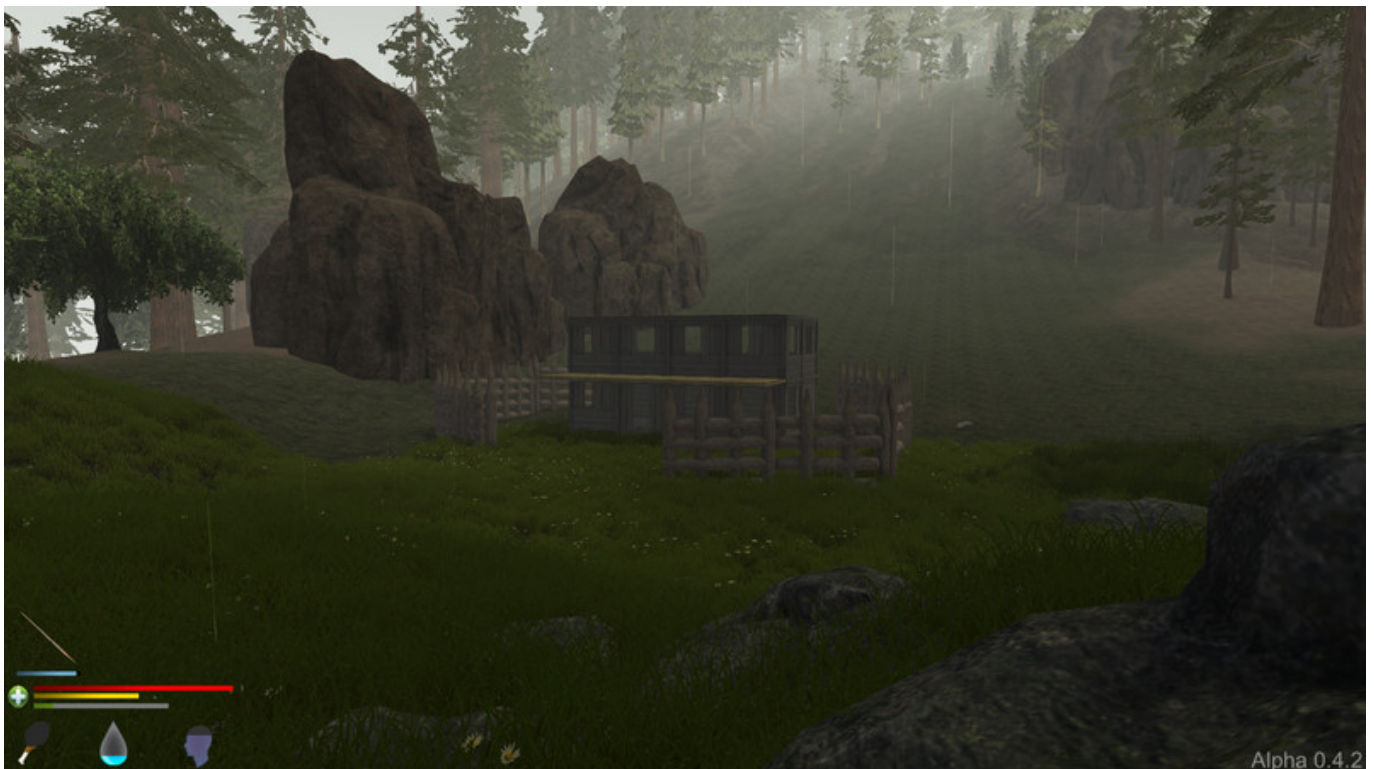


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## About This Game

# LOST SHIPWRECK

## DESCRIPTION

You were a fisherman that shipwrecked on a desert island after a storm. As the last survivor of the tripulation, alone and desperate to survive, you will have to get food, water and get shelter. Explore the islands, protect animals, fight with the weather, dive in the ocean for find treasures, build your base and become in a whole survivor.

Find a well place to build your shelter with sticks and branches, beware from the dangerous animals of the island, take coconuts from the palms for drink and hunt some animals for eat, or look for some fruits if you dont like hunt animals. Swim in the ocean and see the beautiful underwater ecosystem, beware of snakes bites and also the attack from the wolfs.

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## GAME FEATURES

### ISLANDS

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Play in four different islands, desert, dry forest, rainforest and redwood forest. Each island has its own biome, vegetation and wild life, depends on the island the weather can be more rainy or dry. Also each island can have some unique resources and different fruits. So it could be more difficult or easy depends on the island, in some you will need more water in other more food or even more resources.

### ENVIRONMENT

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Enjoy seeing the beautiful mornings or exploring in the day or resting on the beach while seeing the sunset, or even trying to find shelter on a stormy day. With the day-night cycle system, the surviving experience will be more realistic, you will need to protect from the scorching rays of the sun in sunny days to avoid insolation problems and also you will need to find a heaty place to stand in cold nights or mornings for avoid to get sicked. The time will be always a challenge in this game, depending on the year station, will be more easy or difficult.

### WILD LIFE

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Explore and discover each of the +99 animal species, river and ocean fishes, lizards and snakes on sneaky places, shy animals that you will see in the arounds of the forests, jungle or fields, birds flying at the top of the sky or near the beach, and also insects prowling on the ground. Each place here is fully of life, but also you will need to be careful, there are a lot of dangerous animals like wolfs, bears or mountain lions that wont' doubt in attack you.

