
Ka Mate Download Direct



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About This Game

Summary

An adventurous TV presenter goes to New Zealand. He wants to find this place to investigate the story of Maori & Haka Dance. The adventurous who encounters with unexpected events will have to struggle for life against wildlife.

Create, discover, investigate!
Protect yourself from attacks, plant something, survive.

Current Features

- Map - A unique game pleasure with New Zealand's natural habitat with the North Island
- Dynamic and unique nature events - Avoid rains and storms. Do not forget to take along your ski equipment after June.
- Dynamic Night / Day cycle - You can choose to search for nights, rest during the day, and vice versa.

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- Basic Craft System - Enjoy creating something.
 - Basic Building System - Either you can choose to stay in a small barracks or you can build a house for yourself. If you think none of this is enough for you, you can set up a base for research. Do not forget to protect yourself.
 - Wildlife - Protect yourself against wildlife. Kill and stay alive.

There's something you need to remember, never let it get angry.

Developer Roadmap

We develop the game in the direction of feedbacks of the players.

- Mac and Linux Support
- Multiplayer Mode - Different game modes as well as Co-op and Multiplayer support.
- Productivity and sustainability - Farming, fishing and domesticated animals
- Mechanics - More impressive and refreshed game mechanics, better sound, better interface and joystick support
- Map - Adding New Zealand's southern island to the game and making the natural construction more realistic. The villages, towns and other constructions.
- Seasons - More realistic seasonal system suitable for natural structure, different biomes, Winter is coming!
- More wilderness - Region-specific birds, fish, and more.
- More building - more varied parts to customize your construction.
- Vehicles - Find the vehicle, repair it and take a little drive in New Zealand.
- Weapons - Make weapons and fight to survive.
More craft items - make improved and extended tools.
- Steam Achievements and Steam Cards

Title: Ka Mate
Genre: Action, Adventure, Indie, Early Access
Developer:
2645turquoise
Publisher:
2645interactive
Release Date: 9 Jan, 2018

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Minimum:

OS: Windows 7

Processor: Dual-Core 64-bit Intel or AMD processor, 2.0 GHZ CPU

Memory: 4 GB RAM

Graphics: 2 GB DirectX 11 compatible video card

DirectX: Version 11

Network: Broadband Internet connection

Storage: 4 GB available space

English, Turkish







I do not recommend this game to anyone. Constant crashes during loading process and game does not respond to keyboard commands.. So I wanted to like this game, but I just can't. You start with an axe, you need leather to make anything, so you go kill deer, to make a knife, for example, you will need to kill 3 deer. You can't always pick up rocks, eating the raw meat is better for you than the cooked, if you kill a bunny it slides around in a huge circle so you can't open it. The campfire only uses sticks, the sleeping bag need to be placed on a base because the ground is too uneven, and you can't actually sleep in it. This is not a game about New Zealand or Maori, you are not even in NZ, plus we as a people would never be so wasteful killing 6 or 7 deer and cutting down 15 trees just to have 1 person survive the night.. Looks like this is a dead Game.

I would describe the state as early Alpha, at best.

No updates in over 8 months.

No indication of any interest by the devs.

So: Do not waste your money.

If there is any change, I will adapt this recommendation.. Jan 14, 2018

Update: The Devs have fixed the problem with structures disappearing when restoring from a save. Also of note, the devs are responding to comments made on the discussion boards and have already (5 days after launch) provided a bug fix which is very promising regarding on-going development as of this point.

Jan 10, 2018

(short version, if you are looking for a game that is fairly stable, this one is NOT very stable yet. If you are looking for a game with potential, this one has it. What remains to be seen is how well the dev's update the game and listen to player feedback)

This is a very early review (one day after alpha release on steam) and I will update as the game progresses\develops. The game starts up relatively well and seems stable on my system (which is fairly high end) and does have a couple of options for the graphics. Below are two screenshots at the highest level of graphics. Having looked at the provided video, this is one of the few games where I can say the in-game graphics (especially of the sky and clouds) currently exceeds that shown in the video; a nice surprise since it is usually the opposite.

