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PROXIMA ROYALE Crack Activation Code

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About This Game

PROXIMA ROYALE is a competitive Sci-Fi Multiplayer Shooter set on the exoplanet Proxima Centauri b. Experience strategic and action-packed multiplayer battles and the exploration of massive open worlds.

Title: PROXIMA ROYALE Genre: Action, Indie, Massively Multiplayer, Early Access Developer: Vulkan Society Publisher: Vulkan Society Release Date: coming soon

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7, 8, 8.1, 10 (64-bit only)

Processor: Intel Core i3-4340 / AMD FX-6300

Memory: 6 GB RAM

Graphics: nVidia GeForce GTX 660 / AMD Radeon HD 7850

DirectX: Version 11

Network: Broadband Internet connection

Storage: 16 GB available space

English,German,Russian,Ukrainian







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CROWDFUNDING CAMPAIGN & CLOSED ALPHA LAUNCH DATE:



Hello there, Human!

All keys from the giveaway are out! 400 in total!

We also are thrilled to kick off our crowdfunding campaign for PROXIMA ROYALE. Interested players can back the project on the official game website. All backers will get access to the Closed Alpha as well as exclusive rewards. Survival on the exoplanet Proxima B starts on Friday, the 13th of April!

Eliminate your enemies to become THE LAST ROBOT STANDING!

Website: <u>https://proximaroyale.com/</u>. **PATCH 0.4.2-Closed Alpha**: **Changes:**

- Now you can see number of players in queue while searching for a match.
- Disabled motion blur.
- Increased delay before body disappears after death.

Bugfixes:

- Fixed bug when first zone can spawn generally outside the island.
- Fixed bug when zone can shrink to it's final transform instantly.
- Fixed bug when death doesn't stop character's current action (firing, reloading etc).

- Fixed bug when widgets from a previous match can remain on screen in a new match.. Closed Beta Wave 3 is going live in 6 minutes!:

Closed Beta Wave 3 is going live in a moment.



Patch 0.5.0 Released!:



Hello there fellow human!

Here's the first Closed Beta patch and we hope you will be enjoying it!

If you encounter problems or bugs please report them in the **#bug-reports** channel of our <u>Discord[discord.gg]</u> server or on the <u>Steam</u> forums. We will be addressing issues and you can expect hotfixes within the next week.

New features:

- Implemented energy system. Character now has energy parameter. You can use energy for special abilities. Energy refills over time or by using energy cores which can be looted over the map. Energy system will serve as a base for our upcoming class system.
- Implemented power jump which uses energy.
- Implemented leaning to make character movement even more rich and responsible.
- Completely reworked projectile system. Now it is based on real physics!
- Implemented projectile impact sounds and particles.
- Implemented hoverbikes. You can spawn hoverbike by pressing Z. It will constantly use your energy while active. You can refill it by using energy cores while driving.
- Replaced old character with a robot Sparky. The customization feature including skins will be released within the upcoming patches.

Weapons:

- Implemented energy bow Phoenix, a special weapon for our first character class!
- Implemented plasma weapons pack called Stellar. It includes three weapon types: light machine gun, assault rifle and sniper rifle. Each weapon has different scope variations. More weapons will be released in the near future!
- Added switch weapon on wheel feature.

Level changes:

- Reduced island size to 4x4 km.
- Added new locations such as swamp, volcano, crater and a lot more.
- Replaced old buildings. The new set of the buildings will be used for the Research area of the island. The upcoming updates will also include Industrial, Living and Agricultural areas.
- Reworked lighting.
- Added road system.

Netcode changes:

- Improved zone synchronization with the server.
- Completely reworked looting system to improve stability and solve potential issues.
- Overall performance and stability improvements.

Sounds:

- Updated footsteps sounds.
- Updated environment sounds.

User Interface:

- Updated main menu UI.
- Capped frame rate in the main menu to 60.
- Added on-screen indicator for the in-game map marker.

Discord: https://discord.gg/proximaroyale Twitter: https://twitter.com/ProximaRoyale Facebook: https://www.facebook.com/ProximaRoyale/ Reddit: https://www.reddit.com/r/ProximaRoyale/. Patch 0.5.3 Released!:



This weekend we're introducing the first content patch for the Closed Beta! We also worked on bugfixes and quality of life improvements. See the full patch notes below.

