

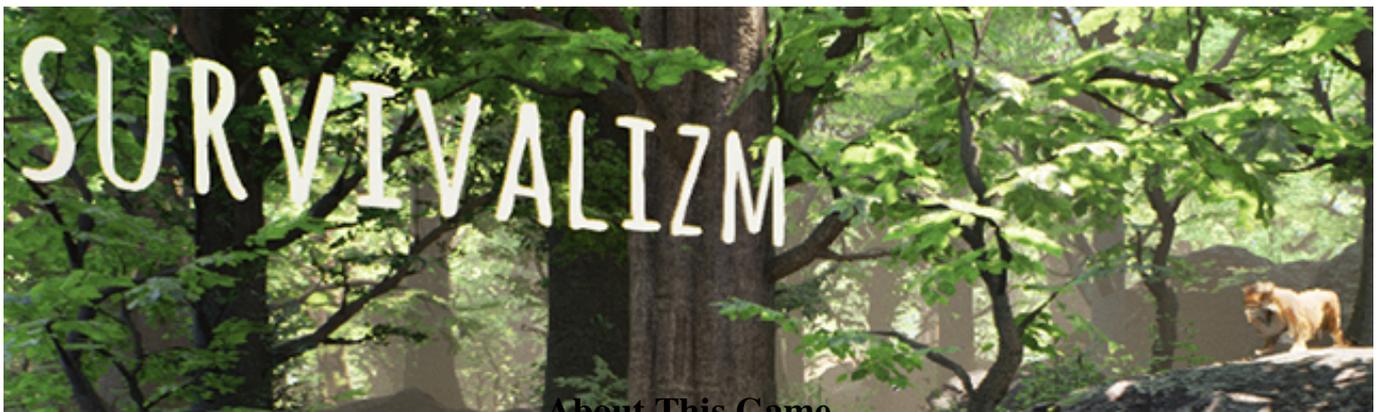
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Survivalizm - The Animal Simulator Crack All Fatal Errors Fixed



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### About This Game



### About This Game

You are a wild spirit who is capable of coming into existence as any animal in a realistically replicated forest, where rules of the wild prevail. Fight or Flight. Here you must survive, using your wits, strength, bravery and cunningness. Grow up from a cub, find a home and mate, have kids and raise them, leave a legacy and rule the forest.

Journey through a vast, seamless world filled with the wild carnivores and dormant humongous herds of herbivores as you survive in the forest.

You take birth as a cub, weak and untrained for this wild, rampant and harsh forest. There is a chance of your Mother and / or Father being alive with you. As the game is a simulation of the real wild. If you are alone it will be harder for the player to

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survive initially. Being a child is important as you grow in strength, gain strength quicker when child. Hunt / Forage, find a home and Mate as you grow up with time or quick growth.  
Mating will produce kids (if done right), if you die during a fantastic battle. Your spirit has the chance to take over the body of your offspring if you have any. This will enable you as the spirit to live longer and continue your stride towards dominance in the forest. (The spirit can only move in the family blood line ).

The game has been tried to be as realistic as possible. I've tried to imitate real animals in the game from smallest animals to the largest. The traits, statistics and behaviours of each animal is unique, distinctive and are recreated from reality.  
There is a small story why this game was developed by me personal but a part of the reason why this game to being is to say "Protect our Animals".

Survivalism is not an empty sandbox. I've tried to fill it with reactive AI all throughout the world. In each area, you enter. The AI isn't just see player and Attack like 95% of games.  
The AI in Survivalism:

- Moves in herd
- Finds its own food and water
- Finds mates
- Protects its children
- Feeds it children
- Reacts to player:
  - Runs if Player is better in strength or is Predator. (FYI) Some herbivores might try to fight back.
  - Doesn't care if Player is weaker
  - Fights if it wants to protect its territory or family.

## **SURVIVING IN SURVIVALISM**

In the world of Survivalism, survival is more than being well-fed and hydrated. Here you must fight off Predators by keeping a keen eye on the tracks they leave, smell around to find any scents and keep your herd together and strong.

## **BUILD YOUR LEGACY**

Journey through a huge, seamless world filled with danger and opportunity, exploring everything. Find home, get a mate and grow your herd.

## **REALISM**

Inspired from countless Survival games and the Shelter Series. Take care of your family while Surviving in a realistic forest environment.

The game is as realistic as I could try to make it. The references are taken from real animals, everything is researched from websites like national geographic, animal planet, wiki, other sites about animals.  
Everything has been to the best of effort kept to a realistic fashion: age ,size, weight, movement, fight style, nature of the animal etc.

## **VARIETY OF ANIMALS TO PLAY AS**

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Rabbit  
- Chital Deer

- Red Tail Deer  
- White Tail Deer  
- Wolf  
- Bengal Tiger  
- African Lion  
- Black Panther  
More on the way.

