
SurvHive Keygen Password



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About This Game

Asymmetric Multiplayer Sci-fi Horror Experience

Strongly inspired by "The Thing", "Alien", "Pandorum" and other dark science-fiction references, SurvHive is an asymmetric multiplayer sci-fi horror FPS that includes RPG elements.

Pick your career among: **Scientist**, **Engineer**, **Cultist** or **Soldier** and try to survive as long as you can... Don't trust anyone because a former friend might have been contaminated when you were not looking...

!/\ IMPORTANT: !/\ If you're interested in SurvHive, you should absolutely join us on Discord:
<https://discord.gg/6QK8zky> This is where all the players are organizing games on a regular basis. Help us growing a community during the Early Access phase, we're waiting for you!

Key features:

- Try to find out who the aliens are. Stay away from them.
- Alien players must contaminate the crew using a stealth, shape-shifted approach, or through fully unleashed aggressivity.
- Alien players can mutate to gain new powers, such as wall/roof climbing.

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- Watch your sanity level. Panting while you're hidden in the dark is rarely a good idea.
 - Meet with everyone in a room to pass a blood test, defend key areas, extinguish fires and more.
 - Accomplish secret objectives, be a traitor.
 - Hack systems.
 - Deploy sentry guns.
 - Conduct scientific research.
 - Engineer items: Cloaking device, Flamethrower, Extinguisher, Assault Rifle, Radio and more.
 - Try to escape. There is only one escape shuttle.

Title: SurvHive
Genre: Action, Indie, Early Access
Developer:
Rocking Hamster
Publisher:
Rocking Hamster
Release Date: 1 Aug, 2016

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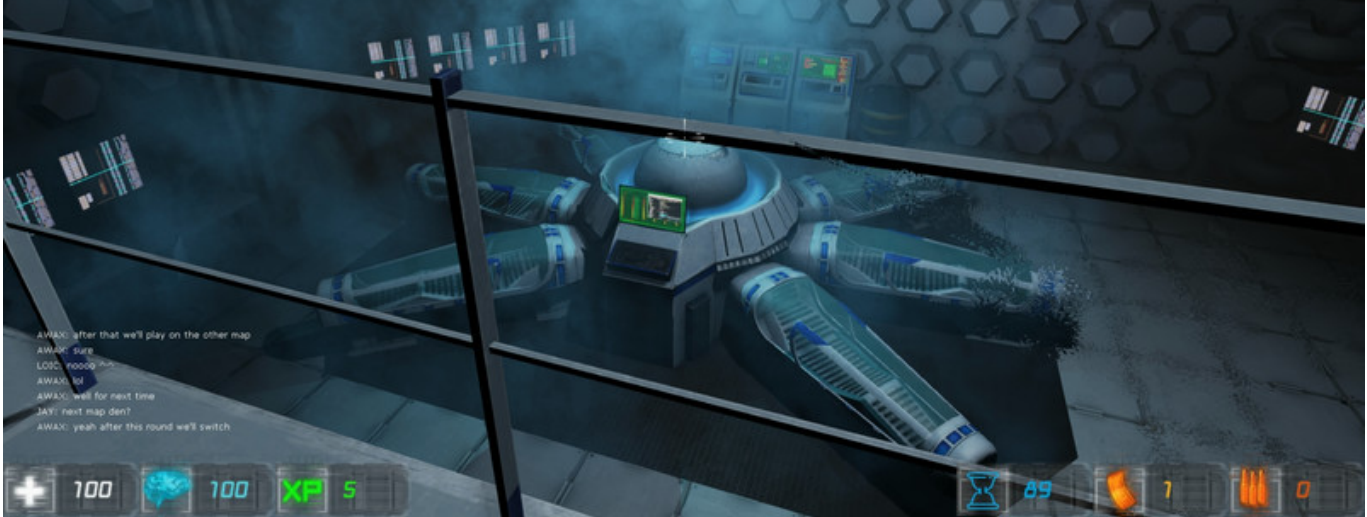
English





[Event: Cryogenic depressurization - 96 seconds left]

No infected form must enter the cryogenic chamber during the depressurization procedure. Protect it at all costs.



AWAX: after that we'll play on the other map
AWAX: Surg
LOSC: nooooo
AWAX: lol
AWAX: well for next time
JAY: next map den?
AWAX: yeah after this round we'll switch

100 100 XP 5 89 7 0

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Although the game's presently in early access, the core gameplay elements here are already quite well structured and implemented. While this kind of 'the thing' in multiplayer game form has certainly existed before, SurvHive's integration of tabletop style elements and continually shifting objectives keeps individual matches dynamic and engaging and forces human players to improvise rather than strictly hunkering down.

More than anything the game just produces a lot of tremendously entertaining stories and moments, whether tricking human players into trusting you as an alien or turning them against their own comrades, or slinking about dark corners as a human while the powerful Alien Prime hunts you down, it can all be quite memorable. As an EA game, there's still a lot of rough edges, gameplay elements need refinement and there are just the two maps at present, but it's a promising start from a responsive team.. The game is dead.. I was quite excited about the premise of this game. Unfortunately, when I started it up there was no one to play with. Literally no one was playing the game. That's a bit of a problem for a multiplayer game. I still hopped in for about ten minutes and ran around a map to check out the basic mechanics at least.

