
Vantage: Primitive Survival Game Ativador Download

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About This Game

You play a pre-historic caveman, your ultimate objective... to survive! Explore a massive seamless open world, forage for food, hunt animals, and use the complex, realist 5d3b920ae0

Title: Vantage: Primitive Survival Game
Genre: Indie, Simulation, Early Access
Developer:
Crystal Dragon
Publisher:
Crystal Dragon
Release Date: 22 May, 2018

English

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I've played 15 hours at the time of writing, and have done quite a lot of the game's content in its current state. For the time being I'll lay it down, awaiting further content to re-roll a character. I was most impressed by the way every object in the map is selectable, and most of them being interactable in some way. With the developer's engine, there's framework for a very deep game, even though it's not very broad yet. We'll have to wait and see how it develops, but I'd keep my eye on this one! I can say without a doubt that this game has massive potential, and it's clear this has been a labor of love. The developer seems to respond to users queries rather quickly, and is eager to start focusing on some more content after a batch of optimisation. While I don't recommend it yet for users looking for an experience which is already complete, I definitely recommend this for people who want to support the developer and see the project grow. It's bound to be a magical experience.. Apparently he has been working on this game for 30 years already. So in just 30 years he has created this walking simulator, but just imagine what he can do in

another 30 years. The limit is quite low.. Early Access Review. This game reminds me of Xsyon. The Grind is REAL. You Will Grind Constantly to level crafts very slowly. I like that kind of game. If you don't like spending hundreds of hours in a game to accomplish things through major grinds then stay away. I DO like that kind of boring sht so I reccommend this game.. What a waste of time and gaming effort. Starting tools do not last through the first craft so you are stuck with no tools and no item and no way to make a new tool. try to build a fire with your starting items and your item (most likely the stick) will wear out before you get a fire so you have to make a new one which uses up your sharpened stone knife, Funny how a small wooden rod just destroys a piece of stone. s there you are you finally get a fire built but you had to use up your sharpened stone and alas there is no way on this planet to get another, or even find a piece of broken rock with a sharp edge. There is an elusive, mysterious and magical item in the game called a billet that is needed to make any sharpened stone or bone tool, problem is you cannot find one. it is probably crafted in a forge of some type so forget about crafting one folks. Would figure the designer would have at least made it possible to keep playing but after over an hour of looking for one I gave up.. Kenshi is a great example of how a game, even if stuck in development for many years, can be an amazing game that delivers on its premise AND delivers on the "fun" factor of a game. Vantage: Primitive Survival, on the other hand. is not. It simply was not fun for me to play it despite enjoying the premise that it is built on, it felt tedious and the interaction controls with items as well as the grind required made me think of Wurm Unlimited/Online, which sadly in this case is not a compliment. The way the gameplay has been designed and engineered just does not create fun for me, I would have far more fun booting up Stranded 2 than playing this game. So no. I do not recommend it, and I don't care that it's Early Access either. You can't bug fix a bad game flow design, but I genuinely wish you the best of luck and give my best hopes that you make it through Early Access and release an amazing product, Crystal Dragon. EDIT: I would like to emphasize quickly that, my comparison of this game to Kenshi is not meant to be 1:1. I am only contrasting the fact that both have been in development for a long time, and I am not measuring mechanics and genre between the two because that would be silly, both have different goals. It is only to emphasize the point of, "One delivers on a fun game flow and gameplay design, and one does not".. What a waste of time and gaming effort. Starting tools do not last through the first craft so you are stuck with no tools and no item and no way to make a new tool. try to build a fire with your starting items and your item (most likely the stick) will wear out before you get a fire so you have to make a new one which uses up your sharpened stone knife, Funny how a small wooden rod just destroys a piece of stone. s there you are you finally get a fire built but you had to use up your sharpened stone and alas there is no way on this planet to get another, or even find a piece of broken rock with a sharp edge. There is an elusive, mysterious and magical item in the game called a billet that is needed to make any sharpened stone or bone tool, problem is you cannot find one. it is probably crafted in a forge of some type so forget about crafting one folks. Would figure the designer would have at least made it possible to keep playing but after over an hour of looking for one I gave up.. Don't judge the book by it's cover. It's Xsyon Prelude meets UnReal World in 3D. Yes, the graphics are not from this decade, but who cares, this is deeper than Mariana Trench. I don't even care about PERMADEATH. All I want to have is enough players to have community to play with.. This is a really great survival game. It doesn't have a lot of content at the momment but it's still really interesting. The game is great for people who don't mind grinding, I look forward seeing the upcoming content.