<http://steamcommunity.com/sharedfiles/filedetails/?id=1265195182>

<http://steamcommunity.com/sharedfiles/filedetails/?id=1265194840>

[The game has a working day\night cycle with clouds that change shape and move across the sky. Trees can be chopped down for either sticks or wood, depending on the size of the tree. They also provide leaves. There are a few crafting items that are based on resources \(i.e., get rocks and animal hide, make rope, use rope and rocks to make items, etc.\).](#)

[Movement is smooth and I did not get caught anywhere on hidden terrain glitches\walls](#)

[The day\night cycle includes general brightness changes and directionality due to sunrise and sunset. Overall, the day\night cycle seems very well done. Fog also arises at times.](#)

[Trees cast shadows and different regions of the trees move slightly differently to give a more complex movement due to wind. But looking up close you see the trees are built of multiple flat planes moving. From a distance the movement looks more realistic than up close.](#)

[The game includes stamina \(affected by running\), hunger, thirst and health.](#)

[You start with an axe and bucket. The bucket can be filled from a water source with several levels from empty to a couple of mid-fill levels to full, allowing you to drink several times from the bucket. You can also drink directly from the water source. You can also drink from the bucket right now, even when it is already empty.](#)

[Movement of the animals still needs some development but works fairly well. There are deer, bear, and rabbits that I have found so far. After hitting a deer with an axe, it attempts to run from you. The movement of the running animal works fairly well but has a few minor glitches \(it can get stuck\)](#)

The ground is complex with enough terrain variation to be interesting. There are multiple tree species. Grass and bushes also exist although both appear non-harvestable at this point. The view distance at maximum is fairly far away, although I would prefer it a little further (I, personally, do not like seeing the trees spawn in the distance for a game. I prefer them to spawn so far away as to be essentially un-noticeable)

Motion of weapons/tools is fairly smooth when attacking or chopping trees and a hit produces an effect to let you know if you are actually hitting the tree/animal.

The beginning of the game shows you the key binding. Those bindings do not seem changeable at this point but are the standard bindings that you would expect for a survival game (shift to run, ctrl for slow, wasd movement, mouse motion redirects, etc.)

All in all, only having played for 1 hour so far (so obviously still seeing what all exists in the game) it seems fairly well put together of a beginning alpha release. The game is still new, so it is hard to judge yet how responsive the devs will be towards suggestions and bug fixes, but the opening screen indicates that they are hoping to develop the game in conjunction with the players, so hopefully they will be an engaged development team. The opening does provide multiple ways to contact them through email, and social media, so it looks promising.

Overall, I have a large collection of survival games on steam, many of which are still in alpha. This game seems to be starting further along than many of the 0.1 Alpha releases and shows promise towards becoming an interesting game. It will be nice to see how it develops. If you like survival games and also are interested in engaging in player feedback development of a game, this alpha release is worth getting. If you do not like dealing with bugs as a game develops or if you prefer alpha releases that have been around for a while, this probably is not the game for you.

In its current state, you WILL run into bugs. The game has problems, the crafting menu with the hammer does not always seem to come up and once it is gone, it stays gone, and you are pretty much done and need to restart. If you are able to build a structure or sleep, the save function still needs work.. If this game was free you would still be paying too much. The last thing done on this game was in January so this game has most likely been abandoned.. Save your money. It is a barebones asset survivalish demo. There are deer and rabbit. The only things that can be built are a campfire and a house and a few tools. Deer run in place once you hit them. Rabbit would make Speedy jealous. There's nothing to do but chop wood, cook meat and drink water. Not even worth it on sale.. in all honesty i found it very choppy, and poorly done.

the game would constantly become unresponsive when male deer get close to me.

every single tree uses the exact same skin, i find this very unpleasant.

i dont think this game should have been released yet.

seems this game is just thrown together so far a little shotty work has been done in each place to make this game sorta function. like when a mechanic sells you a broken car that runs smoothly for the first 200km.

i got a refund, fastest one ive ever put requested.. garbage game the devs are going to abandon as soon as the sales drop off. I for sure don't recommend this game.

1. very limited on what can be craft

2. deer get stuck in running animation

3. rabbits death animation freaks out and slides fast along the ground back and forth so you can't get anything from the body

4. didn't find any ponds, lakes or rivers to drink

5. no campfire to craft for cooking meat that was taken from dead deer (didn't try eating raw meat)

6. No other animals besides female deer, male deer that try and kill you and rabbits

I've played for just a bit and I've seen a lot of potential, but there is just a feeling that it is too early even for the early access. However, if you keep improving, you've got some chances to make this game a good one.

I am playing a 21:9 screen 2560x1080, and you don't have this kind of resolution as a choice. The graphics quality is still not quite as good as it could be.

The menu is just awful. You could have put more work into actual design of your game from the start. Look at the games of your genre like The Long Dark and try to be equally good at creating the starting menus.

Animals don't move like that. I've been punching a deer while it was running INTO me. Literally inside my body.

Godrays are beautiful, but need more work. They shouldn't disappear as soon as you turn away from the sun or the moon.

The game I buy should provide me with something to do, but your game doesn't. It just lets me roam around.

Actually my thoughts are that you just don't know what you want. You've created a story, that is quite interesting, but the game itself is more of a minecraft/rust kind of play. If I were you, I would switch the engine to a unity or unreal and create a giant world, with an attention to the details. Then I would make a good story, attached to the game itself, not just for fun. Probably it would even be better to begin from scratch. Good luck.

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