horrible.. This game has a pile of potential. The developer has a good understanding of Unity and has a very well running game without the camera stutter that seems to be present in 75% of the Unity games I try.

[I totally support this project and would love to see a nice robust building system with plenty of aggressive AI that the player needs to defend their base against.](#)

[Looking forward to playing again tomorrow night and updating the review. just wanted to put in a good word as soon as possible.. -4 of 10 -](#)

[\[EDIT: Final Game\]](#)

[Now that the final game is out. I can't change my verdict.](#)

[It's far too buggy for release still.](#)

[The earlier problems I mentioned are still largely not fixed. Largest complaints: Weapons/tools wear FAR, FAR too quickly. Animals are quite happy to approach your fire... which should not be the case.](#)

[I respawned with my view turned 90 degrees \(like I was laying down\).](#)

[I see no use for the tent. I was hoping that health would restore faster, but I don't think it does.](#)

[I've not seen past the first age, and as with my last spawn the loot bag with my inventory didn't appear. I lost everything. What a terrible drag that is.](#)

[Still a red thumb.](#)

[\[finish edit\]](#)

[The price of \\$12.99 is too high for the game in its current state, but for early access it shows promise. If this were a \\$6 early access game, I would have given it a thumbs up. There are FAR, FAR better games, in playable states, for less.](#)

[The game has two modes, standard and advanced. I don't know anything about the advanced mode, but have written the developer to ask. All comments relate to the standard mode.](#)

First, the good -

The crafting system is straight forward. Took a few minutes to figure it out. I like the crafting mode where a template can be placed (for a shelter, for example), and you can add materials over time to finish it. That's a great game mechanic that I've appreciated in other games, and I'm glad to see it here.

The environment looks pretty good. Day night cycles, rain... I saw only forrest... but I assume there are other biomes out there.

An arrow points toward your spawn point... so you can't get lost (given the lack of terrain features... it would be easy to get lost without it)

The not-so-good -

- First... animals should not approach the camp when a fire is burning.

- Tool\weapon wear needs significant tuning.

Clubs should almost never wear... wood or stone. It's silly to craft five clubs just to be sure you have enough when you go hunting. The spears should wear... but not nearly as fast as they do. I'd say *at least* twice as long.

- I never saw any fruit or other forms of food besides wild boar. Bears and wolves seem to only give hide. (I did see an elk, but did not have a kill). Foraging sure is needed.

- I built a Tee-Pee, but it vanished after I returned from a hunt. The rains had started... did it melt in the rain or something? That shouldn't happen.

- The spear should be useable in water to catch fish... but currently no weapons can be used, even if you only wade into the water.

- Loot bags seem to simply disappear on their own... so there appears to be no way in the game to safely store the things you collect... pretty frustrating.

- Hunger sets in too fast given the scarcity of food. If forage was available this might not be an issue.

- I lost my current game by starting an advanced game... and there are no "save game" provisions. It seems to save your current game, and nothing more. There should at least be saves for the advanced and standard games, so that you don't lose one when trying another.

Nothing wrong with the game that can't easily be fixed. As long as the devs keep at it... it could turn into something great.. Do not buy this game unless you are a hardcore EA (early access) gamer. At its current state its a complete waist of money and wasn't ready for EA release. I will say that this game is about 10% complete. Keep in mind i have and play a lot of EA games and this by far is the worst i have ever played.

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