### HUNTING

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You will need to eat if you want to survive in your stay on the island, and sometimes a good food for a survivor are meat, so you will need to hunt some animals. You will able to do that by crafting weapons like lances or bows and arrows, and if you dont wanna be pursuing a rabbit the whole day trying to hunt it , you also can build some animal traps.

### BUILD

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Build shelters for protect against weather, walls for protection against fierce animals, houses for life in there , and a lot of other things with the building system that allows you to build modular structures and items constructions.

### SURVIVE

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Surviving in an island could appears difficult when you are starting, you will need to manage your basic necessities, eat, drink and sleep. Every day in the island you will need to find food, water and a good place to sleep if you dont want to die. Also you will need to protect from dangerous animals and avoid not secure places.

### CREATE

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In this game you can create your own constructions, from a stick man to a very complex houses made with sticks, the only limit is your imagination. With the creative construction mode, you will able to make any thing by adding any resources that you wants like rocks, planks, palm leaves, leaves, bamboo, trunks, etc.



Share your custom constructions with other players and download others useful players constructions for use them in your stay on the island.

## **FUTURE IMPLEMENTATIONS**

These are some future features for the game:

- Add multiplayer
- Add a lot of more species of animals, like salt water and river fishes, birds, reptiles, insects, etc.
  - More variety of crafting, such as bows, fishing rods, etc.
  - Improve the ecosystems adding rivers,waterfalls, caves and beautiful enviroments.
    - Bigger islands with great biodiversity.
      - Improve animal AI.
      - Add some game mode.
    - Improve the animations of the animals and the character.
      - Add more constructions.
      - Improve the game optimizations.

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Title: Lost Shipwreck  
Genre: Adventure, Indie, Simulation, Early Access  
Developer:  
Blueplant Entertainment  
Publisher:  
Blueplant Entertainment  
Release Date: 29 Sep, 2017

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**Minimum:**

**OS:** Windows 7, 8, 10

**Processor:** Intel Dual-Core 2.4 GHz / AMD Dual-Core Athlon 2.5 GHz

**Memory:** 4 GB RAM

**Graphics:** 2 VRAM Graphic Card with shader model 3 or higher

**DirectX:** Version 11

**Storage:** 3 GB available space

**Sound Card:** DirectX compatible sound card

English,French,German







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This game is nothing but frustrating in its current state....Movements are slow, climbing is a pain. It's got a lot of growing to do. . not worth it. cant wait for it to be better tho!!. Ok first off I know it is EA I get it ... Needs a lot of work. but as an EA it is just not worth the price, great concept great execution but still a lot of bugs. Don't know if a team or a single dev, that being said I will continue to watch and play and see if any of the kinks are worked out...1. the bow sites need adjusting, 2. the raft is great if you want a headache quick, 3.the resources like bone I never ever found. Changing to thumbs down, more broken than before cannot see build menu after placing blueprint down... Okay...I like the content and the environment. It was realistic and easy to maneuver. I do not like the fact that there is no in-game wiki that clearly explains simple things like how to hit with a knife, how to get fibers, and many other basic maneuvers to gather resources. I searched google for help...none there either. The main menu tutorial is of very little help since it lacks the new player approach and considers a new player to already have learned how to do simple tasks such as stated...hit, gather fibers..etc. Game seems to stick a lot...and is slow to respond to key commands too. Also when I want to log off the game makes me go to my task manager to quit as the quit control does not work when tabbed. when I ask new player questions in the discussion arena it takes a long time to get any responses but they do eventually respond. Oh well....maybe it will get better...not certain of that though. I think the developers are trying to add too much stuff too soon and have not gotten what they already created working well so far. all in all I would give the game a 5 out of 10 rating, yet it has future potential....I hope.

I would not recommend this game to new players like myself as it is a bit frustrating and the learning curve is off the charts with little help of any kind.

Auld. It still has many bugs.  
There is no visual sign when trying to grind resources  
Tool stop working for no reason.  
You start being low on water and food ....

There is still a lot of work to do !!! Needs more instructions on how to do things.. positive:  
I like those alpha versions, because I like to explore by myself the handling. no need of manuals. But the game has also a nice tutorial mode if you really need it.  
The standard keybinding is a bit tricky. But after a couple of hours this is fine too.  
There are several minor bugs, but the developer is fixing those fast.  
Also this "create mode" where you can prebuild your own constructions, is a cool idea.  
thumbs up for this nice early access game.

negative:

cant finish all achievements because I'm too stupid to hunt wolves and bears; they are always stronger than me equal which weapon I use. Also headshots with a bow does not work.. Not recommended at this time...  
The game is super super super rough at the moment, The UI is really ugly for some parts, if you open menus the cursor still controls the character and if you pick up a log, you can not put it down again, at least I haven't found a way to...  
The running animation is a nice idea (the tumbling down a hill is actually a really cool mechanic!), but it is catastrophic to play, I even got a little sick because of it, the shake effect is waaaaaaay too much...  
The crafting is also really strange, it uses the scroll wheel to go through the recipes and weirdly enough it only scrolls in one direction, so if you missed the wanted item, you have to scroll through it all over again.

However I will keep it, because I think it could become a good game, but at the moment it's really not worth it, it's more like a bad tech demo...  
In my opinion it's in a way too early stage for public access...





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