
Rising World Download No Crack



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About This Game

Please note that this game is currently in Alpha state

Rising World is an open-world sandbox game with randomly generated, fully destructible environments.

Starting with the most basic of tools, collect resources to survive in the wildness. Evolve your world to create one of the biggest cities of all time or a gigantic castle, or simply let your imagination run riot! If being creative is all too much, just connect with your friends and get them to help.

Anything is possible!

Features

- Randomly generated worlds
- Completely modifiable environment
- Both single and multi-player modes
- Mounts and drivable boats
- 200 different building materials

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- More than 200 different furnitures and fixtures
 - More than 200 items (tools, weapons, utilities etc)
 - Upload images from your hard drive and place them in the world
 - Explore various biomes and dungeons
 - Complex and deep network of underground caves
 - Environmental physics - trees and items
 - Interact with just about everything, right down to playing the piano!
 - Day-night-cycle
 - Fishing
 - Powerful Modding/Plugin API

Your purchase entitles you to receive all future updates free of charge!

Title: Rising World
Genre: Action, Adventure, Indie, RPG, Early Access
Developer:
JIW-Games
Publisher:
JIW-Games
Release Date: 3 Dec, 2014

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Minimum:

OS: Windows 7 (64 bit) or higher

Processor: 2+ Cores, e.g. Intel Core i3

Memory: 4 GB RAM

Graphics: 1024 MB VRAM, OpenGL 3.0, e.g. Intel HD Graphics 4000, NVIDIA GeForce GT 240, AMD Radeon HD 5650

Network: Broadband Internet connection

Storage: 2 GB available space

Additional Notes: Java 8 compatible operating system. Recent graphics drivers have to be installed to ensure full OpenGL support, this may only apply in some cases. Please note: AMD Radeon HD 4000, HD 3000 and HD 2000 are not compatible due to discontinued driver support.

English,German







If you like crafting and building then this is the game for you! Try it you WILL love it!. very nice survival collecting and building game it got really good graphics and many things to do it gets updates every few months and even tho its in early access it got lots of things to do the only negative in my opinion is that it combines old things like longswords and bows with modern things like chainsaws and drills i would rather only have older things like instead of the chainsaw just a better axe tho i really like the guns in this game they arent the new guns you see in almost every game now would suggest buying it also its a cheap price for what you get. Such a Fun and relaxing game. Very beautiful and you can make anything you can think of.. i LOVED THIS GAME CAUSE IT WAS ALL ABOUT BUILDING. NOW THEY ADDED NPC'S AND YOU HAVE TO WORRY ABOUT CLOTHES NOW TOO. NOW THE TEMP EFFECTS YOU. THE REASON I BOUGHT THIS GAME WAS TO HAVE RELAXING PLAY TIME. THEY ARE TRYING TO TURN IT INTO SURVIVAL WHEN IT IS A BUILDING GAME. I WOULD NOW GIVE THIS GAME A 3 OUT OF 5 STARS. ITS GREAT IF YOU WANT TO BUILD AND NOT HAVE WIPED VERY COOL AND REALISTIC.. WORTH IT. Well, it's pretty.

The mobs\creatures\bandits aren't terribly over powered.

The crafting system is . . .still in development I assume. If it's not then well, you should probably not buy this. But I am going to assume that things like roofing will be added at some point, that sulfur wont be a smeltable ingot, and various other bits. It's very much incomplete so far as crafting, and some how mixes medieval with sci fi, which I don't really agree with, but hey.

The game play for the most part is smooth, easy to figure out.

There is a lot of potential here and updates seem pretty regular. I look forward to where this will be in a year or two.

It could certainly use herbalism, alchemy, a more advanced blacksmithing and carpentry system.

The clothing should go under armor, but currently it doesn't. So, you kinda look half naked with leather armor.

The dungeons (while i have minimal experience with them) seem interesting. They are very far underground.

Mithril seems to have little to no use what so ever.

To be honest, I could probably fix up the crafting myself, but I'm not going to spend the money on models to do so.

Still, it'll offer several hours of game play and The Labrynth community I played on in multiplayer was pretty nice.. This game is inspiring, fun, creative, and more! I love how we can use our imaginations in this game. Overall, it's nice! great job JIW-Games! :D

Simply HORRIBLE game... a total waste of money.. Good

I've started to build Moria about 75 times. One day i'll finish it.. I played some RW with the missus co-op and SP a month or so ago.

It seems that the majority of effort so far has gone into the building mechanics, which are a bit fiddly but are also as good as I've seen before. With a little patience you can build very realistic looking stuff (within the gfx limits) - barebones structures work but you feel compelled to put in those wooden beams and mantles. And then why not a deck, blacksmith shelter, terraced garden and framed pictures of your favourite old dogs above the fireplace? It's pretty good and will only get better with finer details. Logistics systems (ie. rails/conveyer/power) would make this the best thing ever.

