
FortressCraft Evolved! Portable Edition

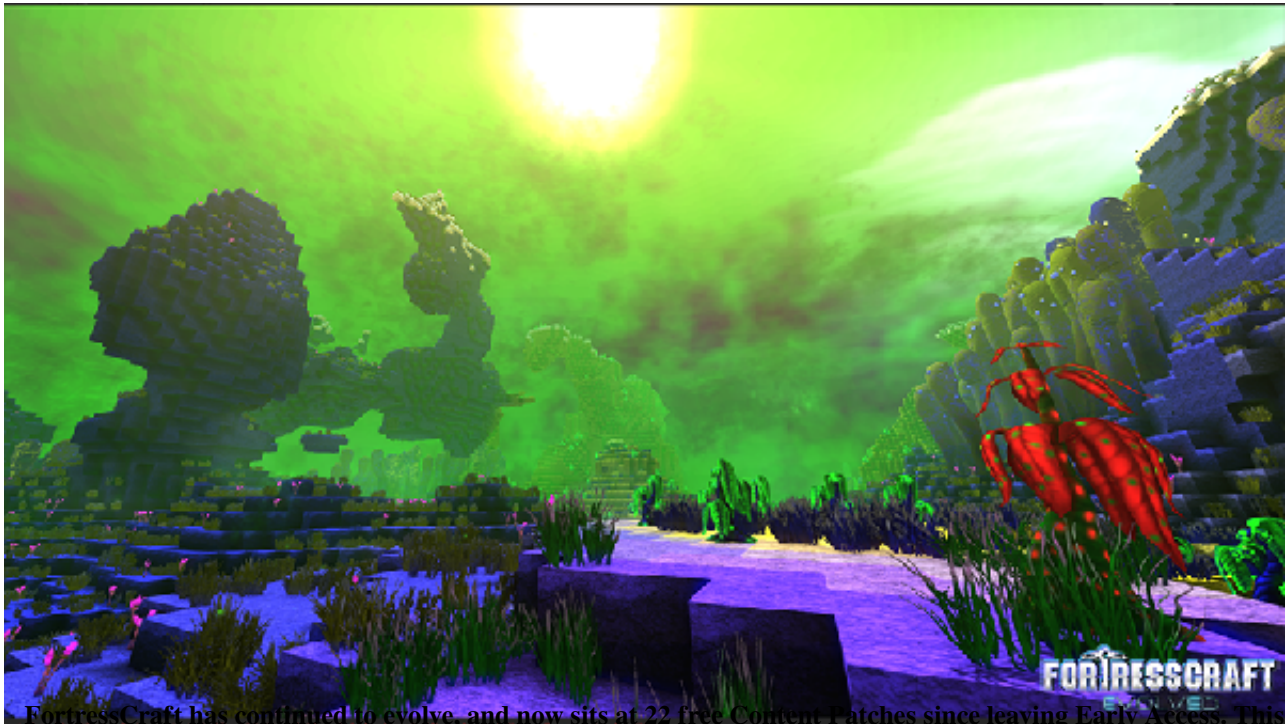


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About This Game

"This really isn't the same game that I originally purchased anymore. With all the changes that have been made over that duration the game is so much more fun now that there are machines to alleviate almost every large build annoyance that used to exist. The FALCORs, thieves, excavators, drills etc.. all did so much for automation it's almost hard to believe I ever did that stuff manually before."

A Whole New Survival Experience...



FortressCraft has continued to evolve, and now sits at 22 free Content Patches since leaving Early Access. This has included radical visual alterations, completely reworking the surface, along with a brand-new rendering system. On top of that, there has been an enormous amount of work to make the game more understandable and accessible for new players, with a new UI, new Tutorial, new Missions and a updated context-sensitive Handbook. The combination of these things should work towards making it feel like a fresh, new experience. Prepare for a new exploration and survival experience!

FortressCraft Evolved is a unique blend of Voxel Landscapes, Tower Defense, Crafting, Logistics, Exploration, Combat and Assembly lines. Players begin by crash-landing on a strange alien world, left with only a small handful of starting machines. Using hand-held scanners they must locate ore resources, place down Ore Extractors and Conveyors to automate the raw material back to the Smelter; take the fresh ingots through multi-machine assembly lines, followed by researching new technologies that help them explore thousands of meters below the planet's surface.

An advanced HoloBase allows players to keep an eye on their factory which they must defend against waves of alien attacks with multiple tiers of missile and energy turrets. To survive they must continue to develop new and unique power systems, from Solar Energy to Jet Turbines, culminating in crafting an Orbital Energy Transmitter, thousands of cubic meters in size, to beam power off-planet, and start the next phase of the game.

