
Kenshi Download For Pc [full Version]



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About This Game

[Free Demo Available Here](#)

A free-roaming squad based RPG focusing on open-ended sandbox gameplay features rather than a linear story. Be a trader, a thief, a rebel, a warlord, an adventurer, a farmer, a slave, or just food for the cannibals.

Research new equipment and craft new gear. Purchase and upgrade your own buildings to use as safe fortified havens when things go bad, or use them to start up a business. Aid or oppose the various factions in the world while striving for the strength and wealth necessary to simply survive in the harsh desert. Train your men up from puny victims to master warriors. Carry your wounded squad mates to safety and get them all home alive.

Features

- **Freeform gameplay in a seamless game world** in the largest single-player RPG world since Daggerfall, stretching over 870 square kilometers. The game will never seek to limit you or restrict your personal play style.
- **Custom design as many characters as you want** and build up a whole squad to fight for you. Characters will grow and become stronger with experience, not just in their stats but their appearance too.
- **Original take on the RTS-RPG hybrid genre.** No "hero" characters with artificially stronger stats than everybody else- Every character and NPC you meet is potentially an equal, and has a name, a life.

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- **You are not the chosen one.** You're not great and powerful. You don't have more 'hitpoints' than everyone else. You are not the center of the universe, and you are not special. Unless you work for it.
 - **Build a base** where you can research new technologies, upgrade your defences and craft new gear.
 - **Purchase and upgrade your own buildings** to use as safe fortified havens when things go bad, or use them to start up a business.
 - **Variation and possibilities of gameplay.** Be good, be evil, be a businessman, be a thief, live in a town, live in the desert, travel alone, travel in hordes, build a fortress, raze a city. Devote yourself to freeing slaves, or maybe end up a slave yourself.
 - **Dynamic, ever changing world.** Support or hinder whoever you wish, or keep to yourself, the world won't stop moving. This is not just a "game", you are living and surviving in a simulated world.
 - **Get captured by cannibals and eaten alive,** or sold off by slavers and forced to work in the mines. These are not scripted events, just a regular part of this chaotic world that ruins your life by chance. Anything can happen, yet anything can be overcome if you have the strength.
 - **Absolutely no Level-scaling.** The world does not level up along with you, and the shops don't change their inventory to only items matching your level. At the start of the game almost everyone will be stronger than you, and survival will always be a struggle. The game won't hold your hand or help you when you're down.
 - **Realistic medical system that affects gameplay.** A character with a wounded leg will limp or crawl and slow the party down, wounded arms means you must use your sword one-handed or not at all. Severe injuries will result in amputees needing robotic limb replacements. Blood loss means you can pass out, and the blood will attract predators. A character's stats are affected by equipment, encumbrance, blood loss, injuries and starvation.
 - **Intelligent AI** that allows for characters to reason and work towards long-term goals and desires. Squads work together and carry their wounded to safety. Characters can be setup to take care of micromanagement for you and run production in your base.
 - **Aid or oppose the various factions** in the world while striving for the strength and wealth necessary to simply survive in the harsh environment.
 - **Independently developed** with no design influences, or alterations dictated by men in gray suits who have never played a game before in their lives.
 - **Original game world.** There are no fantasy-knock-off cliches. No magic.

Title: Kenshi
Genre: Action, Indie, RPG, Simulation, Strategy
Developer:
Lo-Fi Games
Publisher:
Lo-Fi Games
Release Date: 6 Dec, 2018

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Minimum:

OS:64-bit Windows

Processor:Dual-core 64-bit

Memory:6 GB RAM

Graphics:Pixel shader 5.0 capable card

DirectX®:11

Hard Drive:14GB HD space

English,Japanese,German,Russian,French







Update 0.98.51 Out Now:

Update out now on the main stable branch:

0.98.50. Update 0.98.61 Out Now (Experimental):

Update **0.98.61** is on the Experimental branch! **0.98.55** is out on the main stable branch.

To opt in to the experimental version, right-click on Kenshi in your Steam games list -> properties -> betas tab -> then choose “experimental”. If opting in, please be aware of bugs, instability and unfinished content – for the best experience we recommend waiting for stable release... Please report any bugs, gameplay or balancing feedback etc to either the Steam or Lo-Fi forums.

