Astral Terra Keygen Free Download

About This Game

Unlimited Terraforming and Building in your own Procedurally Generated Smooth Voxel World.

Explore, Adventure, Craft, Build, Survive. How will you shape your world?
Astral Terra is a fantasy-themed sandbox world-crafting game for PC with RPG and survival elements. Set in a beautiful smooth voxel world that's generated on the fly and completely editable, no two players will have the same experience, as everything from the skills you learn to the world you play in is fully unique and customizable. Explore the endless realm of the Fae Sanctum as a Planar Warden and pick out a piece of land to build your fortress via your unlimited power to terraform and build. Gather resources for crafting and building or just explore the various biomes for the sake of discovery. From character progression with abilities and powers, to the terrains and the environments, everything is procedural and editable! Shape your world and your character the way YOU desire! Play alone in single player offline mode or or join friends in multiplayer online mode to collaborate. Astral Terra has automatic online hosting of your world with no external server setup, with options for worlds to be public, password protected or private.

CORE FEATURES

- **Play Your Way! Shape Your World!** No starting Archetypes – your character, a Planar Warden, grows the way you want them based on your choices(skills) and discoveries(items). Pick from 3 starting races: The Fae, Dark Elf, or Dwarf for character races.

- **Unlimited Terraforming.** You have lots of choices for editing your environment using the Kinumon Astra(Magic Cube). The tool is one of your core world powers so gathering materials is not needed. Add or remove land, change textures and more. No restrictions on terraforming.

- **Unlimited Build Tools.** You can build using multiple shapes, materials & prefabs. The tool is one of your core world powers so gathering materials is not needed. No grinding required.

- **Next Gen Dynamically Generated Worlds**-With a robust modern smooth voxel system, our worlds are generated on the fly every time a player starts a new game (or load up your saved world that you already worked on). Simply put in a seed and see a new world every time!

- **Discovery & Adventure**-Unlock the mysteries of the world through exploration and discovery. Explore underground caves & find rare minerals for crafting.

- **Mining & Crafting**-Gather ingredients & resources from combat drops OR from mining your land to build new weapons and items. Check our wiki for more details.

- **Skills & XP**-Gain XP through combat, harvesting & exploration. Choose skills based on the type of player you want to be. Check our wiki for more detailed spell listings (basic powers and spell tomes available at launch, new advanced skill system coming soon).

- **Survival & Combat**-Fight and kill aggressive mobs that also want to kill you. (bloodfiends and grottonoids in caves so far - more coming).

- **Solo & Coop**-Play alone in offline single-player mode or Invite friends to join your multiplayer online world via the in-game server browser. If set to public, your friends will see your game and can join you – all done seamlessly without third party software (online private and public mode). Online play is set to a current limit of 10 players per room/world.

STATE OF THE GAME

For most features, we now have the core implemented, these systems just need to be extended upon.

In Early Access Build:

- Terraforming and Terrain Editing Tools (Building, Digging)

- Dynamic World Generation(with Seeds)

- 4 different Biomes for the starting Fae Sanctum plane

- Day/Night Cycle

- Resource Harvesting

- Simple Crafting System

- Interactive Cascading Water, Waterfalls, Rivers, Oceans

- Underground Cave System

- Basic Combat, Weapons & Spell Casting

- Wildlife/Animals

- World/Home items to place

- Player Built Housing

- 3 Starting races with 2 sexes for each race(male or female; Fae, Dark Elf, or Dwarf)

- Attributes and XP

- Some Survival System Components(hunger/stamina)

- Aggressive Mobs in caves(Bloodfiends & Grottonoids so far - more coming)

- Mounts for travel

- Multiplayer(cloud hosted, room based MP with up to 10 players per room)

- Single Player Offline Mode

- Steam Integration(no 3rd party login required)

- Friends list and trade options

- Character Customization

Coming:

- More items to craft

- More advanced Combat and Skills

- Multiple armor types

STORY

[1 THE BEGINNING]
In the beginning there was the formless warm gray.
There was neither light nor darkness, nor form nor striving.
Yet in time, there was the slightest movement in the gray.
So slowly at first, that none might notice, even had there been one to watch.
Over eons of uncounted time, the gray gathered itself in a single place.
A thing like a smooth gray egg coalesced, then shrunk and contracted until in an explosive burst,
The Two were born: One of Light, the Other of Darkness.