After I was done experimenting I went to the forums and brought up the population of the servers and asked about who enjoyed playing the game and if there was a way to get into a game with some other people. A developer responded to me and informed me that the lack of population was currently standard and that there is a Discord chat for the small community which had about twenty-five people on it. I asked if anyone was interested in playing, waited about twenty minutes, checked back on the forum, and then decided to request a refund from Steam.

The game could have potential in the future and yes, it is Early Access, but currently, you won't even be able to play it unless you bring an entire squad of friends with you from the start. I really hope that some day I'll pick this game back up and it will be great but for now I felt that I needed to leave this buyer-beware review.. Buy this game. Get your friends to buy it. There's gold here.. nobody plays and hasn't been updated for months. dissapointing.. This is one of those games that is just oozing with potential. With a bigger and tighter community the team play experience could be amazing. Its like the horror, paranoia driven sci-fi Alien Isolation meets The Traitor Hunting Rpg The Ship. I hope more people join in on the hype because the enjoyment of this game really comes from the people your playing with. Absolutely nobody playing. No solo play. You can walk around empty corridors if you'd like. Most players it's ever had is 14. It seems wrong that they're still selling a game that they didn't finish and can't play anymore.. Purchased to support future development.

Once again another crying tragedy that people overlooked because it wasn't made by some triple A developer with billions in advertising.

Servers are currently empty, and no sign of people being able to make their own.. if you can't find any games, then you should have bought more copies for your friends. Funniest horror game ever.. This is a game which mixes "The Thing" with a TTT like aspect. It has quite a lot of potential, the devs talk to the players and the only thing stopping it from having great reviews is the lack of players. This is caused because normally people like to play the game with 4 or 5 people minimum and, if a player hadn't joined the discord channel where we organise games, they would get fed up with waiting and get a refund, leave a bad review and move on when the game mechanics are quite interesting and it runs quite smoothly as it's quite optimised. Of course there are improvements that can be made, but how many developers talk to their player base and take their suggestions into consideration? This game could turn out to be quite good, but without people joining the discord channel, the player base is being crippled. You can stop this when you buy the game by simply joining this discord channel. Since people are not buying the game, the developers cannot just rely on the money from this game to live on and so development on this game slows down.

tl:dr A good game, lots of potential, good direction, lack of sales due to bad reviews from players who don't join the discord channel, slower development but great communication from said developers.. Needs Mic use.

Games great but not worth 10.99pounds

as it does not have that kind of content...YES its a perfect Concept but not enough content for the price.

worth like 7-8 pounds would buy on sale.. Lovely game, this. Kind developers, pretty nice, but small, community, and fun mechanics. It makes me nostalgic for the Thing, something the actual the Thing game couldn't.

Oh, and don't complain about the lack of players without first going to the Discord. That's where you'll find us.

This is Chara, eagerly awaiting the swarm.. Never trust ISAAC..... Great game, but now the game is dead that I question why it is still on steam. No one plays anymore but I did play during when it was first released and it was very enjoyable. DO NOT BUY UNTIL ALIVE. The only way for the devloper to save the game would be putting the game out for free now, the entry bar was just way to high. \$10 dollars to buy this game on a game that depends on how many people enter? No thanks... So disappointed in what a great potential game it was but the developer just given up on it because the money was just not there.. This used to be a positive review. Now it is not. You go ♥♥♥♥in buy this game a year or two again good stuff, you have a nice Discord with a small community. Some of my best friends I met on this game. Then, someone started posting some Isis decapitation♥♥♥♥♥on the Discord, and two people who had been on the server for a while were given mod to deal with it.

Fast forward to spring 2017 and the last update rolled out. We were told that a new update would come out soon. That never ♥♥♥♥ing happened. Fair enough I suppose, games stall in development. But not a word from the devs at all. And then the community slowly starts to thin out. Fastforward again to summer 2018. Only people left are me, the mods, and some new guys who just joined.

These mods are the problem. They keep denying that the game is dead till they get word from the owner. Good ♥♥♥♥ing luck with that he hasn't said ♥♥♥♥ all for the best part of a year. Another bad part of this is that the mods think they're bigger than god and if you disagree with them you get ♥♥♥♥in banned.

This becomes a problem when a guy joins the Discord asking if the community is dead. I said yes, there are literally like 5 people who pay attention to what happens on the Discord. A mod says the game is on a "hiatus until we hear otherwise". I ask them when the last time they played and they just repeat themselves. I say "uh huh" and they tell me not to lip off, and I yet again sarcastically agree to their god complex and I get ♥♥♥♥in banned.

So long story short the mods who were promoted on a ♥♥♥♥in whom think they're bigger than God and they ban anyone who disagrees with them, because why not when the owner gives zero ♥♥♥♥s?

Do not buy this game for the love of ♥♥♥♥ing god. It now has reduced from a playerbase of like 5 people to 4 thanks to the immaturity of the moderators and the lack of ♥♥♥♥♥ given by the owner.

This game had potential but it's painfully obvious it's been abandoned. The ♥♥♥♥ing mods deny it because they like the illusion of power over a couple people but if anyone has a fraction of a blind man they can see it's dead as ♥♥♥♥. Do. Not. Buy. This. Game.. No one plays anymore. Waste of \$15.

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