The Survivors Download No Virus

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About This Game

Welcome to the 19th century. The Survivors is an Arctic Western Battle Royale where you and 99 other gold hunters fight for a claim in the gold rush. Scavenge for equipment in the rough, unforgiving Silverspring County. The environment sets the pace; only storm eyes are safe from the raging storm, and bandits are out for your gold. Do you have what it takes, or will you be blinded by your greed?

How do I sign up for the Closed Alpha?

Fill in this form! You will be added to a list, from which we select testers in batches.

Features

Play on a huge map with up to 99 other players to stake your claim for the gold hidden in Silverspring County. Using four different weapons you'll be ready for any situation. With the scaling game systems, you can enjoy the match whether you're playing with 10 or 99 other players!

THE ARCTIC GOLD RUSH

Silverspring County contains a wide variety of environments. The boreal forest in the southwest provides cover and hides piles of loot, whereas in the northwest the bandits rule the land, and the remnants of frontier towns dot the landscape in the east.

STORM EYES

Over the course of the match, a snowstorm will develop with several storm eyes, which are your only havens from the impending rage of the storm. Beware, as you will not be the only one seeking safety. After the storm settles down, run freely across the map as you seek shelter within the next storm eye. Eventually, only one shrinking storm eye will remain as the storm engulfs all of Silverspring County.

BANDIT CAMPS

Bandits have claimed small settlements across the map. It is up to you to decide if it is more worthwhile to fight for the loot or to take a detour around the ruthless raiders.

GUN UPGRADE SYSTEM

As you loot, you may be fortunate enough to stumble upon boxes of scrap. You can use these to easily craft weapon attachments, giving you an edge on the battlefield.

What is Closed Alpha?

Closed Alpha is a state very early in game development. Expect art and gameplay to be in an unfinished state and subject to change. Your feedback will shape the direction of this game in the times to come.

How does Closed Alpha work?

From the release date, June 6th 2018, the servers will open during certain time slots during which you can play the game. You can then keep us informed with problems you find or suggestions you may on the forums here or on our Discord.

We are a team of dedicated students at NHTV Breda University in the Netherlands and are working on this Battle Royale title as a proof of concept. The Closed Alpha will help us take the game to the next level, giving us the opportunity to continue development in the future.

Title: The Survivors
Genre: Action, Free to Play
Developer:
Radiant Game Studios
Publisher:
Radiant Game Studios
Release Date: Closed Alpha June 2018

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Minimum:

OS: Windows 7, Windows 8.1, Windows 10 (64bit versions required)

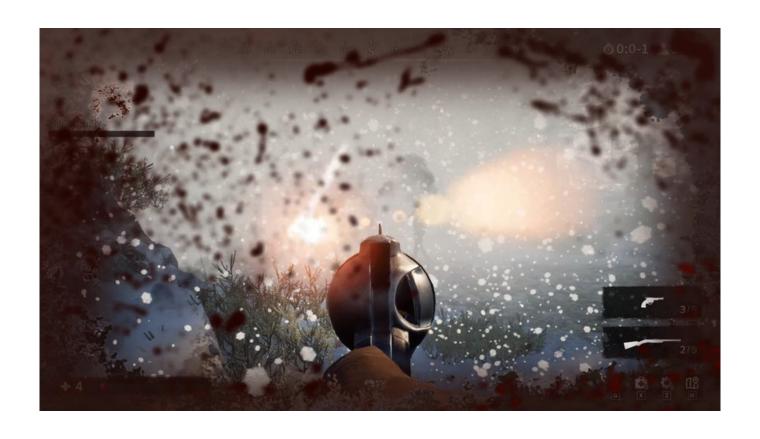**Processor:** Intel Core i7-4710HQ

Memory: 8 GB RAM

Graphics: NVIDIA GeForce GTX 860M

Network: Broadband Internet connection

Storage: 8 GB available space

English

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Patch Notes: 0.1.0.4:
Combat