And all this runs on a custom engine with an enormous draw-distance, scaleable gameplay engine that is equally at home on high-end or low-end computers, and full multiplayer support!

- Experience the largest worlds ever seen in any computer game - ever!
- Create a futuristic mining operation consisting of thousands of huge machines.
- Full Tower-Defense style combat in a voxel universe.
- Use hi-tech machinery to locate and process resources from thousands of meters away.
- Explore thousands of metres vertically, overcoming ever-more difficult challenges.
- Official Texture Pack and Mod Pack support

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- **State of the art lighting and shadowing, utilising high resolution maps for machinery and environment**
 - **Innovative“Build to Me” Feature to facilitate rapid, accurate building**
 - **Super Build Tools allowing instant creation of primitive shapes**

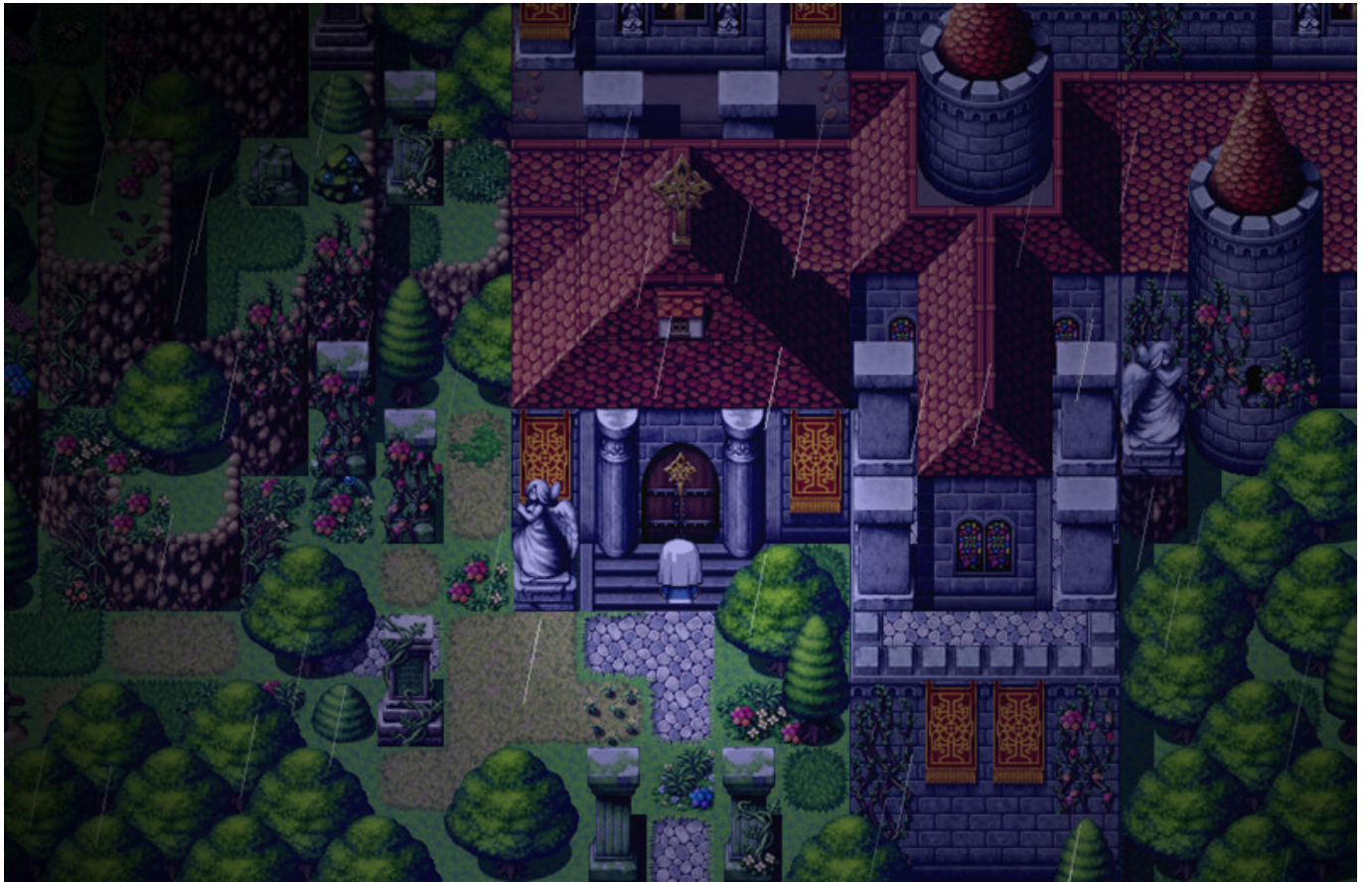
"In a world where early access and indie usually means abandoned, unfinished garbage, this game's post-launch development is outpacing many AAA titles and companies."

