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## Ashworld Download Xp



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## About This Game

### About the game

Ashworld is an open world survival adventure set in a post apocalyptic world a few hundred years from now. Water and food are valuable, rare and the most important things you'll have to find, as you try to survive in the ragelands. An area of the world terrorised by the Ragers. A stereotypical group of road-warriors with no respect for the little life that's left.

During the night creatures, called the Skellies, roam the world and are becoming more dangerous as time passes.

Use your smarts, combined with the various weapons, cars, gadgets and raw materials that can be found inside the many underground area's, buildings, old sky-scrapers, and other area's of the Ashworld.

## WHAT'S IN THE BOX

- Run and drive around the ragelands, visiting buildings, talking to people, beating up ragers and skellies.
- Use a host of weapons: boomerangs, chainsaws, rocket launcher, shotgun, machinegun, plasma rifle, flame thrower.
- Search through buildings, underground cavern's, and unexplored area's of the Ashworld for usable items.
  - Drive a host of different cars, all with their quirks and challenges.
  - A host of story missions and sub-missions to guide you around the world.

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- Crafting new weapons and tools
  - Increase your experience points and use skill points to improve your character

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Title: Ashworld  
Genre: Action, Adventure  
Developer:  
Orangepixel  
Publisher:  
Orangepixel  
Release Date: 19 Sep, 2017

