

SURV Full Crack [cheat]



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About This Game

SURV. Is a 2d top-down shooter video game, you will evolve in an open world full of dangers to which you will have to face. You play the survivor of a large-scale epidemic that is slowly decimating people. The spell is cast, the world dies and the only remaining survivors are either eaten by zombies, died of hunger or worse ... Surviving will not be any rest between bad weather, zombies it will be very hard to find resources (weapons, ammunition, foods ...) to meet your needs.

Features

- Basic Craft System
- open World
- Weather
- Powerful guns
- Kill lot of zombi
- Explore
- Survive (food,water,Ammo,temperature,infection)

Title: SURV
Genre: Action, Adventure, Indie, Simulation, Early Access
Developer:
IceStudio
Publisher:
IceStudio
Release Date: 25 Jul, 2017

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English





Version Alpha 0.97



The game runs very well, but of course it is a 2D game, so it should. The games price is very reasonable. This game is like DayZ where you go around looking for loot with a small amount of inventory space until you're lucky enough to find a backpack (found 2), you try to avoid zombies and eat plus drink to survive. The food indicator does need slowed down, because it does go down too fast. <https://youtu.be/V2-QVmHpJ8YM>. They just added all the early access information after it was released. No tutorial, in 15 minutes I hit 3 invisible walls in the open world. Confusing UI. The Options menu on the main screen doesn't do anything. I would have waited to purchase it, if they had early access listed on the product's release, but instead had to find out on my own. Now that game is labelled as early access I can forgive that aspect. Has potential to be a fun simple game once completed.. SURV Is a great game and i don't just say that because i like it. Only one person is working on this and Release on :Jul 25, 2017 All the update's and added content. Yes it still has some bug's but all game's do [The screen randomly blacked out and i was hearing zombie's and when i could see the screen again i was getting attacked by two zombie's and when i'm looking at my inventory and left click it disappears like i never had it] I see big name game's or just small one's made by a team and they do not look as nice as this. This could be close to becoming a fully done game and adding stuff to add to the playability maybe even multiplayer ? But i just can see and picture much more. Was surviving off the land fighting off zombie's then walk to a building next malled by a bear.. Now that's what i call fun!

Patch Notes - 7/30/2017:

- The player burns in contact with the campfire.
- Reduction of places in the basic inventory.
- Adds a backpack system.
- Reorganization of the appearance of object names of crafts in the inventory.
- Slight improvement of walking animation (empty hands).
- New variable settings for rain.
- Adds of weather "Fog".
- the problems of equipped / unfitted object, flashlight + gun / torch + shotgun are resolved.
- magnification of the map.
- the player can not recover from the life when one is full life.
- Possibility to pass the logo "IceStudio" at the launch of the game (click mouse / any key pressed).
- New soil for supermarket.
- New icon in the inventory "Craft" (system of blue print recoverable to unlock crafts, currently in development).
- Bug sound when the player hit a resolute zombie.
- the rabbits are now kill to the ax (good luck).
- added a random player spawn at the start of the game and the player's death.. **"SURV" News 30/03/2018:**



Hi everyone, an inventory system bug that I did not spot, prevents me from updating "Surv", I will do my best to solve it and offer you a stable update as soon possible.

Thank you all.. Update 09/08/2017:

- The shrubs no longer spawn on the trees.
- The player's shadow appears on all surfaces now.
- Adds the craft table (aim at the craft table and press "F" to access it and exit).
- You can now make fabric from the "craft table".
- Adds the torch.

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- Adds of a new plant "cotton".
 - New menu interface started and options menu.
 - Adding an option to choose your move mode (AZERTY or QWERTY).
 - New music for the menu (random at the launch of the game).
 - the ambient sounds are reduced when you enter a building.
 - modification of the map and addition of new sprites.
 - addresses of the "Coal" resource.

You can now make matches from the craft table.

- modification of basic crafts.
- key change to access the inventory ("TAB").
- new variables for hunger, thirst and temperature, everything should go down less quickly.

You can now grow cotton in addition to berries.. **Patch Notes - 7/28/2017:**

- Adds a shrub (Loot of leaves).
- Adds of the names of objects manufactured in the inventory.
- Adds a random number of balls into the ammunition boxes found.
- Adds a system of respawn of the vegetation that the player can recover.
- Adds animations when the zombies attack the player.
- Adding a corpse of the player when he dies.
- Slight improvement of the ia of the zombies (remains stun 1 / sec after taking a blow of ax or when it bumps the player).
- Slight improvement of the rabbit's ia, these do not cross the walls anymore (displacements to be improved).
- Slight modification of the map (North, East).
- Resolution of a bug that gave rotten apples instead of cloth when the player mined a zombie carcass.
- The dog food now makes you water and food (very little).
- Adjustments of the dialogues of the merchants (they are no longer under the barriers of the camp).
- Resource spawn settings (rocks, trees, etc., no more spawn in homes or unsuitable locations).

Thanks all for you support!. **Update 09/11/2017_0.99:**

- Most buildings have a door.
- New camera moving system.
- Inventory problem resolution (negative inventory, complete inventory but the player can always pick up objects that do not

appear in the inventory).

- New position of the arms dealer.
- Adds gamma and brightness options in the options menu.
- you lose your inventory when your character dies, you keep the action bar.
- Add shortcuts 1,2,3,4,5,6 for the action bar.
- optimisation (new collision management (performance gain)).

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