The Great Lovers, Lakana the White, Goddess of Light and Order, and
Visaku the Black, God of Darkness and Chaos, blossomed forth into the universe.
[2 THE FIRST CHILDREN]
In the fullness of time, the Two begat the First Children. The Firstborn was enigmatic.
They named him Davanu, and tall and proud,
Crowned with mighty horns and lusting always for power.
Red is his color.
Next in their line was Da'lea the Green, joyful and merciful,
Prone to rapid change in mood, but mighty in her generosity and mirth.
Finally, in a pregnancy that nearly killed Lakana were born the Four:
Ravanyx the Golden, fiery in both temperament and appearance;
Vaya the color of Sky, fast and effortless in motion, controlled by none;
Nitluru the Brown, dwarfed and sturdy, slow to anger, but mighty in wrath;
And Tagaryl, green like the Sea, cold and deep, filled with secrets...

Read more and learn all about Planar Wardens and Astral Terra at our wiki!

Title: Astral Terra
Genre: Action, Adventure, Indie, RPG, Early Access
Developer:
Tethys Interactive LLC
Publisher:
Tethys Interactive LLC
Release Date: 10 Nov, 2015

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Minimum:

OS: Windows 64bit

Processor: Dual Core

Memory: 4 GB RAM

Graphics: NVidia GTX550 ti/ATI 6770 or higher

DirectX: Version 11

Network: Broadband Internet connection

Storage: 2 GB available space

English

One ugly m\u043ether\u2665\u2665\u2665\u2665er. Liking what I see so far. There's an active, responsive dev and a wonderful game as is. This creator has captured an elusive experience I've searched for since Shadowrun first came out, and before. Definitely a recommendation to all.. \u2b50\u2b50\u2b50\u2b50\u2b50. This game is simple yet thought provoking. It's a fun little game that takes strategy but yeilds high fun payoffs. Runs smooth, looks great. Great game!. This is not worthy of being sold for any amount. It is a student project at best, or a slapdash job at worst. Your time and money is better spent on the multitude of gems to be found here on Steam than on this piece of trash.. \u2665\u2665\u2665\u2665 this game. 2008\ub144 \ub098\uc654\uc744 \ub2f9\uc2dc \uad6c\uc785\ud55c \ub098\ub2d8\uc740 \ub9d0\ud560 \uc218 \uc788\ub2e4. '\ub098\ub984 \uad1c\ucc2e\uc740 \uac8c\uc784\uc774\uc5c8\ub294\ub370 \ud2b9\uc815 \uc2a4\ud14c\uc774\uc9c0 \uc9c0\ub098\uce58\uac8c \ub192\uc740 \ub09c\uc774\ub3c4 \uc218\uc815\ud588\ub2e4\uace0 \ud558\ub354\ub2c8, \uc774\uc804 \uc138\uc774\ube0c\ud30c\uc77c\uc774 \uc644\uc804 \ub0a0\ub77c\uac04 \uc774\uc0c1\ud55c \ubc84\uadf8\uac00 \uc788\uc5b4\uc11c \uc811\uc5c8\ub2e4.' \uc9c0\uae08\uc740 \uad1c\ucc2e\uc744\uc9c0\ub294 \ubaa8\ub974\uaca0\uc74c.. This is one amazing well crafted beautiful unique puzzle game that's a wonderful experience . Took me 107 minutes to complete, but I could not put the game down until I finished it.

This is quality.. Arcanoid on steroids, and it's wonderful.
Also, it has a delicious soundtrack.. Great game if you have little kids, that love cute little sea animals.

Fun game! Interesting use of changing frame of reference, changes perspective quite a bit and makes for some unique level design. Also makes me feel like an idiot on higher difficulties, mostly due to me being an idiot.. Playing on Oculus Rift with touch and having a great time. Came into my games room to see my wife sitting on the floor tilling soil and planting tomatoes. She had a huge smile on her face making this game worth the price and then some.. Crashed just before the ending, said the save was corrupted and deleted it, lost all my progress. Avoid.. I like it. Though as others have said the game is kind of clunky. Also I think it would be cool if the game creators did something like Game Dev did and allow mods to the game.
Still pretty cool game. Just need to figure out how to consistantly make money.. It is pretty easy but still a fun game to waste a couple of hours. And it was cheap as \u2665\u2665\u2665\u2665. Multiplayer is dead, which is a shame, would have been fun to try it out. =). I played this game with a full 8 people, and none of us have ever played before.

