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## Stranded Sails - Explorers Of The Cursed Islands Portable Edition

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### About This Game

Along with your crew you are ship-wrecked on a mysterious archipelago. As the son/daughter of the gravely injured captain you take charge and set up a camp for the survivor 5d3b920ae0

Title: Stranded Sails - Explorers of the Cursed Islands

Genre: Adventure, Casual, Indie, RPG, Simulation

Developer:

Lemonbomb Entertainment

Publisher:

rokapublish

Franchise:

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

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Update 1.3.1 : Hello Randomies! New patch, new render in game without lose performance! We continue in this way for next update. ROW 1.3.1 [ADD] Dynamic cloud [ADD] More vegetation [FIX] Near Weapon camera trouble [OPT] Environment render [OPT] Camera render. Release on Steam : Hello soldier! After months of work, I have the pleasure to announce you that Random of Wars is now officialy available in Steam's store ! I've worked really hard on this game and hope that you'll enjoy it. I appreciated the contribution of all my Beta testers and thank you for the support. From now Beta testers get an icon right next to their name. At the moment, no Beta phase is opened, so no testers are gonna be recruited until a further Beta. This is only the beginning of RoW, I will continue to update and develop the game's performances. This week I will work on the map editor, simplify it & create a guide for new players. Last Update : Version 1.2.7 [OPT] load map on start [OPT] Message on save map

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[OPT] Performance loop [OPT] Bubble has changed [OPT] Time to upload increase [FIX] "Map not found", load map by owner [FIX] Centre of text for the run [ADD] Strip line for the run [ADD] Limitation Map !/ -40% on RoW until 24th March 2019 !/ See you next week Soldier for updates and new announcements.. Update 1.2.9 : Hello Randomies! Today we upload a new big update. This content new maps & level up graphic of the game. The game performance is really important for us and we have been increase fps to 30%. The night we will have an event with Illicite. A live on twitch at 21h30 GMT+1 >> Version 1.2.9 [FIX] Vehicle transform sync [FIX] Door action sync [FIX] Color Water out map [OPT] Terrain pixel error increase [ADD] LOD system (increase performance 30% fps) [ADD] Island on worldmap [ADD] Castel on worldmap [ADD] Occlusion light [ADD] +61 build object in editor [ADD] Map Castel & Village [ADD] Button in "Echap" for search players in other room See you later on game Soldier!. Update 1.3.2 : Hello Randomies! Today we uploading a new update. It contains the modification of the menu, graphics and also the correction of many bug. ROW 1.3.2 [ADD] Motion blur [test] [ADD] Color graduation [ADD] Auto switch screen resolution 320x180640x320 to 800x600 for support HUD in all camera.. Update 1.3.3 : Hello Randomies! This night we upload a new small update. ROW 1.3.3 : [ADD] Anti-Aliasing low level [OPT] Very high shadows resolution for "Fantastic" Quality [OPT] Wall colider [OPT] Block Wall with LOD [OPT] Improve time on connect to worldmap [OPT] Color of PlayerCamera [test n2] [FIX] Static HoverBoard, thanks to Illicite for report [FIX] Hide HUD in Base. Update 1.3.0 : Hello Randomies! Today we upload new version. We working to level up graphic of the game again. Optimisation of model 3d in progress for more FPS. New wave foam render New Crawler Crane : credit by Jwill Version 1.3.0 [ADD] Crawler Crane [ADD] Wave foam render [OPT] Increase performance on Shop [FIX] High quality setting by default [FIX] Console /suicide [FIX] Random map picture preview [FIX] transfert master vehicle [FIX] Bot switch side [FIX] Weapon sounds in classic weapon mod See you later in game !. RANDOM OF WARS Update 1.3.4 : Hello Randomies! Today we upload a new update for environment. Before Now Before Now ROW 1.3.4 : [ADD] Fog distance [ADD] UnderWater Effect [ADD] Water final result [OPT] Motion blur level 10 to 8 (test n2) [OPT] Realtime light [OPT] Grass density [OPT] Reduce 2sec to connect on world map [OPT] Optimisation game manager increase 20% on CPU [OPT] WindZone [OPT] Ground large texture [FIX] Clipping shadows on build [FIX] Position of PNJ

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