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**Minimum:**

**OS:** Windows 7 or higher

**Processor:** 2.0 ghz Dual Core

**Memory:** 2 GB RAM

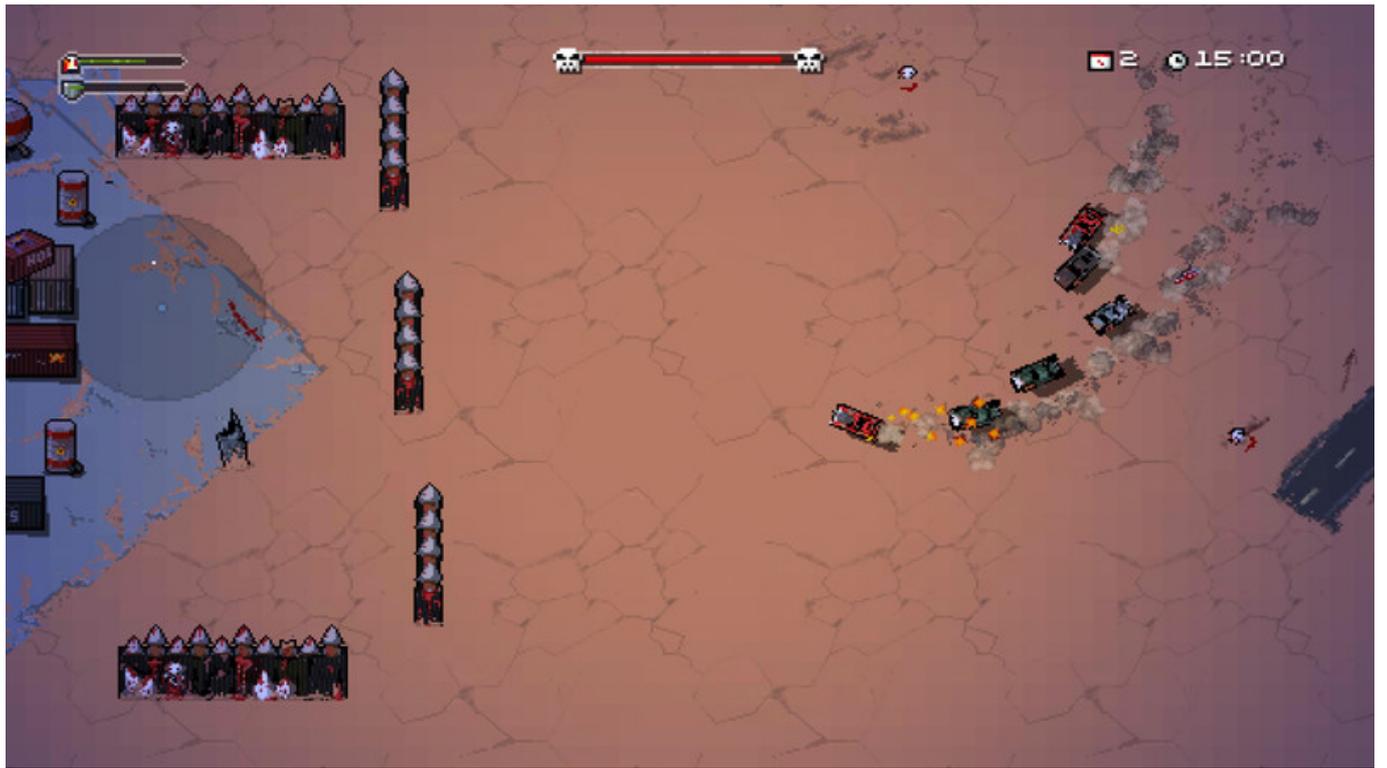
**Graphics:** 2.0 ghz Dual Core

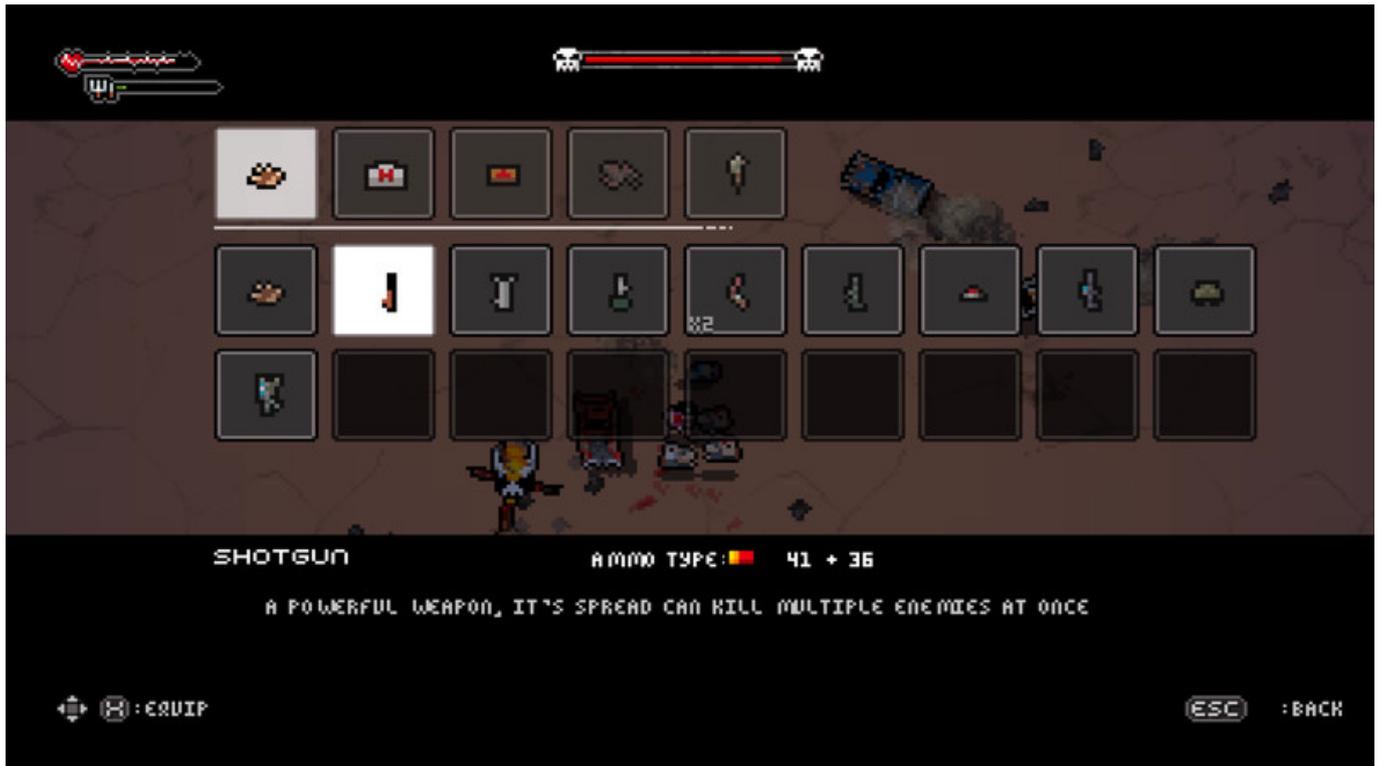
**Storage:** 200 MB available space

**Sound Card:** OpenAL supported sound card

English







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Nope, a few points:

- game crashes when i select 'Settings' in the menu
- it is a PC game that uses arrow keys by default, not WASD, the ARROW KEYS
- Maybe WASD-keys are used differently, i can't know because 'Settings' crash the game
- i cant rebind, because: 'Settings' crash the game
- So the default input scheme is: ArrowKeys, X, Z, Mouse

I'll think you get it, maybe if this stuff is fixed ill reconsider, for now i'll get a refund. good game

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yeah i know i suck at reviews. Absolutely not. I got it expecting a certain kind of game from the screenshots and video, and instead I got something else entirely with terrible floaty controls with a difficulty that goes from zero to no seemingly at random.

Maybe you'll like it. I did not. It's less Dies The Fire and more arcade-style Mad Max, so keep that in mind. I got my refund.. Ashworld is incredibly addictive. It's got such an engrossing enviornment to play in and survive the monsters and \u2665\u2665\u2665\u2665\u2665\u2665\u2665s in cars trying to run you over all the while forgetting you have a FLAMETHROWER and have been using cars to run 'em over and blow cars up. Feels like Red Dead-type enviornment with a distinct world that feels very cool to spend time in. Great maps, fun game play that keeps you on your toes. I can't wait to sink more time into doing donuts in a car until 30 car gang decides to join in and kill me.

Ashworld is a game you won't regret.

FIVE STARS \*\*\*\*\*. good game

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yeah i know i suck at reviews. Love this game - support Indie Devs and buy the game.

I own it on Android as well and love it there too - more hours on the android version than this but that's how it goes - still got a fair way into it on the PC but not anywhere near as much.

Steam deleted my other review for some reason? Not sure what's going on there, I clicked "Yes" below do you recommend this game and it loaded up the review page and not my review. Damn steam. OrangePixel is the man - his games are great and this is his best.

TLDR: Get the game and get good.. Amazing game, feels like retro mad max, wasteland is alive!. I feel like Mad Max :D It's fast, brutal, and lots of fun!. Hard to tell what the hell is going on. Super buggy when using an xbox controller to the point of being so annoyed its not enjoyable. It's also lacking so much content to be sold for \$13. I know its a pixel game and what not, but its missing stuff. It needs the meat to it's skin and bones.

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Hard to tell what the hell is going on. Amazing game, feels like retro mad max, wasteland is alive!. An open-world game for people who don't have enough time for open-world games.

Drive cars, fight baddies, explore buildings, sleep in your house after eating a tasty sandworm burger.

I like that you can enter any building and the game switches to a side-view exploration platformer then.

I like that you can own a lovely 8-pixel dog.

I like the chaotic gunplay.

I like the atmosphere.

I like the danger of wandering during the night.

Well, I like a lot of things about this game. Most of all, I love that I can hop in for just 15 minutes and still make some progress (and have fun, obviously). It doesn't require such a gigantic time investment like most open-world games.. This game is an interesting hybrid. On the one hand, I've seen it described as a survival game, and it's definitely a platformer (at least in building interiors) -- and I'm not a big fan of either style. On the other hand, it's an open-world game, and "pick up and play" (i.e., you can spend 15 or 30 minutes on it and most likely have something to show for it), and I love both of those styles.

I'm still early into it (and have restarted a few times as I learn more about how it works), but I've seen enough to confidently recommend it. The initial stages aren't too punishing -- at least once you know what's going on -- though you should expect to die and take it in stride while learning the ropes (you can continue from a checkpoint if you're non-hardcore like me).

Graphics are very low-res pixel art but they have a ton of character.

Ran into one bug that the developer patched within two days of my bug report. Also ran into a basement I couldn't get out of, but I can't say whether it was an oubliette or just my own failure to git gud. The jumping in general requires a little practice but is not bad once you get a feel for it. Damage inflicted on you in building interiors is fairly light so you have room to screw up.

Beginner tips:

\* The game will say you shouldn't get too attached to your car, but try to keep it intact for the first couple missions; park a little way from the mission objective so it doesn't take collateral damage when you get into fights. You will have some distances to travel that will be impractical on foot unless you can take shelter in a building.

\* To refuel the car, stand near it and Use your fuel can in your inventory. Don't refuel until the car runs out of gas, or you may get shortchanged.

