HUNGER Download For Pc [Password]

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About This Game

HUNGER:
Computer game in the genre of survival, telling the story of a lonely soldier, abandoned to an unexplored island. People say that there is life on this island and the settlers of this island are building their civilization there. After the discovery of the settlers of this island, it turns out that there is disorder and chaos in the infected world and a threat of extinction has appeared. He was hit by a pandemic, people die from unknown ailments, and some even become bloodthirsty and uncontrollable cannibals. The shamans of several tribes are trying desperately to create a medicine, but without success. Madness and despair have settled in the hearts of people, and in order to survive, they need to forget old grievances and rally in the face of danger.

Title: HUNGER
Genre: Indie, Simulation, Strategy, Early Access
Developer:
Black Smerch
Publisher:
Black Smerch
Release Date: 21 Jun, 2017

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Minimum:

OS: Windows 7

Processor: Intel Core 2 Duo 2.0 GHz

Memory: 1 GB RAM

Graphics: GeForce 6600 / ATI Radeon X1300 256 Mb

DirectX: Version 9.0c

Storage: 1 GB available space

Sound Card: Realtek HD

Additional Notes: keyboard, mouse

English,Russian

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There's too little of a game in this bug.

Devblog #3:
Devblog #3

In the new update:
1) Work has been done on saving the game (now all the resources, the skills of the character, the objects found are stored in the inventory)
2) Items that affect the performance of the game are configured (now some objects on the map require less resources of your system)
3) Added new character to survival mode
4) Added a new character in the killer mode
5) Added the ability to save buildings in the game
6) The language settings selected in the menu are now saved
7) Enemy units staying at one place for a long time lose health points
8) Added the effect of aging building blocks
9) Fixed bugs affecting game performance
10) Fixed bug with displaying buttons in the store menu
11) Fixed bug with incorrect display of fonts
12) Added the possibility of warming on a wooden foundation
13) Added the ability to cool on a stone foundation
14) Changed the main menu view
15) Added game settings menu. **Update 0.0.7.28**:
1. Changed the view of the inventory cells.
2. Changed the form of the inventory of the craft.
3. The type of equipment in the inventory of equipment is improved.
4. Vegetation on the landscape is reduced.
5. Added new items to create.
6. Added a new location.
7. Fixed bugs with the preservation of health and armor when moving to another location.
8. Entry at the start of the game is changed.
9. The main menu has been changed.
10. Added a new game mode.
11. Improved the probability of falling objects from enemies when they are killed.
12. Added automatic lifting of gold when it falls out of the enemy.
13. Added automatic recharging of weapons in the "Killer" mode.
14. Changed the type of game loading.
15. The location type has been changed.. **Devblog # 5**:
In the new update:
1) Added new type of character control in survival mode
2) Assigned key "Q" to quickly switch the type of control character
3) Redesigned control settings menu
4) Added sound settings menu. **Devblog #7**:
In the new update:
1) The game menu view has been redesigned.
2) In the "Killer Mode" added counter frags
3) Fixed inventory closing on the "ESC" key
4) Added new gear items.
5) Reworked store view in "Killer mode"
6) Type of inventory changed. **Devblog # 6**:
Dear friends, thank you for supporting the project, everyone who appreciates loves and waiting for new updates for this game. I always read all your comments, I understand the essence of your discontent or admiration. As far as possible I correct all possible shortcomings, flaws of the game. The project is not abandoned, Deal in all sorts of life difficulties associated with the same number developers in this project (so that there is only one more clear developer - it's me). I constantly improve my skills in programming, graphics processing, music and many other things you need to create games. Reading your comments I saw that

you are asking for the project to become more accessible to a larger number of audiences I contacted this request from the publishing department of Steam, requesting a price reduction for your project. Now the game is cheaper and I think you will not have problems with its acquisition. After reading the comment about the absence of video settings, I'm right there. started developing this menu to make the game more flexible in settings and comfortable for the maximum number of systems. With you was BlackSmerch,

follow the news, get new updates and enjoy the game, see you friends!. **Devblog # 4**:

In the new update:

1) Fixed bug when all weapons on location disappeared when selecting weapons

2) Fixed bug when all equipment on location disappeared when selecting equipment

3) Fixed bug when enemies in killer mode stopped coming out

4) Fixed bug when getting to achieve "1000 KILLS" was difficult due to the termination of the exit of the enemy in "killer mode"

5) It is forbidden to move to the developed location

6) The enemy "Demoman" got the ability not to undermine mines

7) A small adjustment in the game menu