## **GROW UP**

The animal which is chosen by the player will be born into the game as a cub and the gameplay as a child will govern how strong, fast and good the ADULT will have.

The strength and weight gained is critical for an adult animal as Mating, Hunting are directly related to those statistics.

## **DUAL TIER UNLOCKING SYSTEM**

1. Unlock characters abilities in game with levelling up with Age and Actions  
(Actions like running for a long time, hunting, foraging)
2. Unlock Animals as a whole. In the beginning of the game you will start off as the smallest animal available (right now Rabbit). Earn Karma points in game which will lead you to unlock the next animal.

## **HERDS**

Be a part of the herd.

Can player become Herd Leader ? Yes, If you kill the previous herd leader. Then you can become herd leader.

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Title: Survivalizm - The Animal Simulator  
Genre: Action, Adventure, Indie, Simulation, Early Access  
Developer:  
IronBoundManzer  
Publisher:  
IronBoundManzer  
Release Date: 4 Apr, 2017

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**Minimum:**

**OS:** Windows 7 64 Bit/ Windows 8 64 Bit/ Windows 10 64 Bit

**Processor:** Intel Quad Core i3 or AMD equivalent

**Memory:** 4 GB RAM

**Graphics:** Nvidia GeForce GTX 560 (1GB) or AMD equivalent

**DirectX:** Version 11

**Storage:** 11 GB available space

**Sound Card:** -

English







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i do love the animals. But can u know how to mate and make a babys or something. i tried.. I received this game for free, in advance of it's release. This does not influence my opinion of the game.

I wanted to wait to write this review, and give the developer a fair shot at their Early Access game. I'm writing the review now because I think I've seen enough to be impressed. Is the game impressive as I write this, not necessarily (well, I can't make games myself!), but I am impressed at the amount that has changed since I got a key.

I first played the game on March 20th. It was absolutely atrocious. The only thing to do was walk around the forest as a rabbit. There was nothing to eat, nothing to do, no threat of death, and no sound. I saw no point in uploading what I recorded when I played it at this time.

On March 29th I checked back in to see what was going on and give it another shot before it released into Early Access. I'm glad I did! It was clear that there were some marked improvements - I could smell things, I could eat things, and there was sound. [This gameplay is here](#).

On April 8th, just over a week since I last played, and 4 days after the game released into Early Access, I popped in again. I'm blown away at the updates that have come from this one-person dev team in 9 days. There are more sounds, the AI is aggressive, there's a way for me to unlock the other animals now, I can do a lot of the things the controls suggest I can do, etc. [This gameplay. for comparison. is here](#).

Is it perfect, no, but do I think it will improve more, absolutely. I will continue to document the development journey as I play the game. I am not affiliated with the developer.

The number one item I am hoping to be implemented soon is normalized sound volumes (the mating sounds etc are VERY loud right now, especially compared to the ambient forest, even when 'out of range' of the mating), and in-game volume controls. There are other things I could mention but they're probably in the works already and are likely minor. This is also probably on the list, but is my one big-ticket wishlist item right now.

EDIT: It's September 2017 now and the game hasn't been updated since ~May 2017. [This is the game in its most current status.](#) . Needs to be taken down before it has to a chance to rob more people of they're money . . . Needs to be taken down before it has to a chance to rob more people of they're money . . . Wow... Its a great idea. I really hope the dev will continue supporting the game.

Its also a great way of learning of animal life, and just not something you see on tv.

Im happy i bought the game, and in that way hope to make the dev continue supporting it.  
Thumbs up !

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Not bad. If you keep in mind this is early access and a one man team on this game id say its got potential pending the dev continues to update the game and work off community feed back! Check out my video to see some gameplay. <https://www.youtube.com/watch?v=TCH1drcA4Q0>. Ok obviously this is Early Access (Game that need's help to grow) we all know that

The game is fun to begin with once you get the grasps of it, it needs a little more stuff to do and a needs a little work putting into it.

i've created a discussion of what needs improving and the dev will get on to it when he can, he browses the forums and he responds whenever possible (check all the discussions yourselves)

i personally believe this game does have potential, and after a week or 2 im sure the dev would have inputted more content, fixes and so on (i've got 1.2 hours in so far). I couldn't play it.. Horrible graphics! Horrible choices, no sandbox, no fun, and no good s#!t. Honestly this game is barely playable. But it does have a good concept. Definatly needs preformance issues and all of that so it is a more stable game. I'd wait a while so it is at a decent playable state. Please fix the graphic settings and the lag of the game. Also the speed and running with the rabbit is broken and I tend to jump really high and fly all of the sudden for a little bit.

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