Title: FortressCraft Evolved!
Genre: Adventure, Casual, Indie, RPG, Simulation, Strategy
Developer:
ProjectorGames
Publisher:
Digital Tribe
Release Date: 9 Nov, 2015

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English,German







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The game in Early Access was very fun. It was difficult but not overly. And definitely Open World feel. We quit playing about 2 years ago after 140 hours of game time and waited for it to leave EA.

After coming back last 2 days, it is obvious the same old crowd influenced this game like others. It is no longer fun, just tedious, grindy, on a timer to doom. You can't just go at your own pace as mobs come eat you at your base, even before you have a conveyor line to iron.

I'd recommend you move on to something better. Sadly.. Been playing this game off and on since...I'd have to say almost 5-6 years ago now? It's been a long time. Seeing the development of it build up gradually over time has been quite interesting to say the least. I've gotten endless hours of enjoyment out of the game all the same. There's something relaxing about getting something set up and watching it do its job. Hard to believe it's finally out of early access.

For those who don't know anything about this game, think of it like a sort of marriage between Factorio and Minecraft. Primarily you'll be building a base, but building the base up attracts waves of flying insects to assault the base. My recommendation is to play it so that if the bugs kill your base, it just disables it for a time. Treating the game mode of "your base can't be destroyed" as the default would be like playing Terraria or the other two aforementioned games with permadeath right off the bat, you'd have a bad time of it.

Don't worry too much about the influx of negative reviews recently, I assume people are upset because there won't be more free content/fixes as the developer has finally put in the last patch. For its price the game is well worth the cost, cheaper than minecraft yet with more content I'd say, at least for an automation buff like myself.

The game has a bit of a learning curve to get into it, but once you get rolling you'll be laughing. Plus it has jetpacks and grappling hooks, did I mention that? Endless enjoyment grappling around places. There's mod support too for those who enjoy that. Would definitely recommend.. I really wanted to like this game, I mean honestly I did. It reminds me of gregtech mods for minecraft.I've played for over 500 hours. The core game loop is there, with a steep difficulty curve. You really have to hustle to survive the early game. Like, you can survive when you only have a few machines that don't fit together well and need storage buffers at every step. When you start to scale up into the massive industry all the minor inconveniences really start dragging you down. Let me state this again , I really wanted to like this game!!!

Unfortunately almost every idea in this game is half baked and poorly implemented. It's an incoherent jumbled mess of unfinished and buggy machines. Imagine you had a puzzle that you were excited to put together, except none of the pieces fit together no matter how you arranged them. That's what this game feels like.

Now the developer has drawn the curtain on a game that has content but lacks polish.

Abandon-ware. Avoid.. I'm torn. On the one hand, this game is like automation minecraft, with tons of very cool features, even if a few of them are clunky or hard to learn. There are tons of cool systems and tools built into the game, and it is visually cool to see the automation at work, even if the draw distance is pretty limited and unoptimized.

On the other hand, a lot of core gameplay basics are tough to get going, and requires that you move really fast to not get taken out early on -> you will need to find and exploit a ton of resources to get basic defenses up and working at all since things like lithium are not quickly available to help with solid logistical automation.

I would recommend it... except that Factorio is just a superior game - it lacks the 3d component and some of the crazy energy management - but Factorio has better features, development, and core gameplay loop.

Ultimately I like a lot of what is here, but it is tough to recommend it across the board. If you really like but have grown tired of

big minecraft mod packs, factorio, or other deep survival-crafting-automation games - then pick this up, and be patient. Given time it gets better - but it is a struggle to get into, even with some friends.. A broken mess of a game, full with bugs, most promises not kept and or are scrapped and never saw the day of light, and mostly left unfinished. The development has ceased, don't expect bug fixes anytime soon.. confusing controls

Patch 18:

We're now about half way through this patch cycle, so I thought it was a good idea to invite you all along to give feedback before it's all done!

<http://steamcommunity.com/app/254200/discussions/0/1693785669871349484/>. **Patch 13 live!:**

Rather like rain on your wedding day, the big-ass halloween patch is number 13. Wait. The opposite of that.

So, this has been an interesting month, due in large part to my family-related absence last month. Work has been split between the next DLC and further free machines (Despite one horrible negative review saying that everything new requires DLC purchase THIS IS NOT TRUE!)

So, as ever, I'll apologise that this patch is a bit smaller than normal, but in my defence, I only had 3 weeks *and* my house and cats were in dire need of my attention after so many weeks away!

