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About This Game

As a shipwrecked person, you are stranded on a beautiful and wild island. Explore the island, collect resources and build structures to survive. Lost in Nature is a challenging survival simulation that will test you, but not in a frustrating way.

Features

Dynamic Ocean
The realistic and beautiful ocean generates thousands of waves in real time. Foam, sound and caustic effects are also included. You can swim and dive, which gets you wet and can cost you your life in the wilderness (while night or bad weather). To prevent that, you should go to a campfire and dry up.

Day-Night cycle and realistic, randomly generated weather
In Lost in Nature, a day is not like the other. Sun and moon move like in reality which creates breathtaking sunsets and the weather is randomly generated: Sun, clouds, wind, rain, fog and lightning create a realistic weather which can produce the whole range from nice weather to massive storms.

Collect Ressources
To survive, you must use what nature offers you. Many things like stones, shells and branches can be simply picked up, but there are also things that you can only gather with tools. These include, among other things, chopping rocks and trees. You can find

leaves, bark and berries by searching trees and shrubs. The items spawn in random time intervals for a random time. If you want to pick them up, you have to be fast. This is not only much more fun than simply clicking, but you also have only items in the inventory that you really wanted.

Build Structures
Build structures such as camp fire, shelter, crates and fences! A campfire is very important, you can dry yourself and in the night they are vital. In order to ignite a fire, you first have to produce tinder and light it with a branch. Put enough wood on it to fuel it and put food on top that you want to roast. The food is cooking slowly and you should take them back at the right moment, so they don't carbonize!

Dynamic Generated Environment
Most resources are generated randomly, but realistically. Where in the last game was a berry bush is now perhaps a water source. For example, mushrooms always grow near dead wood. If you remove the fallen tree trunk, no more fungi will grow. The sea also rinses crates from the sunken ship to the beach, which can contain a valuable cargo.

Loneliness as a risk
Besides hunger and thirst, you must also take care of your mental state. A lonely life in isolation is not easy and your additional status "sanity" will be really exciting, especially during the endgame.

Future of LIN

- Underwater world: In the near future I will add an underwater world with seaweed, corals and fish swarms. In addition to that, the structure "fish trap".

- Animals & fighting: I also will add animals in near future, which are aggressive or gentle. For example bears/goats/crabs. They provide new resources (fur, meat, ...) and the new structure "animal trap", as well as weapons and armor.

- Cooking: There will be a new resource "clay" and a buildable structure "improvised cooking station" to cook food with individual ingredients and spices.

- Metal Processing: A simple form of metal processing may be implemented.

- Food Conservation: There will be ways to conserve food.

- Multiple Scenarios: The islands are handmade in LIN. There will probably be several islands (different scenarios) that can be played. An island possesses perhaps a volcano, which is just before the break out and you must leave it within a certain time.

- Events: Eventually "Events" will be added, which will provide variety and surprise. Example: Giant crabs or pirates appear all over the beach.

- Skill tree: There will be a talent tree and each day you get a skill point. This increases the replay value.

- Survive Permadeath: In LIN, death is permanent, but LIN should not be frustrating, so there will be the structure "emergency shelter". Instead of dying, you awake there (you escaped the danger) and all items on the island lose 25% durability (because you were 2 weeks in the cave).

- Endgame: There will be structures to make you visible to ships. This includes flags and signal fires. When you see floating ships, you can get their attention. If the attention is high enough, you can be saved.

I think I can make Lost in Nature GREAT with your help! Are you coming on board? :o)

Title: Lost in Nature
Genre: Adventure, Indie, RPG, Simulation, Early Access
Developer:
Moongate Digital
Publisher:
Moongate Digital
Release Date: 14 Mar, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7, 8, 10 (64-bit)

Processor: Dual Core 2 Ghz

Memory: 8 GB RAM

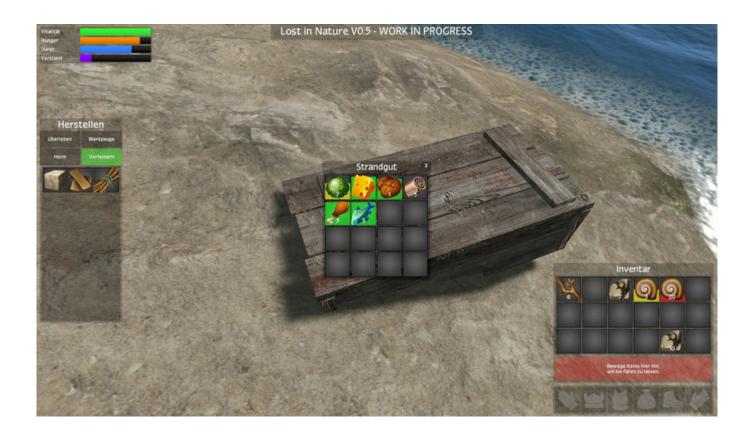**Graphics:** 1 GB GPU with Shader Model 4 or higher

DirectX: Version 10

Storage: 2 GB available space

Additional Notes: Minimum screen resolution: 1024x768. Software may run on lower and older systems.

