Solace Crafting Download For Pc [Keygen]

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About This Game

Solace Crafting lets you build and go any where you want with one caveat, the further you travel from the start the harder everything becomes, to no end. A fantasy sandbox, there is no "do this to finish the game." Explore, unlock recipes, seek out rare resources, build towns, level up, and own the wild.

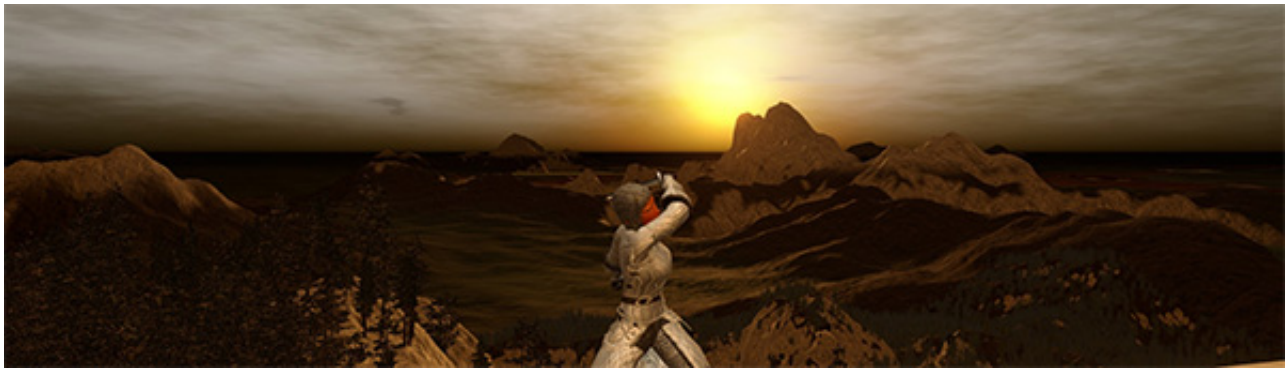
Harvesting

Good weapons and armor need good materials to make them. Resources in Solace Crafting are tier and rarity based, meaning the more dangerous the area you're in the higher tier of resources will be available. In order to help you find elite and legendary

grade resources you can build towns and populate them with NPCs to locate rare resources for you.

Crafting

Recipes in Solace Crafting are not predefined. A leather boots recipe creates leather boots, but the level, tier, rarity, and color are completely up to you, limited only by your resources and skills. As you push further and find increasingly powerful materials, upgrading your equipment is paramount to survival.

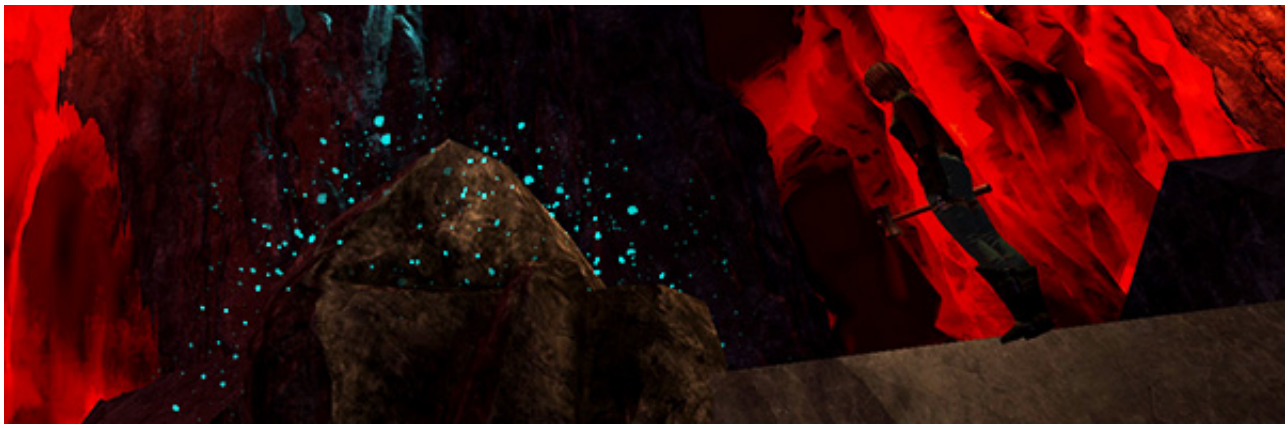


Enchanting

As with item crafting, enchanting recipes are customizable and can make a huge difference in your combat prowess and harvesting abilities.

Exploration

Unlock new recipes and seek out rare materials high in the mountains and deep underground. Or go looking for the perfect island to support your main base. Solace Crafting has no boundaries, no off limit areas.



Adventuring

Choose skills from four archetypes freely, mixing and matching your skills as you see fit. Most skills have no maximum level and can continue to level up with you as far as you're able to travel.

Building

Our unique building system is fast, precise, and can be done with your eyes closed once you learn how it works. In-game guidance will show you how to use the keyboard to build huge structures without hardly needing to move.

Solaces

Build a new solace anywhere in the infinite worlds of Solace Crafting and you gain the ability to teleport to and from it at no cost. Build up your main base anywhere you like, setting up outposts and hamlets wherever needed on your travels.

Towns

Town buildings can be placed within the power range of any solace, allowing you to summon townspeople of various professions.

