**To be posted on:** Steam

**Announcement type:** Major Update

**Posting date:** JUN 22 - On releasing 0.62e.1.0

**Status**: Not Posted

***Localization instructions***

*Please localize only the text marked blue.*

# TITLE

*80 characters max*

0.61e.1.0 - Rope system update

# SUBTITLE

*120 characters max*

Discover shores adorned with Ivy, craft new Ropes from Bush Fiber, and command the seas with Anchors

# SUMMARY

*180 characters max*

Set sail on a thrilling maritime adventure! Harvest Ivy, craft rope from bushes, and control water vehicles with anchors. Conquer the seas and chart your destiny!

*[continued on next page]*

# CONTENT

[h2]Hello Survivors![/h2]

[h3]Welcome to the Q2 Rope system update (Experimental).[/h3]

Embark on an exhilarating maritime adventure! Explore diverse islands adorned with lush [b]Ivy plants[/b] and harvest precious [b]Ivy Stems[/b]. Craft rope effortlessly with palm-like bushes and their valuable [b]Bush Fiber[/b]. And brace yourself for the strategic twist of [b]anchors[/b], controlling watercraft movement with precision. The seas await your daring spirit!

\_INSERT\_VIDEO\_

[h2]Ivy plant[/h2]

We are excited to introduce a new feature in our game: Ivy plants that can be harvested and used for crafting. These plants will grow along the shores of Banana, Papaya, Mixed, Forest, Big Forest, and Big Forest with Hill island types.

[img]{STEAM\_CLAN\_IMAGE}/30166228/bc8c5111dc41a7c4c5d8832db8f0ddfeb614de3c.png[/img]

Players can obtain Ivy Stems by carefully harvesting the roots using a knife. The Ivy plants have the ability to regenerate and grow back after being harvested. Additionally, their growth rate is influenced by rainfall, allowing for faster growth and increased harvesting opportunities after rain. However, players need to be cautious as destroying the Ivy during its 'Young Ivy' growth stage will prevent it from growing back.

This feature adds strategic decision-making and realism to the gameplay. With the addition of Ivy plants, players will have an immersive experience exploring different island types, gathering resources, and utilizing them for crafting purposes.

[h2]New ingredients[/h2]

[h3]Ivy stem[/h3]

Players will have the opportunity to harvest Ivy Stems from the Ivy plants they encounter in the game. By carefully collecting these stems from the plant, players can acquire valuable resources for crafting purposes.

[img]{STEAM\_CLAN\_IMAGE}/30166228/ede0050bcff0e31bcf1c4119ff513f8f04ce509f.png[/img]

It's worth noting that the number of Ivy Stems obtained will vary based on the maturity of the Ivy plant. More mature Ivy plants will yield a higher quantity of stems, providing players with an incentive to seek out fully grown specimens. This mechanic adds a strategic element to the gameplay, encouraging players to explore different areas and locate the most fruitful sources of Ivy Stems for their crafting needs.

[h3]Bush Fiber[/h3]

We're excited to introduce a highly requested feature inspired by our community: the ability to harvest palm-like bushes and obtain Bush Fiber.

[img]{STEAM\_CLAN\_IMAGE}/30166228/6a73c29543d0d6221b6dacd90c1c42a55471f9a9.png[/img]

Players can now use a knife to carefully harvest these bushes and gather the valuable resource, which can be used to create rope more easily. This addition expands crafting possibilities and directly responds to the input and requests of our dedicated community.

By incorporating the harvesting of palm-like bushes and the acquisition of Bush Fiber, we aim to enhance gameplay mechanics and strengthen the connection between the development team and players. Get ready to embark on a new adventure of gathering and utilizing Bush Fiber to expand your crafting repertoire in response to the valuable ideas and feedback provided by our amazing community.

[h2]New Ropes[/h2]

[img]{STEAM\_CLAN\_IMAGE}/30166228/3ef1f99b536dd5ded4af0239e7dc26a27e1f6871.png[/img]

[list]

[\*] Twine, crafted from bush fiber

[\*] Twine, crafted from tall grass

[\*] Rope, crafted from Ivy stem

[\*] Long Rope, crafted from Rope

[/list]

[quote]Please note that we have updated the rope names to make them easier to identify:

[list]

[\*] Small Rope is now called Twine

[\*] Strong Rope is not called Rope

[/list] [/quote]

[h2]Anchor mechanic[/h2]

We are thrilled to introduce an exciting new mechanic to the game: Anchors. These unique items play a crucial role in limiting the movement of water vehicles, such as rafts, around specific points in the water. With the presence of an anchor, water vehicles will experience restricted movement within its vicinity, adding a new challenge and strategic element to water-based gameplay.