- Re-aligned all scopes/sights to be more accurate with actual bullet trails

- Your crosshair now disappears while sprinting

Squads

- When firing at a teammate, you now get a "friendly fire" warning

Elimination System

- Increased storm damage

- Reduced max circles per wave

- Increased active storm duration

UI/UX

- Moved the blood overlay to be behind the HUD, no longer blocking vital vision

- Selected tile will be greyed out after selection time ends in spawn screen

- Added a specific looting prompt for if you are full on medkits or explosives

- Added colors to lootable names, indicating their category. (Weapons, utility, scrap, ammo)

- Added new icon for bandit camps

- You can now see a counter of medkits and explosives separately

AI

- Bandits now react to sound

- Bandits no longer shoot dead bodies

World

- Terrain and POI improvements on the right side of the map (D3, D4, D5, D6, E3, F6). Also, contain new loot

- Terrain flow, environment, and POI improvements across many tiles

- Additional smaller POIs across several tiles to fill the more empty spaces in the environment

- Large improvements to the Burial Site area

- Color variety added to buildings

- Various world fixes (floating buildings, floating trees, collision issues, etc.)

Bugs

- Fixed being unable to click anything in the scrap upgrade menu, inventory, exit screen, or on the death screen sometimes. This was due to the blood overlay overlapping everything

- Fixed a bug that sometimes would keep you from being able to use your medkit

- Fixed a bug that allowed the player to shoot whilst in the spawn menu

- Fixed a bug where the healing bar would show up even though it could not be used. (While running, shooting, jumping, etc.)

- Fixed a bug that resulted in the audio for the grenade throw to be triggered on all clients

- Fixed a crash with the matchmaker upon receiving invalid JSON

- Fixed a bug that resulted in merged weapon meshes when switching weapons with the number keys

Optimization

- Certain post processing effects are now disabled when not being used

Other

- Updated the footprint visuals

- You can now see who of your Steam friends are online in the game

- Added camera shake when sprinting

- Added option to rebind your keys

- Your medkits and explosives are now counted separately

. **Patch Notes: 0.1.0.2**:
Squads

- Max squad size has been reduced from 5 to 3, to increase the amount of combat engagements.

Bugs

- Fixed a bug where the player would spawn out of bounds.

- Fixed a bug where you were able to fire your weapon while in the inventory/upgrade menu.

- Fixed a bug where the nametag of a dead squadmate would be locked to your screen.

Other

- Settings are now saved after closing the game.

. **Development Discontinued**:
As you may have noticed, we have been awfully quiet these past few months. In short, the development of The Survivors has been discontinued.

The Survivors was a project made by a team of 30-40 students at Breda University of Applied Sciences as part of a yearlong assignment. Our objective was to create a viable proof of concept for a Battle Royale game.

For a long time there has been uncertainty about the game being developed further (by a third party). Unfortunately, no significant developments have been made for months now.

Making a game this big and complex with a wide variety of team members has been a great learning experience for all of us. We sincerely thank you for checking out this project and joining us during our testing sessions.. **Patch Notes: 0.1.0.3**:
Combat

- The shotgun no longer suggests you reload with 1 bullet left in the chamber

- You can no longer reload while switching weapons

- You can no longer shoot while switching weapons

- The sniper now reloads bullet by bullet

- You exit ADS during reloading

- You exit ADS after firing the sniper

Loot

- Medkit spawn rate has been reduced

- Medkits now heal you with 50 health instead of fully healing you

Weapon Upgrade System

- The sniper now has the red dot & scope upgrade

- The assault rifle now has the red dot & scope upgrade

- The revolver now has the hammer spur, heavy bullets & taped grip upgrade

- Scrap pick-ups now come in single units instead of units of 5

- Upgrades now have different prices

- An indicator will pop up when an upgrade is available if you haven't opened the scrap upgrade menu yet.

