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## Planet Nomads Keygen Generator



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### **About This Game**

Planet Nomads is a singleplayer sci-fi sandbox game of survival on alien planets through block-style building. You are a lone astronaut scientist crash-landing on a strangely captivating planet. Keeping your wit together and securing your basic survival needs that include food, water and building material is the best start towards figuring out a way out of this messy situation.

Planet Nomads delivers a unique gaming experience by combining building, survival and exploration together to make you feel like a true survivor.

### **Building**

Building is the cornerstone of Planet Nomads. What you build determines your survival chances and increases your action radius. Building helps you to progress further and uncover advanced materials. Close to a hundred blocks await to let you create nearly anything your imagination can come up with.

### **Exploration**

You may have explored your immediate surrounding, but a couple kilometers North or South, things are radically different. Multiple biomes cover the planet from pole to pole depending on the climate. Sandy engine blends the biomes naturally, making sure the journey to the North pole is an epic and everchanging adventure.

### **Survival**

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Surviving on an inhabited planet is no easy task, but with careful planning, caution and a healthy amount of curiosity, you can do it. As long as you overcome poisonous plants and curious beasts, avoid being slashed to pieces, frozen to death, eaten alive, starved and generally ended.

Planet Nomads has been successfully Kickstarted, is now going through its Early Access, and it's being developed and improved together with our growing Nomadic family. You are most welcome to join us.

### **How can a life of a Nomad look like?**

#### **Day 17**

Things have changed radically since my crash-landing. During the first days, I was hardly able to get food. Securing every meal was a life or death struggle back then, while now I have greenhouses to produce food for me. The planet felt strangely Earth-like at first, with atmosphere composition close enough to ours so that the suit filters have no problem processing it for me to breath.

Then one day I saw a pack of creatures that looked like some kind of armored gorillas. I was watching them for a while when the biggest one saw me. It stood on its legs and started thumping its chest. I got the message loud and clear and quickly departed.

#### **Day 21**

I have a good thing going. I started growing all of my food. I've built a rover and use it to collect resources from nearby mining spots I set up. It's beautiful out here, but it's not like I intend to settle down and grow old. I'm a building a much bigger version of the rover now. With some clever design choices I should be able to fit it with a generator, 3D printer and stasis chamber so it's all self-reliable and caring to all my needs. I intend to check what's beyond the horizon. Maybe there's a way out. Maybe there are other survivors out there.

#### **Day 26**

There was an unexpected turn of events today. The armored gorillas paid me a visit. I don't think they like the mining machines that much so they came to tell me. I thought I could hide inside the base and wait it out, but the beasts started throwing huge rocks at the walls and the walls were caving in with a screeching noise all around me. I fired up the one mining machine I have in my base to serve as a distraction. Luckily enough I scheduled a test run of my new mobile base for this day. It was standing by all powered up and ready. I made a run for it, quickly got into the cockpit and got away this time. But there's no going back now. I'm a Nomad.

Hundreds of stories like this await you in Planet Nomads. Come and survive your own.

### **Game Features:**

- completely mineable voxel terrain
- physics-ruled block-based building
- actual wheel physics for vehicles, rails, traps and gadgets
- three types of wheels
- hover physics
- multiple biomes based on temperature and humidity
- Improved animal AI to catch you off guard
- climate-based creature diversity

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- automated mining machines and production blocks
  - mobile bases
  - survival mechanics embedded to the game's core design
  - constant evolution based on community feedback



UPDATE 0.8

# MONUMENTAL TRAVELS

WHAT'S NEW?