[img]{STEAM\_CLAN\_IMAGE}/30166228/aa627e5bb4fbbad137576d8dc076e9090c3ea76a.png[/img]

The versatility of anchors is noteworthy. In shallow water, players can immediately utilize anchors after crafting them, without the need to extend the rope. However, in deep water, such as around shipwrecks, extending the rope becomes a prerequisite for anchoring. To secure an anchor, players must place it around the edge of their water vehicle and attach it using rope, much like any other object. The length of the rope can be adjusted by adding or removing segments, allowing players to customize their anchoring setup as needed.

The effectiveness of anchors is influenced by their size and quantity. Bigger or additional anchors provide a stronger stopping force, ensuring greater stability for water vehicles. On the other hand, using insufficient or smaller anchors can lead to drifting if confronted with strong winds or waves, potentially resulting in unintended movements and challenges for players to overcome. It's important to note that anchors cannot be used in open sea areas, regardless of the length of the rope, adding a realistic constraint to their usage.

[quote][h3]For bigger rafts it's good to have at least 2 anchors on opposite sides of the raft.[/h3]

Extreme example:

[list]

[\*] 4 Small anchors equals to 1 big anchor

[\*] While the anchoring effect is more or less the same, it takes more management to craft and use 4 small anchors instead of 1 big anchor

[/list][/quote]

With the introduction of anchors, players can look forward to enhanced water vehicle mechanics and a more immersive gameplay experience. Strategically placing and utilizing anchors will become vital for navigating specific areas and overcoming environmental obstacles. Prepare to explore the waters with caution and skillfully employ anchors to control your water vehicle's movements in the ever-changing tides of the game.

[h2]Anchor types[/h2]

[quote][h3][b] Small Anchor[/b][/h3]

Introducing the Small Anchor, a specialized tool designed specifically for canoes and small rafts in the game.

[img]{STEAM\_CLAN\_IMAGE}/30166228/3b7f1f50e291cc4152da90b6968dc1d75c130255.png[/img]

This anchor is tailored for use in shallow water environments, including areas around shipwrecks. With its compact size and functionality, the Small Anchor provides an invaluable solution for anchoring watercraft in these specific situations.[/quote]

[quote][h3][b] Medium Anchor[/b][/h3]

Presenting the Medium Anchor, a versatile tool designed to cater to small and medium rafts in the game.

[img]{STEAM\_CLAN\_IMAGE}/30166228/1900e2db7502adc726ed27d056b87660a419ec57.png[/img]

This anchor is ideal for watercraft operating in medium water depths, extending slightly beyond shipwreck areas. With its balanced size and capabilities, the Medium Anchor serves as a reliable choice for anchoring water vehicles in these specific environments, offering enhanced stability and control.[/quote]

[quote][h2][b]Big Anchor[/b][/h2]

Introducing the Big Anchor, a robust tool engineered specifically for large rafts in the game.

[img]{STEAM\_CLAN\_IMAGE}/30166228/d8871fdd7094df2714c7e3e8b8ccaf28d8c0e5f8.png[/img]

This anchor is designed to tackle bigger water depths, providing stability and control in areas beyond those suited for smaller anchors. While it offers increased functionality in deeper waters, it is important to note that the Big Anchor is not intended for use in the open sea. Its size and capabilities make it a reliable choice for anchoring sizable watercraft, ensuring they stay secure and steady in challenging aquatic environments.[/quote]

As we bring this incredible update to a close, we want to express our deepest gratitude to our amazing community. Your feedback and bug report submissions have been invaluable in shaping this thrilling maritime experience.

We encourage you to continue your unwavering support as we sail together towards new horizons. Your passion drives us forward, and we can't wait to embark on more adventures together. Stay tuned for even more exciting updates and remember, the sea is vast, but with your support, our voyage is boundless.

[b]Thank you for being part of this incredible journey![/b]

[i]Peter, Luna, Radu, Semion[/i]

<<Standard steam page footer section, it’s constant. No localization required>>

We have set up a [url=https://www.patreon.com/g4gteam]Patreon[/url] for those who wish to support game development further. Steam announcement here: [url=https://store.steampowered.com/news/app/655290/view/4747346800630983859]Patreon News[/url].

The entire team is thanking you for your support, suggestions and most of all for your patience.

[b]Do you like our game and want to help the development even more? We look forward to every positive review posted on our Steam page and thank everyone who decides to support us along the way![/b]

[h1]Please be aware that during the early access phase game code could change as much as affecting gameplay when loading/saving savegames from earlier versions. To always be on the safe side make sure to start a new game with each update. Thank you![/h1]

If you have any further questions do not hesitate to ask us. We will do our best to answer your questions as detailed as possible.

Peter,

G4GTeam.

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