New stuff!. **Staging Build for P15 now live for testing.:**

Mac, Linux, 32 and 64 bit windows available, dedicated servers will arrive tomorrow.

Known issues include 'very shiny' T2 pipes and the loading hints not always fitting. Other than that, it's good to go. Get testing!

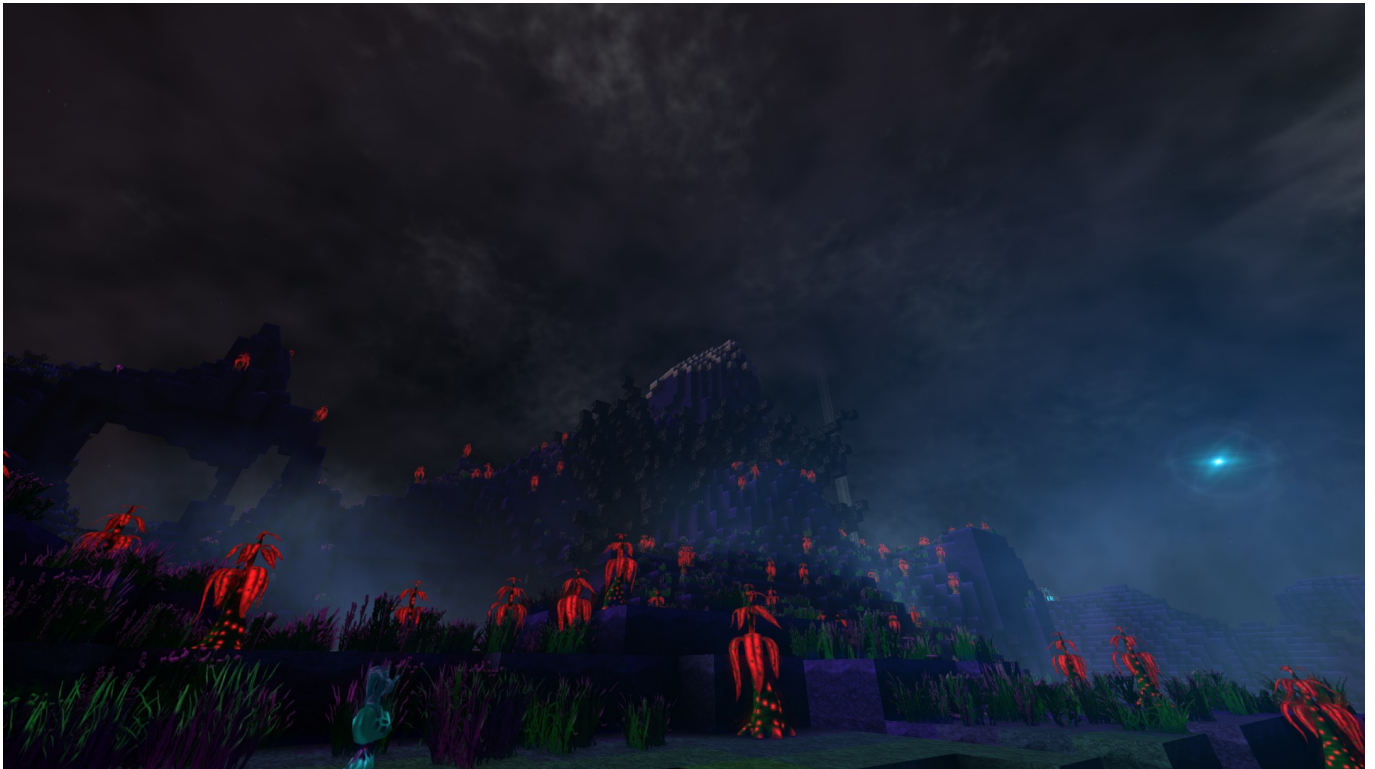
Opt into the Staging branch and let me know!. **Status Report!:**

Translation Support : about 75% complete

German Translation : about 40% complete

Finnish Translation : about 15% complete

Every other language : 0% complete



I'm aiming to get something out at the end of May - if you're that special sort of grammar-lover, head over to the forums or the discord to help out!

Discord : <https://discord.gg/pmWuUnD>

Forum : <http://steamcommunity.com/app/254200/discussions/3/p>. **Patch 20 - now live!:**

Here we are, at the 20th free Content Patch since we left Early Access. I'm going to keep saying that until it sinks in - I've *only* had a dozen people refer to it as Early Access in the last month, so maybe it's sinking in!