**THE STORY UNFOLDS**  
FIGURE OUT THE PURPOSE OF ALIEN MONUMENTS



**CONTROL THE SKIES**  
ENJOY THE NEW MODE OF TRANSPORT - IT'S SAFE, COMFORTABLE AND FUN



**PLAY IT YOUR WAY**  
CUSTOMIZE YOUR PLANET SIZE, DAY & NIGHT CYCLE, WATER LEVEL AND MORE



**HOVERPADS**  
TRAVEL ON THE GROUND AND ON WATER IN HOVERCRAFTS OF YOUR DESIGN



**ELECTRICITY 2.0**  
PLUG IN YOUR ROVER TO THE GRID TO RECHARGE ITS BATTERIES



**BIG WHEELS & SUSPENSIONS**  
THE FINAL MISSING PIECES FOR MOBILE BASES HAVE ARRIVED



**PLANETARY MAP**  
SCAN THE AREA TO FIND OUT MONUMENTS AND ALIEN WRECKS



**CENTRAL CONTROL**  
SET EVERY BLOCK ON A GRID FROM A SINGLE TERMINAL



ANOTHER BIG STEP TOWARDS PN'S FULL POTENTIAL.



UPDATE 0.7

# AWAKENING

WHAT'S NEW?



FEMALE

MALE

ALPHA MALE

YOUNGLING

## ANIMAL DIVERSITY

6 SPECIES, 4 SPECIMEN EACH  
CLIMATE VARIATIONS



## ENGAGING ANIMALS

NEW AI TO CATCH YOU OFF GUARD  
ADAPTIVE BEHAVIOR



## TERRAIN PERFORMANCE

4X FASTER TERRAIN GENERATION  
NO MORE CAR TRAPPING HOLES  
INCREASED VISIBILITY



## DEADLY FLORA ADDED

WATCH YOUR STEP



## DEFEND YOURSELF

USE IMPROVED ASSAULT RIFLE  
AGAINST DANGEROUS ANIMALS



DISCOVER CRASH SITES  
WITH PRECIOUS LOOT  
AND STORY BITS

NEW STARTING BIOME



UPDATE PLANET NOMADS AND ENJOY THE DIFFERENCE.





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Title: Planet Nomads  
Genre: Action, Adventure, Indie, Simulation  
Developer:  
Craneballs  
Publisher:  
Craneballs  
Release Date: 3 May, 2019

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Win 10 - 64bit

**Processor:** 4 Core CPU @3GHz

**Memory:** 8 GB RAM

**Graphics:** NVIDIA GeForce GTX 950 (or AMD equivalent)

**DirectX:** Version 11

**Storage:** 6 GB available space

**Sound Card:** DirectX Compatible

**Additional Notes:** This is our target HW for 1920x1080, 30FPS, Medium quality setting. Might be playable on worse PC on Low quality, but without warranty. Planet Nomads is still in development and system requirements may change.

English,Dutch,Italian,Simplified Chinese,French,German,Russian,Czech









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NOT a review of the game,,as much as a review of the reviewers.

QQ in bad reviews,,ignore those and use the refund option and try the game is my recommendation.

Spent almost 90 h in the game, having fun so I got my moneys worth many times over.

Sure there are some elements of irritation, but so do every game on earth today, so stop being a true brat wanting instant gratification for no effort and chill.

I'm sure there will be more patches with bugfixes.

Instant giving a game a bad review because you got sand in your va.gi.na = bad sales, no money, no more updates..

Devs doesn't kill a game (most of the time) impatient gamers and bad reviewers do

Imo this is a entertaining game with alot of things to do and different ways to do it ,, it's not a perfect game by any means,,but I'm pretty sure no one can show me a game today that is.

And i recommend you try it,,and refund if you don't like it.

Don't be a sheep, form your own opinion!

And yes I will disable comment section for this one lol,,I got a life, no time to feed trolls and brats offended by this ;)

Feel free to downvote this if you are a brat or troll tho,,it can be amusing to see how many of you there are out there ^^.

