
Buoyancy Download Unblocked

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About This Game

Buoyancy is a city-building strategy game set in an ocean world.

Build a floating city. Plan out your city's expansion by placing floating platforms that connect with each other. There are several types of buildings: Gatherers, Production, Hunters, Military, and Utility. Resources are delivered in real-time for constructing and production by your villagers.

Manage a growing population. Your city's population will be ever growing! Manage your villagers happiness and nourishment levels to keep them alive. Try to balance resource production with an increasing population that demands more and more. Combat sickness and fires that could cripple your city.

Explore with your mighty city. In this ocean world there are resources and floating junk to exploit but they're not always going to drift your way. You can move your city around to exploit resources providing your buildings a production boost. Most of these resources are critical to develop larger cities, and some are necessary to keep surviving! Find schools of fish, derelict ships, and take advantage of rebounded whale populations (or don't).

Fight for your survival. Pirates will attack you if they spot your city. You can train Guards to defend your city from invaders. Place Junk Cannons to destroy a large amount of pirates in one blow, but be careful of friendly fire!

Community

Feel free to follow us on **Twitter**, subscribe to our **reddit**, and be part of our **Discord** channel.

About us

We are *Devs on a Boat*, a small indie game company based in sunny Seattle, WA.
We currently do not develop on a boat, but we dream.

Title: Buoyancy
Genre: Strategy, Early Access
Developer:
Devs on a Boat
Publisher:
Devs on a Boat
Release Date: 2019

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Minimum:

OS: Windows 7

Processor: Core i3 or better

Memory: 4 GB RAM

Graphics: Geforce GTX 400 series or better

DirectX: Version 11

Storage: 2 GB available space

English

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IndieGoGo campaign is live!:

Hello everyone!

Our crowdfunding campaign has just started! You can support it here: <https://www.indiegogo.com/projects/godly-corp-vr-experience-pc#/>

You can help us make Godly Corp for VR and a better game + you get the Steam key earlier and your name will be in credits!

Please take a look at our campaign, you will be able to learn more about the game and try out demo with three playable levels!

. GERMANY - OUT NOW!:

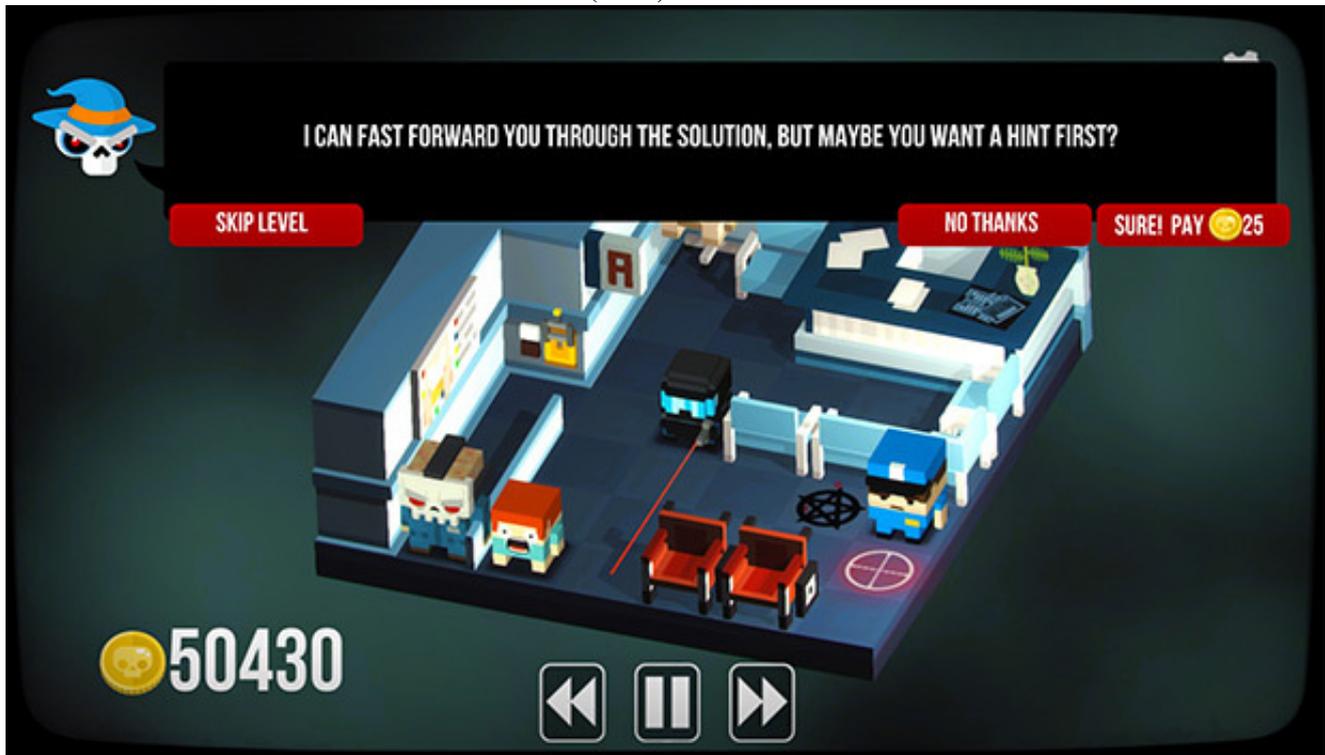


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<https://store.steampowered.com/app/957901/>. Update 1.5.0 HUD Redesign:

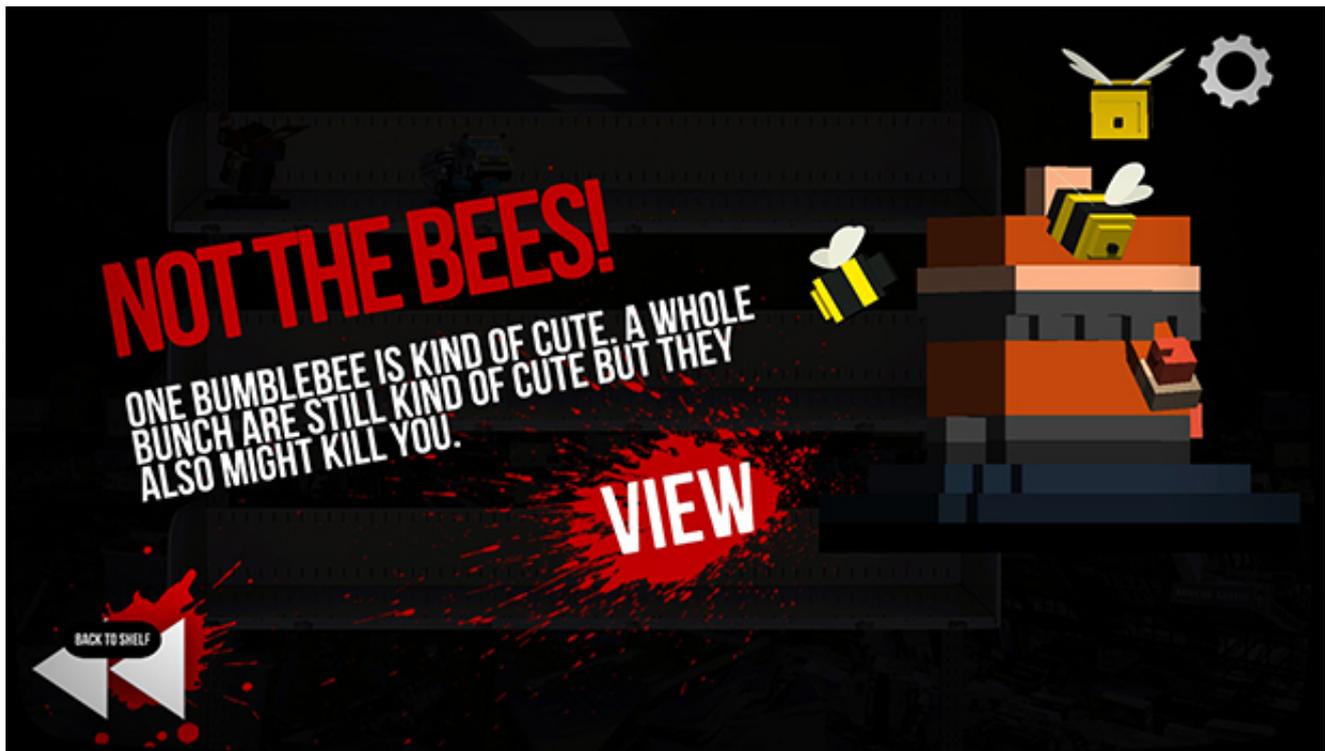


New HUD. THE 'DEADLY BLESSING' UPDATE (v1.08):



Hey Killers! 🗡️

Just wanted to let you know while EVERYONE ELSE was either flipping out or cheering heartily about the voting results of some sort of Electrical College something or other (sounds pretty deadly, but we've got a game to make, people), we were hard at work plugging away on cool new updates for Slayaway Camp. Here's a list of what you can find in the latest version!