Developed by a gamer

I started learning how to make games years ago because the design decisions of so many of the games I played often made so little sense to me. Here are some of the design decisions I refined over the years that I do my best to uphold:

- No pay-to-win, no pay-to-play, no paid DLC, no gacha or gamble mechanics
- No metered progression
- Level any and all professions freely
- Minimal sub-ingredients, minimal crafting and refining timers
- Completely open, point and level based branching skill trees
- Multiple, incremental skill points every level
- Classic roles, not forced balance. Some classes may be harder than others
- Unlimited player levels
- Completely open physics-based world, no off-limits
- No "realistic" building physics that destroy everything when things go wrong
- Unlimited access to parallel realities (alternate seeds)

- Shape and color your avatars freely instead of using preset races
- Allow alternate characters in the same world

Background

My name is Kyle Postlewait (35) and I got into game development because I can't find the game that I want to play. I am not a veteran game developer. I do not have any published AAA titles. I am self-taught and I make mistakes. Having said that, I'm tired of survival crafting games being abandoned, focusing only on PvP and guns, or turning into major time sinks. I quit my day job in February of 2018 to focus on Solace Crafting full-time, and am doing everything I can to make a great fantasy survival RPG despite the tremendous challenge that is game development. Please don't buy into early access expecting a fully polished AAA game and then give it a bad review. In return, I promise to make sure that this game is never abandoned. If sales are more than enough for me to survive, then I can hire more help. First and foremost I will always work to secure financial longevity and legal stability.

I know a lot of fans of the survival genre are pretty jaded, myself included, after so many titles have lost their leadership, changed projects, or plain given up. I'm here every day hoping to heal that sore and would very much appreciate your $15 support if any of this interests you. There are months of frequent patch notes and forum discussions between me and players here on Steam as proof that I'm capable of more than a couple new items after weeks of silence, something far too common in game development!

Multiplayer like single-player will be PvE oriented, and is currently in closed alpha.

Early access ends when there is enough content to constitute selling the game without the above warning.

Getting better every day thanks to player involvement!

Title: Solace Crafting
Genre: Adventure, Indie, RPG, Early Access
Developer:
Big Kitty Games
Publisher:
Big Kitty Games
Release Date: 16 Jan, 2018

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English

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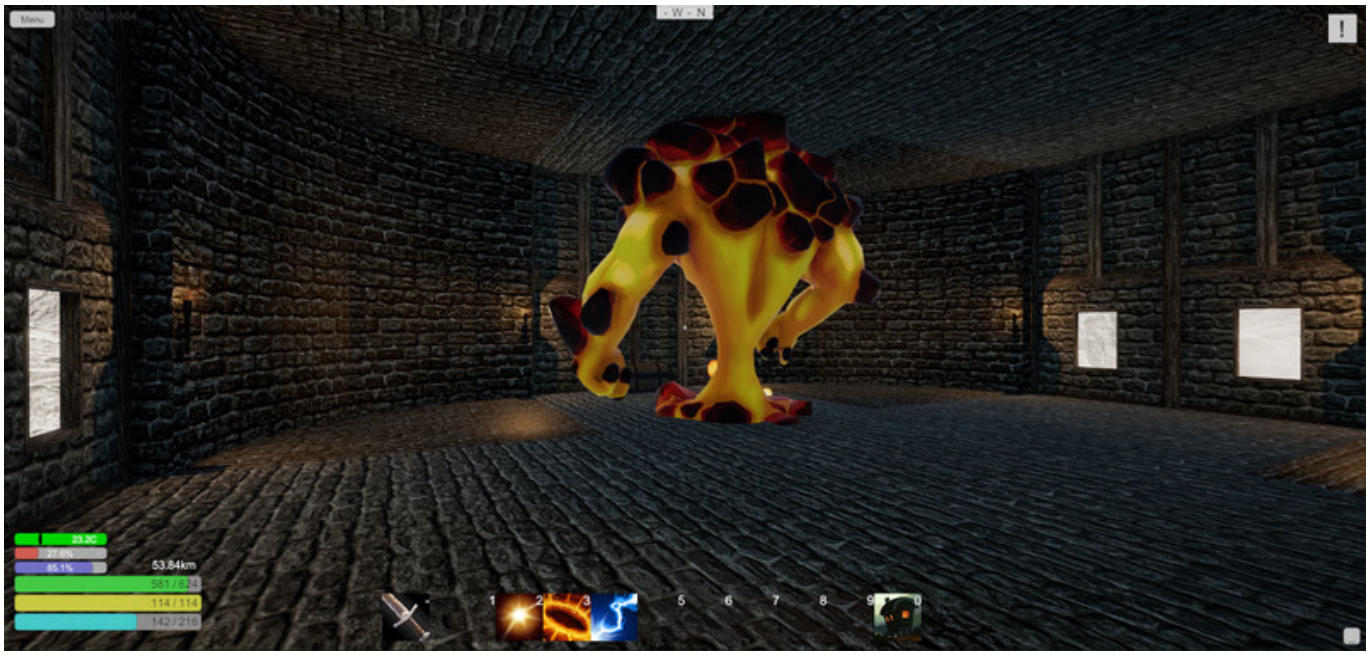
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Digging this game, having fun getting used to it, have plans already for how to continue. Made a couple of characters and worlds.

It is a fun little gem.. Has some potential, but too buggy and unplayable (even considering early access) to really play. Boats sink, solaces (which allow you to teleport long distances, which you are required to do to advance) record the wrong co-ordinates, and combat is clunky. I tried to look up console work arounds for these problems, and could only find many temporary and since removed console commands, instead of a list of ones still in use to help with these bugs. There are many little annoyances, expected with early access, but these larger gameplay crippling issues make it unplayable.

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