Masterpiece. I played this game quite a while ago, didn't enjoy it. They just hit the 1.0 release so I jumped back in, so much better. It runs great, the story mode helps you learn. I am damn hooked!. HOW CAN THEY SAY THIS GAME IS OUT OF EA. WAY TOO MANY FU\*KING BUGS TO EVEN SAY ITS OUT OF EA CRASHES WAY TOO DAM MUCH MOST OF THE FLYING MECHANICS DONT WORK RIGHT LIKE THE HOVER CRAFT IF YOU CRASH FORGET IT YOU HAVE TO STRIP THE DAM THING DOWN TO REBUILD IT I THOUGHT THIS GAME WAS GOING PLACES I GUESS I WAS WRONG WHAT A WASTE OF MONEY. DONT BUY THIS GAME ITS NOT WORTH THE MONEY. Not worth playing. I have given it an honest try but the truth is that nothing works in this game. It is a painful slog to accomplish anything and the bugs will completely destroy your game repeatedly. I think they wanted to do too much and with no focus all 50 million mechanics were half developed.. NEVER PLAYED A MORE FRUSTRATING GAME. Planet Nomads is a sandbox survival game akin to Space Engineers and Empyrion. I will list pros and cons, but ultimately I give the game a thumbs down due to game breaking bugs. The game starts off smooth, but after being in it for 15-20 hours, the UI glitches, random death can occur, falling through your ships\vehicles may happen, and the game will simply crash.

Beyond that, I did enjoy the game for what it is.

From what has been stated, the company does not plan to pursue further content development of the game.

Cons:

-No turrets or mounted weapons.

-Only 6-7 different types of creatures on a massive world.

-No real danger if you take the time to prepare for extreme cold\heat.

-Animals can't hurt you once you are inside a vehicle or base.

-Blocks don't take damage unless you damage them (meaning you have to shoot them, but ram a mountain, and you will be fine).

-No space travel, but I never expected this to begin with.

-No real end goal beyond building cool contraptions. To be fair, Space Engineers is similar in this regard, but at least in SE you can blow up other ships\buildings.

Pros:

-The planet can be quite stunning at times with several distinct biomes.

-Plants, mineral rocks, and creature spawners on surface of the world to collect from.

-Free form building that has a more intuitive conveyor system and electronics\power system than Space Engineers.

-Nice progression systems with ores being in different biomes, so there is a need to be "nomadic."

-Interesting story from datapads of now deceased colonists similar to Subnautica.

-Full voxel terrain deformation. The laser gun you are given and upgrades are easier and nicer to use than Space Engineers' drill

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- However, you can't build any drilling machines beyond an automatic ore pumping block.

As I said, I did enjoy playing it, but I often found myself wondering, "Why am I not playing Space Engineers or Empyrion for a better sandbox experience?". First let me point out, yes i am clicking NO on recommending, but If there was a indifferent option i would choose that. But since i dont, No is more valid than yes.

Reasons in point form, explanation after.

The Pro's:

- Little to no bugs.
- Solid building system.
- Decent physics.
- World is HUGE! (aslo a con, reason given below.)

The Con's:

- World is HUGE! (aslo a pro, reason given below.)
- easy to dig up terrain, is required in many aspects, cannot replace or flatten or smooth or slope terrain for driving use what so ever)
- single digit amount of total AI creatures, NO humanoid interactable AI what so ever.
- AI for combat is almost non existant.
- Tool to fight is same tool as digging V breaking V repairing blocks, making you trash the terrain when trying to target. (actual gun avail very late game)
- Driving over enemies kills them almost instantly, vehicles take 0 damage.
- Needed resources all over the HUGE! world, but end game vehicle speed at best setup 72V/kph my world dia approx 60km took me hours just to fly around it in a straight line above all trees.
- Many parts of the terrain are above 170m world height, which is the ceiling on flying vehicle limit, making you have to fly around binomes, or leave your plane and walk.
- teleport system to help with this issue, takes 4 very expensive mats to power per portal location, only lasts for 30 mins, unless you turn it off, but you cannot turn off a teleporter you just came from.
- When opening map, it has a random rotation on how it is displayed, making you think you are going west, if you were going east when you looked at map 2 seconds ago.
- story is bland and voice acting is little, what voice you have seems like it was just recorded from avg joe.
- winch to pull vehciles yanks with the strength of thor, hulk, and superman combined, making it not function as a unstuck vehcile tool)

Summary:

If you want a game that all you intend to do is build structures and contrapions that do neat and creative functions then this would be fun for you.