Weapons changes:

- Added Horizon weapons pack containing 3 weapons: HR-A (Assault rifle), HR-M (Light machine gun) and HORIZON-1 (Sniper rifle).
- Renamed Stellar pack weapons. New names are: SI-AR (Assault rifle), SI-MG (Light machine gun) and STELLARIS (Sniper rifle). Attached sight type is now mentioned clearly alongside with the weapon name.
- Improved recoils for all weapons.
- Reduced damage of STELLARIS (ex. STELLAR-S) by 17,5%.
- Increased fire rate of STELLARIS (ex. STELLAR-S) by 50%.
- Added missing reload and out-of-ammo sounds.
- Added missing magazine animations on Stellar weapons pack.
- Added missing sprint and reload animations on the energy bow.

• Bow now uses the same reloading mechanics as other weapons.

Other changes:

- Improved appearance and increased amplitude of leaning.
- Reload now triggers automatically when player picks up a new weapon.
- Adjusted weapons fire attenuations.
- Improved third person animations appearance.
- Improved sights appearance by darkening inner surface.
- Improved 2x, 4x and 8x sights appearance when aiming.
- Allowed game window minimization.

Graphics improvements:

- Enabled textures resolution downscaling on low and medium settings.
- Enabled volumetric fog on low and medium settings.
- Increased shadows quality on low and medium settings.
- Increased light function quality on low settings.
- Increased quality of screen space reflections on low settings.
- Matched view distance multiplier on all settings.
- Disabled motion blur.

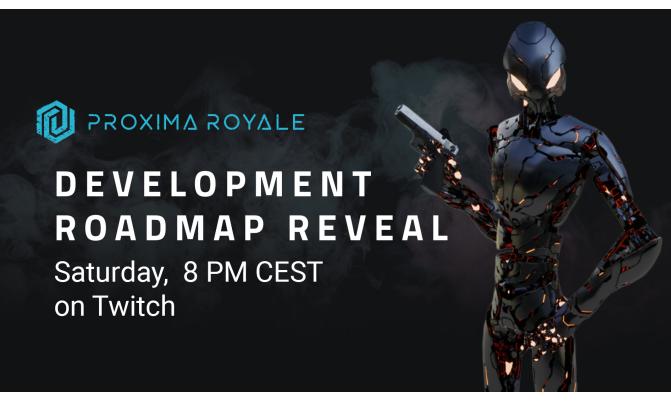
Bugfixes:

• Lobby counter will now display proper number when only one player is searching for a match instead of showing "0 robots in queue".

Known issues:

- Missing possibility to loot dead enemies.
- Missing noticeable hit indicator.
- Dead body collision can block other players movement.
- Windows have collisions.

. Development Roadmap Reveal & Closed Alpha Key Giveaway!:



Watch our stream this Saturday at 8 PM CEST! <u>https://www.twitch.tv/proximaroyale</u>

We are also giving away 50 closed alpha keys! Enter the giveaway here: https://twitter.com/ProximaRoyale/status/987453374659530752. CLOSED ALPHA TEST SCHEDULE:

CLOSED ALPHA TEST SCHEDULE

	WAVE 7 JUNE, 2 ND	WAVE 8 JUNE, 9 th	WAVE 9 JUNE, 16 TH	WAVE 10 JUNE, 23 TH	WAVE 11 JUNE, 30 TH
PDT PACIFIC DAYLIGHT TIME	10 AM – 4 PM	10 AM – 4 PM	10 AM – 4 PM	10 AM – 4 PM	10 AM – 4 PM
EDT EASTERN DAYLIGHT TIME	1 PM – 7 PM	1 PM – 7 PM	1 PM – 7 PM	1 PM – 7 PM	1 PM – 7 PM
CEST CENTRAL EUROPEAN SUMMER TIME	7 PM – 1 AM	7 PM – 1 AM	7 PM – 1 AM	7 PM – 1 AM	7 PM – 1 AM

Here is the Closed Alpha Schedule for June.

We are also currently looking for ways to give more humans access to the game. Make sure to not miss future announcements!. Third Day of Closed Beta Wave 1 starting now! Servers are live!:



Third Day of Closed Beta Wave 1 starting now! Servers are live! Water Heroes: A Game for Change steam keygen free downloadThe Wonderful End of the World download pc games 88DYNASTY WARRIORS 9: Additional Weapon quot;Bow amp: Rod quot; keygen download pcThe Guild II - Pirates of the European Seas crack graphics fixWindows Mixed Reality for SteamVR [Torrent]RE6 BH6: Onslaught Mode [Ativador]AlpenCROSS Free Download [key serial number]VESTIGE download for pc [addons]Emoji TD [Crack Serial KeyStreet Fighter X Tekken: Additional 12 Characters Pack activation key