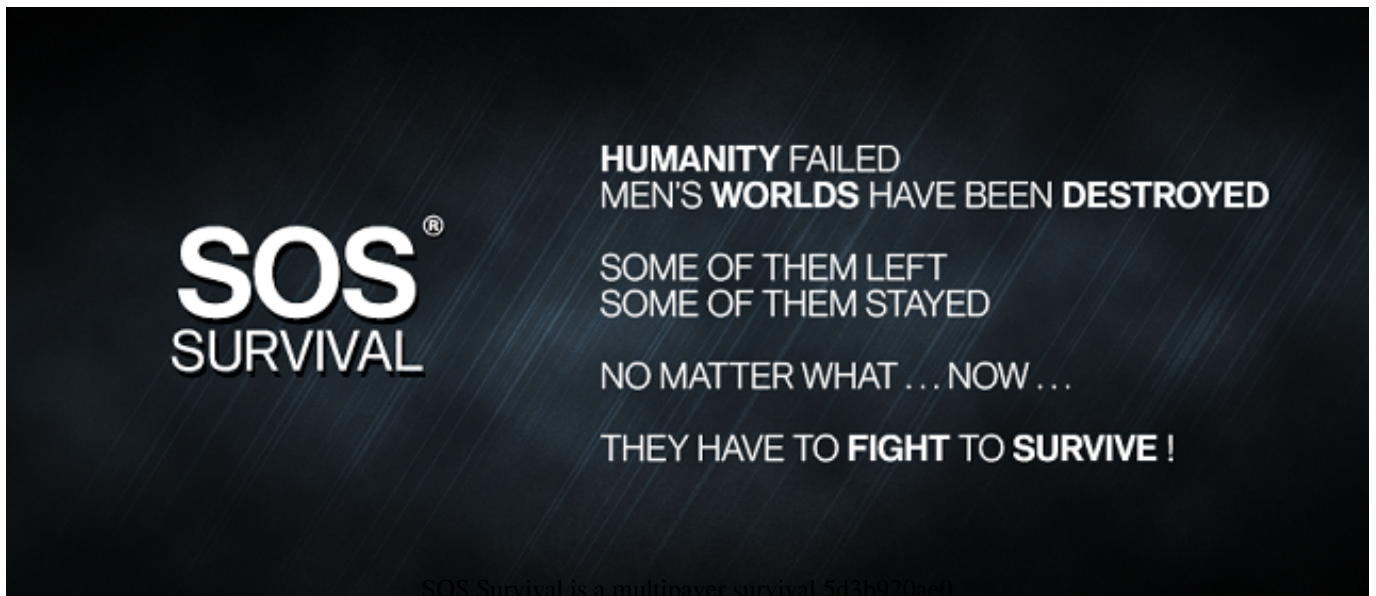

SOS Survival Free Download

Download ->>>>>> <http://bit.ly/2HV3AZs>

About This Game



Title: SOS Survival
Genre: Action, Indie, RPG
Developer:
StudioFriends
Publisher:
StudioFriends
Release Date: 31 Oct, 2018

Minimum:

Requires a 64-bit processor and operating system

OS: Windows/7/8/10

Processor: Intel: i3 2.4Ghz or higher

English,French,Italian,Portuguese

sos survival rating. sos survival training. sos survival pc. sos survival download. sos survival escape simulator. sos survival guide. sos survival island. sos survival bars. sos the ultimate survival download. sos survival kit boy scouts. sos survival triathlon. sos survival game download. sos survival ps4. sos survival van nuys ca. sos survival food pack. sos survival nz. sos survival food. kwebbelkop sos survival. sos survival party. sos survival products van nuys ca. sos survival game pc. sos survival tin. sos survival battle royale. sos survival rations. sos survival apk. sos survival show. sos survival tv. elemis sos survival. sos survival race. sos survival gameplay fr. sos 11 in 1 survival kit. sos survival game. sos survival weather channel. sos survival in van nuys. sos survival youtube. sos survival map. sos survival van nuys. sos survival guide book. sos survival game xbox one. sos emergency survival kit. sos survival game wiki. sos survival on weather channel. sos survival book. sos survival game steam. sos survival products los angeles ca. sos survival code. sos survival wiki. sos survival outdoor schule. sos survival bow. sos survival signal. sos survival programme. sos survival on snow. sos survival food bars. sos survival skills. sos survival creek stewart. sos survival. sos survival gear. sos survival tool pack. sos survival box. sos survival products parking lot sale. sos survival jelly. sos boss survival kit. sos survival cream elemis. elemis sos survival cream boots. sos survival game ps4. sos survival video game. sos survival skills for every teacher. sos wilderness survival. sos survival kit