But if you also want to enjoy the exploration and survival, then dont bother, survival is bascily, ONLY a hunger and thirst system, weather seems to cut threw shelters and vehcile cockpits more than enough to kill you unless using the best end game armor, making you need the prop that takes lots of power to act like a temp buffer zone, which then makes you perfect comfort when near no matter what.

Digging up terrain to find resources is fun, but gets boring fast, you often have to try to dig out your flipped or stuck vehicles, but it removes such large chunks, and not smoothly, making it so even the huge 6 foot dia tire types have a hard time driving up a slope you tried to make really smooth.

World is HUGE! this is good and bad, good for many players building bases, but bad for single player, as moving around takes forever even with fastest setup possible speed, as exploring this world is dull as when in a biome its all basiclly the same look anywhere in that region, any POI you find after the 1st cluster are just copy and paste ones, after finding maybe 30 of them, the rest are just duds that have no reason but to go there for the sake of going there.

Repairing one of the final objects in the story, took me over 5-10 mins of just standing there holding the mouse button watching its 200,000 HP go from 0 to full, and this was with the most powerful repair tool in the game.

so, if you want a building simulator, its a good buy, anything else move on.

the story feels like they just rushed it with repeative content and little to bad voice acting just to get it out of EA.. So much bad

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stuff said about this game that made me triple doubt if I should buy it. Even youtube doesn't have any proper reviews other than people who can't drive and the scream in frustration, that their rover flipped and the game sucks.

Anyways: *I do recommend the game, at least to those, who enjoyed subnautica and the games with a similar pace.*

*Regarding all the bugs everyone are telling about. Maybe I will see more of them later on, but so far, I've seen exactly one and it was gone after save\loading (on spot, no progress lost) and it's in 10 hours of playing. Not bad, imo.*

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this game isnt contoller compataible and i only have one hand i do use xpadder but even with the help of that the controls are very ify make this game to be able fopr everyone to enjoy it not just thoughts with the two capable hands. They stopped production early. Lost sight of the end or lost talent. Whatever the reason save your money for another survival game.. As much as I want to love this game, it's not a Space Engineers killer.

Needs a few more major updates, then we can try again.. Planet Nomads is finally out of Beta! I have 156 hrs of playtime and highly recommend this game to anyone that is into survival builders. The climate, fauna, and wildlife can kill. Craftable ground, water and air transport makes exploration and resource gathering much more rewarding. Gather you food, or hunt it. Gather your water and mine your ores, increase yer skills and discover new technologies, ....but watch yer six!

Addendum; The flight physics are still glitchy and your craft will be prone to flipping. Also, I have made mods to an aircraft in an effort to achieve a speed above 72 KPH. The addition of more airblades while keeping weight down had no positive effect on top speed. After returning the craft to it's original configuration, it would only go 52 KPH instead of the original 72 KPH, and developed an annoying side to side twitching.. Really fun game for people who enjoy building and discovering. Way better than any other game I've seen in this genre.

For people who want a constant stream of shallow excitement, Fortnite is this way =>[]

Edit: loading\saving game doesn't seem to work on Linux.

Workaround: use the Windows version through Steam Play

1. Uninstall the Linux version of the game
2. Right click the game in your steam library and choose "Properties"
3. Than check "Force the use of a specific Steam Play compatibility tool" in the popup
4. Use the latest version in the drop down list (for me Proton 4.2-3 worked fine)
5. Install and launch the windows version as usual. what a waste of money full of lies get space engineers much better game. Bad game. Not fun. Glitchy mess. Can't even be bothered to write a proper review for it. Meh.

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