Forests Of Augusta FULL

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About This Game

Forests of Augusta takes place in the forest where you will hunt wild animals and scavenge them for crafting materials. You will gather resources like wood, stone, iron to 5d3b920ae0

Title: Forests of Augusta
Genre: Adventure, Early Access
Developer:
Rebel Camp Games
Publisher:
Rebel Camp Games
Release Date: 2 Jul, 2018

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 64-Bit SP1, Windows 8.1 64-Bit, Windows 10 64-Bit

Proce

English

As of today (11/11/2018) this game has received an update that completely overhauled the UI, graphics, and added some new content including a horror/halloween mode (which will be permanent, don't be fooled by the name "halloween" mode, I am sure the devs will change this at a later date) The devs are very much engaged in gathering and listening to community feedback. The developer clearly cares a lot about this game and If you are a fan of games where you grind to get the highest score on the leaderboard, if you want to be #1 and compete with others, this game is for you. This game puts you in a hostile environment where you have to survive for a set amount of time, or in the horror mode, as long as you can (with enemies that get stronger and stronger as the game progresses). The end goal is to gain the highest score that you can get by killing animals, building,

crafting, . Basically it roughly comes down to your APM (actions per minute). Even though this is the first real game made by a relatively new company, it is already in a very nice state and with all the planned updates the devs mentioned on discord/twitch, it seems like this is the kind of game every lover of the Survival, roguelike, or builder genres will fall in love with.. In Short, currently as of 03-July-2018 there is not enough content to warrant the current price tag of u20ac14.99 in my opinion. The product seems stable and the current available mode seems to work bug free, except for the issue I have with the game remembering scores, I mention near the end. You start in an Arena-like forest map surrounded by glowing Pyramids, which look very much out of place and I don't know why they are there, though there could be a "lore" behind it I have missed and apologies if I did. You start with a good amount of normal arrows and a few fire/explosive arrows and a melee weapon you can switch to instead of the bow. You shoot wild animals for gaining certain type of resources and can gather other resources which are lying around the ground. You gather resources simply by pressing F near them, there is no need for gathering tools or any tree chopping or pick axing of stones. After collecting a few resources you can start building some items to form your base, such as a cauldron to make healing potions from flowers, a well for water, campfire for food from meat or a station to craft bows and arrows. Ones you start building your base it will get frequently attacked by the Wild Animals. You can further build walls, a gate, spikes and a bear trap to help you fend them off and start building a save area. Every action you do adds to your score which in the end is summed up and added to a leaderboard. I don't know at this time if the leaderboard is just your scores or your steam friends or anyone that owns the game. The only issue I had is that no scores are recorded for me. Dying in a game with a score doesn't remember it or add it to the leaderboard and finishing a game without dying also doesn't. While this might only be happening for me or was fixed in the meantime, it is an important feature that needs to work as beating a previous score is what ads replay value and without it it will entertain you only for a limited time. While the game is working and is a work in progress I respectfully cannot recommend it as this stage as for the current price tag of u20ac14.99 it has not enough content as I mentioned in the beginning. Before anyone starts moaning about "It's Early Access and it has potential" - Yes, that might be true but we all see Early Access differently, even though STEAM has a very clear policy and guidelines up on steamworks for all to read freely! I support games financially for potential and great ideas on Kickstarter and do so for a fair share of my money. However, on STEAM Early Access ones you charge for a product, I expect the content to be worth the current price tag which in this case I just don't feel it is. That's just my opinion. Feel free to disagree and leave your own review voicing your own. Viel Spau00df and Happy Gaming https://www.youtube.com/Games4Kickz.

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