Squads

- Selecting the same tile as your team will now spawn you at the same campfire

- The spawn screen now shows your team & where they spawn

Elimination System

- You no longer leave blood trails after receiving damage from the storm

UI/UX

- When you open your map your icon will now always be above teammates

- Improved the colored icons next to your team names. They're now pointers instead of squares

- Reworked the inventory menu. It is now easier to tell that you can drag and drop items. Also added icons for ammo, making it easier to read.

- You now have the ability to set inverted mouse controls

- Added an animation on your player icon when you open the map, to locate yourself more easily

- All items will now show their name when looking at them in game

- A prompt is now shown when your inventory is full when trying to pick-up items

- Bandit camps are now shown on the map

- The fade from spawn selection to the game has been improved; your mouse will disappear and you can control your character during the fade now

- The map visuals have been improved

World

- General world improvements

- Various world fixes (floating buildings, floating trees, collision issues, etc.)

Bugs

- Fixed a bug on the assault rifle, that resulted in your rifle being misaligned after removing the 4X scope

- Fixed a bug that allowed you able to loot through walls.

Optimization

- Changed from deferred rendering to forward rendering, this should improve GPU performance

- SmoothFramerate has been disabled. This should remove the frame rate cap of 62 FPS

- Disabled unessecary animation updates

Other

- You can now cancel matchmaking

. **Closed Alpha Launch**:
The Survivors is currently in closed alpha. We already have our first batch of testers playing the game. Servers will be open each day from 20:00 to 22:00 CEST.

By participating in the closed alpha & providing us with feedback, you will greatly help us improve the game and allow us to incorporate feedback from the community.

The Survivors has been in development for half a year now by a group of students from NHTV Breda University, and we're happy to finally allow you guys to experience the game with us.

If you're interested in joining the closed alpha, sign up through our Facebook/Twitter.

Many thanks to all those helping us out!
. **Patch Notes: 0.1.0.5**:
Highlights

- Reduced storm damage from 5 to 3 per interval.

- Lots of bug fixes and polish across the map.

- Introduced many new animations. (First and third person)

- Combat improvements; added bullet decals, cooldown between grenade throws, and more.

- Looting corpses should now be easier.

Combat

- Bullet decals now show on surfaces.

- Added a cooldown between grenade throws, preventing "grenade spam".

Loot

- Increased the item drop spread upon player death, making it easier to loot corpses.

Weapon Upgrade System

- Buffalo rounds now don't have damage fall-off, guaranteeing an instant kill on headshot.

Elimination System

- Increased the initial first wave passive time, to allow for more looting & make sure all players can reach the storm.

- Reduced storm damage from 5 to 3 per interval.

UI/UX

- Cleaned up the health bar a little bit.

- Improved the spectating UI, making it clear who you are spectating and showing how to switch between players.

- Changed the placement of the message that appears when you make a kill.

- Improved kill feed, now uses icons istead of text, tracks headshots

- Created a seperate button for the inventory & scrap upgrade menu

- Cleaned up storm eye message visuals.

- Cleaned up the kill message, popping on screen instead of fading in.

- Added a grid to the in game map.

AI

- Bandits now run away when in fear.

World

- Added missing roads across the map.

- Bandit area terrain flow improvements and POI tweaks.

- Polish, set dressing, and tweaks to some larger POIs: South Rickton, George Town, Blackpoint, and Jagged Peaks.

- Several smaller POIs polished and set dressed in the center and south-center parts of the map

Bugs

- Fixed a bug that kept you from using a medkit on non flat surfaces

- Fixed a bug that caused screen freezing issues when matchmaking.

- Fixed a bug that did not cancel the reload when switching weapons

- Fixed a bug that resulted in certain customization items not being in sync with the character animations.

- Fixed a bug where the sniper reload animation would not play correctly with less than 5 bullets left in your inventory

- Fixed a bug where a client would drop out of a party due to packet loss

- Fixed always leaving left foot steps.

- Fixed various AI camps without navigation paths

Other

- You can now switch between players in spectator mode using A & D or left & right arrows.

- Added a new timeslot for the servers being live

- Added falling/jumping animations

- Added an animation for throwing dynamite

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