This patch has mostly focused on bringing the Adventures Pack closer to completion, a huge amount of performance optimisation (yes, I'm surprised there's any left, but we're definitely out of low-hanging fruit now), and just a couple of useful shiny machines for you.

I've also done 3 playthroughs of various Mutator combinations this month, and I'll be starting the P21 cycle by implementing the final changes to T1 progression, and then having a whoosh through the bonkers Sky Islands and the completely terrifying ResinPocalypse modes - feel free to join me!

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[Roadmap](#)

So - on with the notes!

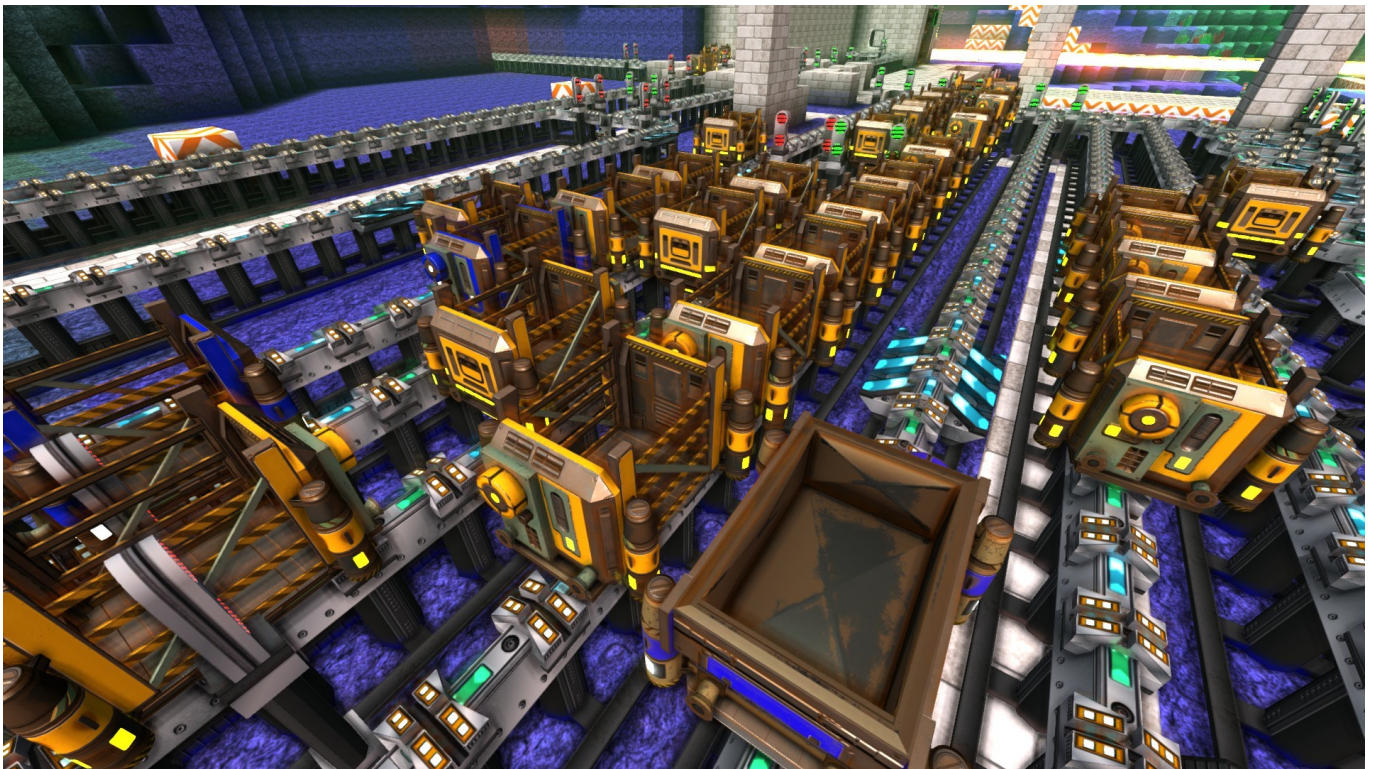
TL;DR. **Feedback wanted:**

The Frozen Factory is still fresh and raw from its release, so there's every chance there's balance and progression issues. If you've got any feedback, please plop it here:

<http://steamcommunity.com/app/254200/discussions/0/365172547954266542/>. **Patch 21 now live!:**

This month has been almost entirely focused on the new Freight Carts, and a complete, end-to-end playthrough of the entire game, networked, from the very start, right until the building, testing and firing of the new Rail Gun.

Note : The Freight Carts are not currently available. You can build the 'Scrap' tier of carts, but anything higher than that will currently, incorrectly, open up the Dapper DLC page! Sorry.



TL;DR

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