

Savage Lands Download For Pc Ocean Of Games



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It is developed and published by Ukrainian indie studio Simogo, known for their previous titles and . It is also Simogo's first game with a procedural generation system for the entire world. The game was released on 24 November 2017 for Microsoft Windows and macOS. Gameplay Savage Lands is a sandbox survival and RPG game with a procedural generation system for the whole world. Players can explore and survive in this fantasy world of creatures in multiple biomes: arctic plains, barren mountain plateaus, steppes, snowy peaks, and seas, as well as forts, dungeons, ruins, and other areas. Players are able to make choices that effect the current scenario, such as their character's race, appearance, profession, gender, class and several other aspects. Players can also explore the world, for example collect resources to craft weapons and tools, or to solve puzzles and traps, collect and heal items, fight enemies, solve quests, or even attend trade negotiations. World generation The world of Savage Lands is made of terrains which are mostly pre-generated and randomly generated on-the-fly. Players' character, as well as other aspects such as the players' home, camp, and settlement, are also procedurally generated. The elements that were generated using random number generators can be seen in both the console and mobile version of the game. In the console version, players can experience the game as the same way as the mobile version of the game, without any compromise. The PC version of the game uses an editor which allows players to customize the random generated landscapes and elements. Players can use a special feature of the editor to create their own procedurally generated maps and elements. The editor can be used to design or edit several elements of the game. The editor can be used to create new biomes, to change the appearance of the generated world, to change the procedural generation algorithms, to create dungeons and caves, to change the rules of the sandbox elements, and much more. The editor is built on the Unreal Engine 4 and it requires a computer that is equipped with Windows 7 SP1, Intel Core i7 2.4 GHz CPU, 8GB RAM, a graphics card with either Nvidia GTX 560 or AMD Radeon HD 7770 and a 3.5 inch to 7 inch monitor (1280 x 800 pixels). The editor is compatible with Microsoft Windows and macOS. The editor is currently available for both of these platforms. 82157476af

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