Vantage Update Early Access 1.0.2 is Live! : This update includes a little of everything. Female sounds have been added, inventory management overhaul, brains attached to skulls ;) and much more! You can read the patch notes on the forum.. Week 1 Success and Short Term Roadmap : So one week has passed since the game was been in Early Access Beta and the launch went great! The servers were stable and operating efficiently, many people came on the official server to play the game, as well as play offline or with friends on their own servers, and overall the launch was a big success! In the coming weeks I will be fixing a few of the small bugs that appeared. After that is done and the next update is released I will be working on another round of content! And to be clear, I plan to regularly release content for the game free of charge. I do not plan to charge any extra money in the near future.. Vantage Pre-EA 0.5.4 is released! Launch Date Very Soon! : Vantage Pre-Ea 0.5.4 is released! This has added the first songs of the game's soundtrack into the game! Also some final bug fixes. This version marks the first of the "Final" updates for the game. I will hopefully be announcing a release date very soon! I will also post a sample of the new game music soon.. Early Access Launch Date Announced! May 22nd! : Vantage Early Access Launch Date Announced! Early Access will begin May 22nd! It has been a long and amazing journey to get to this point, and it will continue to be a fantastic journey to continue to develop the game! I will be closely watching the players and the master server to make sure everything goes smoothly, and will be available as much as i can to monitor the forums and maybe jump into a few people's servers :) I look forward to this amazing event! For me it will be quite surreal that this is finally happening!. Final Playtesting Begins Soon! : This version marks the stage where I will begin my (hopefully) final complete personal play-test play through of the game to fix and last remaining issues before release. As I go through this process, I will also begin to start advertise the game a little more, add new play testers, and possibly, if all goes well, begin to decide on the actual release date! Vantage Patch "Pre EA-0.5.2" is live! This version fixes some small issues and aims to fix some of the graphical anomalies that were occurring as well. - Fixed an

issue where animals would warp back to their original starting location when moving. - Updated the wheat model and fixed the brightness of many objects like grasses. - Many more bug fixes and optimizations aimed at getting ready for the final play test and release.. Vantage Early Access Update 1.1.4 is Live! : This update hopefully solves several issues with server stability and game performance. And fixes a couple of inventory issues. You can look at the patch notes for more info here: I also want to let you know that the artists have begun working on the "Hearth and Home" assets! I will give you some sneak previews of the new content as soon as I can! Also, I am finally getting a new computer soon.. "Hearth and Home" Is Live! [Update EA 1.2.0] : I am happy to announce that "Hearth and Home" is finally live! You can find the Patch Notes, which give a more in-depth description of all the content, here: This update was an incredible amount of work :) More than I expected, but it was all worth it. Aside from all the large, new buildings, I finally put the permanent terrain deformation into the game which was one of the final game play mechanics I planned to put into the game for a very long time!. There is a full in-game tutorial section describing how the terrain deformation works in the tutorial window. Many new game play elements were added into the game, including pre-placing craft objects, so you can see what they will look like in the world before you craft them. "Infinite" usable resources like snow and mud. And of course dynamic terrain loading and real-time terrain manipulation. Again, this is a large update, and I will be working on tweaking the mechanics and making them better. So of course let me know of any suggestions you may have.. Rats are Getting Squished! : Development of the traps is coming along great! I have almost finished the testing of the trap mechanics, only a few more small implementations to work through. I plan to get the update out next week, barring any large issues. So you can start trapping critters yourselves! Again this may seem like a long time and a lot of work for only a few traps as content. But as I mentioned before, for this update I have implemented some complex item and inventory mechanics which will make interacting with items for all future content much more immersive! The traps for the next update are the first test and implementation of these mechanics. I will of course talk much more about this after the content is released.

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