UPDATES MADE. Update v1.34 - Let's go to Kenya!:

- **new map:** "Kenya" (free play) initially with greater size
- **new feature:** decorations and animal devices becomes displaceable
- no more invisible inventory items after placing on map
- some unreachable steam achievements adjusted
- no more unsatisfied native plants in free maps

. **Early Access Version 1.1.7 Released:**

Bugs that are reported below are fixed:

- Can't buy items from the market even though I have enough money
- Raid summary interface sticking at screen when raid over or leaving the raid area
- Bank tutorial interface sticking at screen
- Detail interface doesn't show up at shops.
- Contracts remains on LFP panel after completing or canceling
- Cargo overweight isn't affecting gameplay when load a saved game
- I'm getting unbalanced experience points when mining
- All Scanner related bugs are fixed
- Some translation bugs are fixed
- Some visual bugs are fixed

Thanks for your support and feedbacks in the Early Access process.

. **Dev Update #71: Hello Steam!:**



There's a good chance if you're reading this, that you are reading it on Steam! Welcome to our weekly dev update! If this isn't new to you, then you've been following our updates over at <http://www.gearsofeden.com> (or perhaps on our [Patreon](http://www.patreon.com) [www.patreon.com]). Regardless, the exciting news this week is... *Gears of Eden* is officially on [Steam](#)! Can we shout that? WE'RE ON STEAM! In reality, this is a small step. It's a "Coming Soon" page, after all. But, it feels like a HUGE step for us. We have our new rover in game, our first trailer put together, and now we have our very own store page on Steam! It just feels and looks... really cool! What's even cooler? This isn't even the biggest news this week!

Our main focus right now is on our upcoming Alpha 2 release. Wait. Let's take a small step back. If you're new to *Gears*, you might want know Alpha 1 has been out for a while now. If you want to get involved and help test our Alpha releases, you can find all the info you need on our [Early Access Info](#)[gearsofeden.com] page. Alpha testing gives you an opportunity to provide us with feedback on the game at these early stages, and find some of those nasty bugs that sneak past us.

Now, back to Alpha 2. Our goal is to finish up Alpha 2 by early 2nd quarter. As a reminder, we have three major implementations for our Alpha 2 requirements: the **improved UI** system, the **advanced crafting** system, and the **new player character**.

The UI system is in place. This was a big undertaking that held us up for a while, but we have it squared away now! The advanced crafting system is also in place, and you can now craft and equip about 30 different parts for your rover. And... the new rover is also in the game! That's three for three! Kind of. The rover *is* in the game, but it doesn't yet have any animations. However, these animations will be implemented during our next sprint!

The big news this week though, is that we are wrapping up coding on one of our Alpha 2 stretch goals: interactive objects with inventory systems! This one new system allows us to add three new features to the game. First, we'll be able to introduce scavenging as a mechanic. Right now, you can only acquire objects by mining or crafting. With this new system, we'll be able to hide parts and resources in some of those boxes and bodies strewn around the asteroid for you to find! Second, our SINTER Forge (what we call a crafting table) will get its own inventory system. This means you'll need to stock the Forge with materials instead of magically transmitting the materials you carry in your cargo. Finally, the same system can be used to create a storage chest for materials and parts at the base. It's looking like you'll have a lot more to do in Alpha 2!

The really good news wrapping around all of this is that we are *ahead* of schedule! Next week, we'll give you an update on these core Alpha 2 goals, and another stretch goal we're hoping to reach for Alpha 2: collectible lore items. Stay tuned!

What a fun week! That's going to do it for this Dev Update! Until then, follow us on [Twitter](#) and [Facebook](#)[www.facebook.com] for all the latest and greatest news. If you want some sneak peeks at Alpha 2, be sure to follow us on [Twitch](#)[www.twitch.tv]. And, of course, if you want even more *Gears* goodness, be sure to check out our podcast, [Reaching Eden](#)[gearsofeden.com]. Last, but not least, if you are interested in supporting *Gears of Eden* development, you can do so through our [donate page](#) [www.gearsofeden.com] or via our [Patreon](#)[www.patreon.com]. Thank you so much for reading and thank you even more for

your interest in *Gears of Eden*! Have a great rest of your week.. **0.42.4 - Sky is the Limit**:
This is a bugfix release. Fixes:

- You can now own more than 100 tons of H2O.
- Fixed weird focus behaviour when navigating the Enceladus menu with gamepad.

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