The main drawback at the time of playing though seemed to be progression and incentive. Once I figured out what was going on it was pretty easy to deck out both myself and the wife with high end gear whilst building a nice and cozy home base. I only ventured far from home once to get sand (for my window panes) and took the long way back - which provided some survival challenges running into wild mobs, however for no real gain. This was actually before I'd set up a horse too - which I could have done much earlier in hindsight. We tunnelled extensively around and near the base, but we never came across a dungeon or skeletons which would have been cool; but again I'm not sure what I'd actually gain from it given that I could already produce everything. Well, maybe not a huge gun/ammo stockpile but pretty much everything else. My typical looking garden alongside the house could have fed and clothed the 3rd world too, and I believe that was after a nerf.

There was a recent addition of NPC mobs that I ran into a couple of times (besides skellys), however they possessed no concentrated threat to our base or much else to distinguish themselves from wild animals. I think they are supposed to attack in groups but this wasn't my experience. There should be more to come there (if not already) and I hope to see a further fleshed out NPC system to bring more life to RW and the spaces you create. As it stands, the enormous world lacks much to do besides building after you have spent a few hours gathering/crafting..... and you don't really need to explore much to do so. There is so much more out there, but I want to do more than just see it, shoot a big cat and go home. That gets boring enough in RL.

So already a solid purchase if you just like building your own castle 'n town wotnot (albeit an empty one). I couldn't recommend this EA more for that. The basic survival mechanics are sound enough I guess, but the adventure, strategy and general game loops could do with some work/presence for everyone else. Given it's price though I wouldn't worry too much about taking that gamble - I'd still be content with where it's at had I paid twice as much.

Edit: I'd already recommended RW but also just now checked the road map (like a sensible person). It appears that I'm covered (:. TLDR: It's very good. Buy it now, you can still refund it if you don't like it.

This could be it! The survival game that finally gets it right.

And boy, the multitude of contestants we have seen since DayZ started it all. I just hope hope hope the game will reach a critical mass soon to kick off some new content decisions and an overall more polished design and depth.

I'll keep my pro/con list short:

Pro:

- FANTASTIC combination of terrain modification, block building and construction. This is exactly what I was waiting for. A working, intuitive and fun combination of building logic from minecraft, rust, life is feudal (etc).
- Nice crafting system, de-facto tech-tree
- Mining, farming, woodmaking etc is fun! Everything just works.
- Beautiful, immersive terrain.
- I like the weather effects.
- some lovely survival elements like body temperature, bleeding, broken bones

Cons:

- game timeline should be limited to middle ages/fantasy setting. modern items destroy immersion and are not fun. Please no cars, please no rifles, please no hardhats, top hats etc :(((Implementing modern time tech tree is way too much effort anyway, the time and resources could be spent so much better!!!

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- game variety decisions are weird. Why spent time on elephants and giraffes? Biome diversity might be nice as advanced roadmap items but why spend time on this in an alpha?
 - you cant create a gun with a stone axe, a smelter and a workbench. This really kills immersion and ruins the game for me.
 - GUI could be improved (more slots)..why not go 80% minecraft GUI wise?
 - long term motivation should be based on more diverse crafts\crafting stations.
 - wildlife and bandit AI is still very basic.
 - Fighting mechanic is very basic. Shields\blocking is lacking.

Wishlist:

- get rid of modern items, tech tree should end at crossbows.
- keep to a medieval\fantasy setting.
- Seasons. I don't need different biome types in the base game, but seasons would be fantastic and so much fun (Don't Starve, Banished come to mind).
- more crafts, more diverse crafting trees. Would love to see alchemy, cooking, tar pits, honey making, weaving (blankets), smithing (more diversity), woodworking, healing, masonry (differet materials) etc. All should be done without a skill system (that is no fun in Life is Feudal).
- would love to see more realistic survival elements like illnesses, benefits of food diversity, more wound types, limping, cold\fever\vomiting,
- friendly NPCs, family members, kids, building a village, professions. I have mixed feelings about this game to tell the truth. It has the potential to be one of the best games out there, and I really do look forward to the end product. But for now, I decided that I don't recommend it.

When I originally bought this game, I was thinking, "Finally! A more realistic game than Minecraft with realistic looks and everything." It was great starting out. I love the realistic graphics. The AI is nice. It's a laid back and easy to play game, almost too easy, but there are a few challenges to keep you on your toes. Unfortunately, the bad out weighs the good.