Great Game Awesome Developer who loves to listen to what his players have to say. Reminds me of a SP Anarchy Online for some reason, and that is not a bad thing since Anarchy Online is my fav MMORPG. I was not disappointed that I dropped \$20 on this at all, it is worth it to me. Hidden Gem that I cannot wait to see what is added next.. Can't recommend this game in it's current state. What needs to be fixed before the game will be at least playable: 1) Totally user-unfriendly interface. When you wants to sell something - you needs to manually open you inventory (and then manually close it also). Key bindings also unobvious. And you can't set up your own ones. No hint how to do some functions (like crouch, for example - nowhere mentioned) 2) "Action targeting" - You need to point your crosshair some REALLY weird point in a REALLY precise manner for the object to be interacted. No matter if it's a container, crafting bench or vendor. Weird and precise targeting. 3) Minimap. Map. Scheme. JUST ANYTHING. You only have "target markers" on the screen 4) Setting up a correct font sizes and colors - even with those markers mentioned above you needs to put a REALLY much efforts to read what there said. Distance is totally unreadable 5) You dies = you loses everything. I mean it. EVERYTHING. You can't find your corpse for loot your stuff back. You just loses it. EVEN if you died 5 meters away respawn point. 6) Any mine? Mining equipment? Just anything??? Nope. Only the stuff you gets from the chests. 7) Any quests? Found just one for more than an hour or running around - "Kill 3 of something". Yet I can't do it because of 8) No monsters/enemies/anything else. In it's current state game is NOT a game in EA, but looks more like a demo of the engine. Totally not worth it's price. I hope those things (or at least ANYTHING of this list) will be fixed ASAP. But until then - NO. Not worth money and time. Update 2+ months later: 1) Interface somewhat fixed. Now the windows opens and closes same time. Not all of 'em. You still needs manually open storage chest and inventory for example. 2) Targetting improved. Greatly. And again - not everything. When you needs to build or place something the engine starts to act weirdly. Especially was fun to find out WHERE the position of cursor should be for the engine to try to use the snap points while you tries to build something. 3) Situation with map still the same. You can't even imagine where are you and where to go. Only markers on the. how to call it? Compass bar? 4) OK. This was fixed. Distance is readable now. 5) - 8) All the same. Plus the building functionality is totally weird. I've managed to put 1 (ONE!) foundation on the pretty flat place. No other foundations can be snapped to it - those are just red. No walls/doorframes/windows can be placed aswell. And so on. No back story also. Not a single "NPC" tries to communicate with you. Not even "Hello!" or anything. And nowhere mentioned even a hint of what are we doing here but just tries to survive. Game is STILL way too early to be called even an Early Access.. In short; Pros - Nice Optimisation (100 fps 1440p) Cool theme (dark sci fi horror) Friendly devoted Developer Constant updates Nice Concept (survival with crafting) Has quests already (alot of Ea games have no quests) Decent sound effects and weather system Cons - The only thing dont like is the Npcs dont move or talk (currently on text communication) So Far - 7 out of 10 Please give this game a good play and then make your judgement. Everyone has different tastes so obviously it wont appeal to all, but just take it for what it is and maybe you will enjoy. At first I didnt like, but it has grown on me. I just wish I had more time to play.. crashed everytie treid to play games trash. The intro video was good, but that's where the good stuff stopped. I only played the game for about an hour or two, because It was boring. First of all there was nobody hosting a server, and when you host your own server if you change the setting from gamemode to survival if won't change back. It seem to spawn me in a

somewhat random spot, with to no clue what I am meant to do. "settlements" are massive distance apart with the occasional enemy inbetween. Cannot change between gun and melee weapon without going to the inventory. Inventory does register weight I only found one quest "find 15 loot crates" but it always said 0/15 even after I had found a couple of crates, it only said what I had found after I died. Game crashed a few times, and when that happen I had to start all over again. Combat is bad, it takes forever to kill an enemy with a pistol. And the melee attack looks ridiculous. couldn't find any kind of map game really needs a starting base where player can get an idea of what they are meant to do, and get quest. Improvement I graphics would be nice, but I would rather play a good game with bad graphic, then a bad game with good graphics. Right now this is a bad game with bad graphics.. So, I'd love to rate this game good. but I cannot due to the fact you randomly die every 3 minutes that you are in the world when no monsters are near or states are reletively find and ok.

Wonder what that lever does? : It's right there, so you should just pull it, right?. What Are Those Things? : Just a quick update. People have been requesting more information about the game -- especially regarding the thing you see in the gif above. You can see the same stuff happening in the trailer as well. So what's happening there exactly? That is an entrance to an underground tomb -- a dungeon, if you will. Basically they're the remnants of an old civilization that used to live on the island ages before the modern man inhabited it after WW1. We're currently working on polishing the inner sections of these tombs, and are hoping to show you a short video of it in a month or so. As you can piece together from the materials we've shown you so far, there is something. weird about the island. Thematically we're mixing together post-apocalyptic modern(ish) retrofuture(ish) setting with some elements that you would find in fantasy RPGs. So this is not your traditional post-apocalyptic setting. But more about that later as well! BTW.. The Abyss Awaits : Down: the abyss . Up: post-apocalypse . Forward: much treasure . Your move.. Damn you, floor! : You had ONE job!. What Lurks Beneath : Yes. This is from DYSMANTLE as well. From the depths below. When the wretched island was discovered by the modern civilized man, what they found was ruins. Dilapidated remains of ancient holy places. But that wasn't the only wondrous thing they found on the magnificent, extraordinary, wretched island. There were riches beyond belief. Untamed power ready to be harnessed. Yet something wasn't quite right.. Tomb Raider : In the very literal sense. But where's the corpse though? (Spoiler: you'll find out later).. Why isn't the game out yet? : Seems totally bug-free.. DYSMANTLE Entering Daylight! : After spending a long long time in the dark (metaphorical) hole of intense indie game development, it feels great to get DYSMANTLE properly revealed to you guys. So.. Undead Horde Swarms Early Access Today! : Undead Horde is rising on Early Access Today! Check it out here:

[Flow:The Sliding key serial number](#)

[Crab Cakes Rescue free offline](#)

[Aura: Fate of the Ages Patch](#)

[The Leisure of Grisaia addons](#)

[Powerless portable](#)

[Laserium pack](#)

[Panzer Corps Grand Campaign '43 Password](#)

[Robbotto - Soundtrack Patch](#)

[SENTRAN KAGURA Peach Beach Splash - Eternal Summer Camisole full version free](#)

[Rocksmith 2014 Edition Remastered U2 - Vertigo key](#)