First \u2013 We totally got our money's worth. The game was crazy ridiculous and chaotic, but we were able to keep track of where our cars were, which is normally a big challenge in 8-player games (see: Towerfall-8). We were all laughing and having a great time for 15 minutes or so.

Next \u2013 the bad.

The game does so much wrong, and if it fixed the stuff below, the game might be an 8-player game we want to play over and over again.

* The 15th map was the only interesting one that forced everyone close together and had interesting choices.
* When your car becomes damaged, it literally crawls at a snail's pace. It doesn't just slow down a tiny bit, it barely moves.
* When 7 cars cross the finish line, it doesn't automatically end the game, which is terrible when the 8th car is damaged and crawling. Ugh.
* The UI to actually select your car was difficult to use, and some car types are strictly worse than others.
* There is only one weapon, and you only get one shot with it.

This game is close to 8-player greatness, but some big mistakes are holding it back. Even still, more than worth it at a single dollar!

Patch Notes - Update v1.2:
Second patch is coming up, there's likely more to come after this but this one has a lot of changes so buckle up!

- > Difficulty descriptions have changed, now easy mode is the recommended difficulty for first time players as normal seemed to hard in retrospective.

- > Changes to the level design were made in Shantoria, Titanic Tower, Hyperath Fleet and Planetary Stripe.

- > The double jump is now restored after hitting a dash ring.

- > More tutorial pop ups have been added to stages on your first playthrough.

- > The speed Fark can reach on his own on the ground has been greatly increased.

- > On easy mode, you should be able to find early goals in Hyperath and Apocalypse.

- > Input check for jumping and several others were improved for those machines which the game runs at a low framerate.

- > Biker charged attack effect is now more transparent.

- > Smooth turning description has changed.

- > "In Stage Timer" added, a global timer that only counts time spent in-game and not in any menus, with the exception

of the pause menu.

- \> A screen with the complete game time was added after the credits.

- \> Warning timings were changed for Turbo Bird.

- \> Some similar changes to float's boss fight.

- \> Camera was tweaked slightly to not snap back to its regular rotation while upside down.

- \> The glitch where Edgy's charged attack made you lose all your momentum was fixed.

- \> To lock on, you'll now need to just tap the button, holding it will execute a charged attack.

- \> Fixed a glitch where it was possible for Astra to fall off the stage on occasion.

. **Patch Notes - Update v1.1**:
The first update patch is here, let's get to the notes:

- Support for 1440p resolution was added. Sadly I can't really test it since I lack a monitor of that resolution so it could be a bit buggy, feel free to report anything.

- Titanic Tower now has a early goal sign, if you touch it, you'll end the level earlier but you'll not gain any medals. The early sign is only available in your first playtrough.

- The dash hoops were made faster at lower speeds.

- You can now double jump out of trampolines.

- Pressing R3 will reset the camera behind Fark.

- **New music added for apocalypse thrust's boss.**

- General bugfixes.

- Patched up all typos found so far.

- You can change the difficulty in-game now, but it will only affect the stage you are in currently.

I will continue to update this game in the following weeks, stay tuned and if you got any suggestions, please post them on our forum thread. Thank you for your advice!. M.A.S.S. Builder Space Cat Terraforming Mars DeathMatch Trailer park mechanic Dex Fragmented CrossWorlds: Escape Adventure Craft SELF Escape until Friday Bonds of the Skies Go to IT Stoneshard: Prologue GrabBag FlyingMetalSuit Wonder Boy: The Dragon's Trap Marble Skies Planetary Settlers Valerian Tales Beauty Bounce Slab Sacred Saga Online Eldritch Reanimated Spark the Electric Jester 2 **Patch Notes - Update v1.2.1**:
This one is a small patch, just to add to version 1.2. Here's the changes:

- \> The act of canceling a Jester Dash with a Dash to gain a big boost of speed is now a mechanic called the "Magnet Dash". Previously, executing this action was inconsistent and I imagined it might be a symptom of a greater issue with the input, once that issue was fixed, the issue still remained so I decided to program it into the game and making it an actual mechanic. It should work just like before.

- > Early goals should not show up in tour mode anymore.

- > Parry shield cooldown is now longer, meaning it's harder to win by spamming the parry.

- > Fixed the milliseconds timer.

- > 21:9 resolution support was added, but keep in mind it might be a bit buggy currently, I'll still iron it out in the following patches.

Patches will likely slow down from now on as I want to focus on working on other things, so, see you guys later.

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