\* If you're initially timid, be aware that plain old fisticuffs can be quite effective. But don't go into the darkness and get mobbed. Wait for morning. The clock runs fast enough that it won't take long for the sun to rise.

\* The developer was kind enough to respond to my begging for tips in the Steam Discussions; check out his response for a few additional ideas. If you're really interested in the game, check out the developer's website for some blog entries on how the sausage is made. It was fascinating to me but could be too much detail for some players.

\* There are some YouTube videos that show how other people approach the game. Watching a couple of these was very useful to me. One commenter noted that Energy in this game (replenished by food and water) is similar to how a shield or body armor works in many other games. Haven't played enough to know whether this is an exact parallel but it seems right.

Looking forward to playing a lot more of this.

#### **Ashworld v0.7.0 - Steam release build:**

Version 0.7.0 is here, and this is also the first full release version for Steam. This means that you can grab a steam-key from your Itch.io page (see your purchase mail for the info). The Steam version comes with Achievements to unlock.

I've did some small changes and fixes in this update, there are still a few things I like to experiment with and implement, so there will be some more updates coming over the coming weeks as I work towards a mobile version on iOS in December.

#### **Fixes:**

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fix: more brawling improvements inside buildings  
fix: improved some level designs with regards to cogs/platforms  
fix: dialog options are now properly reset (so always start with top-answer)  
fix: made car at new-game spawn spot "your car"  
fix: skills are now properly reset when starting a new game  
fix: debris sometimes would keep rotating (looked silly)  
fix: removed rare-item-quests from avatar-hints  
fix: render bug causing flickering inside buildings

#### **New stuff:**

add: bragging-system for enemies. They will be (visually) stronger/tougher/harder to beat if you let them live after an encounter !

add: player now shows "warning" speech if entering a building with low stamina and no food reserves

add: avatars can hand player water (in buildings)

add: overall light in buildings now gets darker the further/deeper/higher you move from the door. **Ashworld v1.5.0:**

A new update is here, the main feature: bigger backpack! This also fixes some problems that people had been telling me about where inventory stuff didn't seem to appear, and I couldn't figure out (for a long time) why or what was going wrong. Until this week I finally got a bright idea: the inventory system ran out of space! So here's an update with a bigger inventory, and also two new skills you can learn to expand that inventory space even more!

Also some more balancing tweaks (mostly ammo-drop rate increase). The full list of changes:

- fix: increase in inventory slots - fixes bug of items not showing up/ammo being "gone"
- fix: boomerang and firerang usage now works correctly (with regards to wear-and-tear when throwing them)
- fix: crab-ooze mission didn't remove itself from the map
- add: added a "dump" option to junk in inventory, to create room
- add: inventory now shows "available" percentage for your backpack
- add: new "Backpack" skill (increase size of inventory backpack)
- add: new "Backpack pro" skill (increases size to max)
- add: make inventory+map buttons moveable (touch)
- balance: increased drop-rate on ammo
- balance: increased ammo on dead-bodies (if learned retrieval skills)
- balance: made Firerang less destructive (now only when you throw it)
- balance: made the sand-crab slightly easier to defeat

#### **. Ashworld v0.7.4 - the rare-crash-bug fix update!:**

Latest version is up and live, it fixes some crashes and problems happening rarely and somewhat randomly when running around the world.

I'm currently focussed on finding the weird inventory bug people are running into (items not being added) and also getting an on-the-go version of the game available for early December on iOS and Android (in January)..

Fixes:

- fix: some buildings didn't have hostage-locations (messing up the "rescue captain" mission)
- fix: make first car last much longer (at least until player gets somewhere)
- fix: rare crash in first mission after a continue-game
- fix: possible crash in garage near compound

Addition and changes:

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- add: debug console commands for controller testing

- change: removed "auto-mount" on weapon pickups when using fists (shooting rockets by accident ain't no fun!). **Ashworld v0.7.3 - garages and shops:**

Some buildings have been causing crashes when either entering them or leaving them, so far this was limited to garages and shops.

Luckily in most cases the players running into the bugs mailed me their save-game files which have helped me pin-point the crash within minutes, and I think we're nearing the end of those bugs!

so make sure to update

(and I'd love it if you could leave a review !). **Ashworld v0.7.1 - minor patch:**

Just a minor update, making the opening battles a bit easier, while also setting fullscreen as the default setting for the game and having you auto-wake up when a new day starts and you are full recovered.

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