0.98.56. Update 1.0.27 Out Now (Japanese Fix):

Update 1.0.27 is out now! After some problems with the finished Japanese translation last month, we now have a fix. Both the main stable branch and experimental branch have been updated.

It's taken longer than expected but we thank you for being so patient with us. We'll be quality checking some more over the next few weeks but the vast bulk of it should be fixed now.

1.0.27

- Japanese language update

. Blog #25: Kenshi At Tokyo Game Show:

We're excited to announce that we're going to [Tokyo Game Show](http://expo.nikkeibp.co.jp)[expo.nikkeibp.co.jp] next month! The show will take place on 20 Sep 2018 – 23 Sep 2018 at Makuhari Messe. Come say hi if you're at the show - [Chris](#), [Nat](#) and Sam will all be manning the booth / playing games! Plus, we're giving away 30 TGS day tickets on [Twitter this week](#), make sure to try and grab one if you can get to Tokyo...

World states. Update 0.93.23 Experimental:

In my last announcement I said we'd be quiet for a while on the update front, but I totally lied. And Captain Deathbeard ninja'd me with this extra sneaky patch. So note that this is NOT the optimisation or map [update announced earlier this week](#) [lofigames.com]. Just for clarification :)

This is on experimental only, to opt-in you have to right-click on Kenshi in your Steam games list -> properties -> betas tab -> then choose “experimental”. 0.93.20 is the current stable version.

0.93.23. Dev Blog #22: Unlocking The North:

SUMMER PLANS

We were hoping for a full release of Kenshi in the upcoming few months, but alas, we realise we were a tad overenthusiastic in our estimate. We need to get things running as smoothly as possible rather than rushing a release, and although this means a slight delay in Kenshi's complete release, a few months extra of finishing touches and polish seems well worth it in our opinion. Compared to the long development so far, we feel like Kenshi can wait that much longer.

This means you can expect an estimated release closer to early 2018. With this in mind though, we do still plan on releasing the next map quarter end of this summer. So, either way, there *will* be new content to play with soon!

WHAT'S COMING UP

In yesterday's latest release, 0.96.12, we released the first of our new base visit campaigns: visiting traders and Empire tax collectors. We'll be releasing more player base visits and diplomatic dialogues along with the next map area, the north eastern quarter of the map. This will be United Cities territory, mainly desert land similar to the old placeholder map. It will also include the Slave Traders and Traders guild factions – no new major factions for these sections, though there should be plenty of new ones to play with in the south eastern quarter later this year.. **Update 0.95.11 Out Now (Main Stable Branch):**

Now moved over to stable as of 10th Jan:

0.95.11. 0.93.21 Experimental Patchnotes:

Latest patch notes for 0.93.

0.93.20

- The last update nerfed the stolen goods sell values too strongly (15%), they've been increased to 50%. I wanted to fix this before the weekend, because it ruined thievery.

0.93.21

MORE THIEVERY REBALANCE:

- Stealth sound overhaul. When sneaking, targets will sometimes hear you. The chance depends on distance and skill. A zero-skill character will be lucky if he can sneak around a shop without being detected. This gives more XP to compensate.
- Stealing chances rebalanced
- Town guards will investigate buildings that have their doors left open at night. They can recognise intruders.
- You can no longer steal from your hired bodyguards if they get knocked out, they will now see it as a betrayal. IF they see it happen, that is.

FIXES:

- Dogs shouldn't go to sleep right next to your body after knocking you out anymore
- Fixed hired bodyguards not healing your guys
- Fixed an AI bug with crafting bench hauling

NOTES: **Modders Pack Now With Blender Compatibility:**

For those who prefer Blender to 3dMax, we now have a blender file of the skinned characters for creating clothing and armour. We've also included an example weapon to get you started.

[DOWNLOAD BLENDER TEMPLATES](http://www.lofigames.com) [www.lofigames.com]

Also, because everyone seemed to have problems with exporting from blender, Sam's also fixed up a plugin to work with Kenshi based on the one from Torchlight.

[DOWNLOAD BLENDER PLUGIN](http://www.lofigames.com) [www.lofigames.com]

NOTES

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