Now for the suckfest of the game - Most early access games, it is the bugs and lack of content that really turn players off. Not here - it is the content that is the major turn off. Most of the crafted items makes the game very unrealistic, and really, to be honest - stupid. Also, the attributes of some crafted items make no sense:

1. Leather clothing should offer some protection (yes, even just leather pants without the rest of the leather armor should offer something). Military camo fatigues? Seriously? That is about as dumb as a box of rocks. And Knight Armor? Who wants to run around in that? This isn't a fantasy adventure, nor military game. There is such armor that utilizes iron and leather that's very strong, and that would make a great option and be more realistic. Denim should offer protection too, but how can denim be made in a survival situation?
2. As mentioned in the last paragraph (the military camo fatigues), most of the clothes are stupid as they could never be produced if you are stranded in the wilderness. A fez and a fedora? Get real. Santa uniform? Biking helmet and reflective safety construction vest and HEPA suits? Hello - there is no petroleum which plastic is made from.
3. The Workstation2 is totally unrealistic as a vice and making things that require mechanical parts that could no way be made in a survival situation. There are other tools that could not possibly be made in such a situation.
4. Building material like red brick with white mortar... Need clay. There are a bunch of others that can't exist like the various wood choices when birch and willow are the only 2 trees around. Even Minecraft offers different trees so the wood is correct and they also have clay.
5. I want my T-shirt white, not blue. In fact, I'd prefer to choose the colors of my clothing or just stay with their natural color. How can you have colors when you offer no dye? You even need dye to color bricks. Even Minecraft thought of that to keep it real.
6. Vehicles? I can see coming across one and using tools and aptitude to repair, but to craft from scratch, and how would you fuel with it no oil production? SO unreal. Out of Reach offers a glider - glider, made of wood and animal skin - nothing metal and no technical mechanical parts. I think there's an upgraded version now that has a propeller operated by pedals with a rope for the chain, but that's as mechanical as it gets. Oh, and I forgot about the boats that have paddle wheels operated by a basic steam engine.
7. I can see being able to make firearms, but only musket type as others have too many small, precision mechanical parts that couldn't be made in a survival situation. Also you would need to mine zinc in order to mix with copper to make the brass shells, where musket fires and iron ball. Then you need to make the gun powder - as in mining sulfur and making the potassium nitrate. You also need to mine flint, which should be very easy as it is a stone (mineral quartz to be precise, but still very abundant.) You already have the charcoal. In Minecraft, gun powder is dropped by the creeper, if you can manage to kill it before it explodes.

Anyway, it's due to the anti-realism that I don't recommend this game. There are 2 ways that I see in which to make that work:

1. Offer DLCs in which you could make more money, but also possibly alienate some players,
2. Do like ARK, Out of Reach, Emperion, and many others on Steam like them, and utilize the Workshop so people can create and download any imaginative and crazy stuff they want by choice.

But it would also be advantageous to have dedicated servers. The game does offer multiplayer, but it seems to be for co-op play.

In conclusion, the realistic graphics and the AI are great, but get the Workshop up and running for the crazy and unrealistic stuff, and offer dedicated servers, then all of your unrealistic stuff would work. Like I said, this really could be a great game. I do look forward to the end product, especially if they fix the mentioned issues.

Edit: Very funny. I contacted JIW-Games support about my review. What was their response? "This is not intended to be a survival game." Yet, what is the tag on it? Survival? I know, I know, there are bears, bandits, and other things you have to fight against, plus you have to eat, drink, and survive the elements. So that does qualify it as survival. But imho, I think it's more of an action or adventure build game.. An actual good game.... I feel like Rising World is on its way to becoming a great open world and survival game, however just like any game in early development, needs polishing, which I will briefly discuss here.

Crafting.

While it does present quite a number of different stations needed to create certain items, the feeling of progression is definitely tempered with. A game like Rising World, at first sight, gives the impression of steady advancement. You have nothing, and it is up to you to use the resources to needed to climb through those technological tiers.

Once you play further into the game, you come to find that it really isn't the case. You go from making basic iron weaponry, to having the option to craft modern days grills and bolt action rifles, and even military gear, which throws off the feeling of that sense of progression, in the sense that it doesn't feel all that deserved; out of place for how long you have been playing the game, and the resources you obtain, which will lead me into the next topic.

Obtaining resources, more specifically, certain ores.

It just feels a little too nonsensical and expeditious to be able to obtain every ore available with the starting tool. Once again, since there isn't that much ore available as it is, I'm not going to pick at this topic. Like I said, things are still in early development and the creator could very well be planning to add all sorts of different ores and tools required to mine them.

For an open world experience that is still taking its beginning steps, it's a great game with just a few scratches that I am sure will get buffered. I recommend it to anyone who is looking for a game that truly does give you a lot of freedom in an open environment,

What would I like to see from this game heading forward?

I personally hope that the developers will really put emphasis on work and reward. I hope that they make the game rich with content and a variety of tools and materials that stretch across several time periods, but also put in mechanics that make you truly work to get there. I hope they provide attention to character customization, adding more costumes and outfits to choose from, such as different types of armor, and maybe some more fantasy and sci-fi aspects. I wouldn't mind a game mechanic that allows you to explore some magic, or, if you've climbed that technological tier latter enough, make some kickass vehicles and weaponry.

Rising World is a great game headed in the right direction. I can't wait to see what else will come in the future.

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