English,German

lost faith in human nature. one word for lost in nature. get lost in nature and quite possibly die. lost in nature movies. lost in nature synonym. lost creek nature trail. lost words nature book. lost nature image. lost corner nature preserve. lost lagoon nature house vancouver. get lost in the nature. lost in nature etsy. lost myself in nature. lost in nature captions. get lost in nature paparazzi. lost in nature 2018. get lost in nature and find yourself quote. let's get lost in nature quotes. lost of nature. lost in nature festival. nothing is lost in nature. lost island nature center. get lost in nature meme. get lost in nature and you will die. lost pines nature trail park. best lost in nature movies. lost in nature frassanito. lost in nature in french. quotes on lost in nature. get lost in nature white paparazzi. get lost in nature meaning. lost in nature status. lost in nature festival 2018. lost pines nature trail. lost in nature steam. lost into nature quotes. lost island nature center in ruthven ia. lost in the nature. lost in nature game download. lost maples natural area. lost in nature ps4. nature in paradise lost book 9. lost his nature. lost in bukit timah nature reserve. lost in nature indir. lost in nature ne demek. lost valley nature park. get lost in nature white urban bracelet. let's get lost in nature. lost lake nature trail fresno. lost in nature spanish. lost in nature requisitos pc. quotes about being lost in nature. lost bay nature reserve. lost lake nature preserve grand blanc. want to lost in nature quotes. get lost in nature. lost nature sleeping pad. lost in nature pc game download. lost in nature requisitos. lost canyon nature trail. lost in nature meaning. lost in the nature quotes. get lost in nature and you will quite possibly die. lost in nature pc game. get lost in nature quotes

Just got done playing for 2 hours.
This game is reminds me of Standed 2 with better graphics. It also reminds me of Stranded Deep although not as far along.
I do believe this game has potential.
There are aspects that I like about it that I feel make it better than Stranded Deep, although in this early stage, not many.
I never understood why in most survival games, access to water is so incredibly limited. I understand that water is very important for life to thrive, so to me, it makes sense that at least one island should have a water source, (a lake, a rive, a creek, a spring). Most survival games make you work hard for and worry about water. I am guessing that it is because they lack the ability\/imagination to make it challenging without doing so.
Lost in Nature, (LIN), places at least one water rock on the island. This doesn't make thing a whole lot easier, because, (at least on the island I spawned in on), the island is quite large. So at times you might race to get back to a water source.
I only encountered one bug, and unfortunately, it was a game-breaker for me.
In this game, you have to deal with losing your mind. Keeping your sanity is important, just as it would be in real life if you were standed alone on an island.
I cannot say I really understand why night means you loose so much sanity. I would think that if you were stuck on an island, that, by the time night falls, one would be so tired from all the work needing to be done that they would pass out.
I could imagine that, during this time in which you are sleeping, that you would not rest very well, and having just been ship wrecked, probably would be plagued by nightmares for at least a few days.
In LIN, you fight (in)sanity with fire.
The problem is, this only seems to work if you are dry and the whether is good. I lost my sanity in a storm. I was under my shelter, with a fire in front of me. I was soaked.
I expected that, while standing in front of the fire, that my sanity would increase. It did not. I thought, ok, maybe i have to dry off first. I dried off, and my sanity did not increase. My vitality kept dropping, even though I was dry, under shelter, and next to a fire, and was well fed.
Eventually, I died due to this. So it seems to me, that night creates x amount of insanity, and the storm must muliply it. But the shelter, or how well fed and watered you are does not act as a multiplier, and the fire isn't enough of a multiplier to stop the combined insanity brought on by both the night and the storm combined.
Two frustrating things,1. there is a torch in the game, but I could not build it as it requires coal. I could not get any coal, cause that requires a kiln to be made. I cannot make the kiln, cause it requires ashes, (not sure what the logic is behind that), But I cannot figure out how I am supposed to get ashes. I dont see any in the fireplace to collect.
So what is the point of putting something in the game, if it cant be built, or is not yet functioning? Is that supposed to excite us? Sorry, More frustrated by that than excited. Make it buildable and funtioning, then I'll be excited.
Overall, I think the game has as much, (or almost as much), potential as Standed Deep. So far it seems to be less about island hopping, which depending upon your view, makes it better or worse.
At this point, being an (very) early access game, there is little to do. I littereally feel as though I did eveything there is to do so far, in one hour. After that hour, it just get food and wood for fire, cook food and night, rinse, repeat.
I will keep playing this game to see where the devolper takes it.
Graphically, the game looks very good.
Playabilty, again, being in early developement, is very limited.
This is a list of things I would like to see brought in to the game
Other ways to fight off (in)sanity.

More early stage craftables.

Coal nodes and\/or veins.

More creatures. Smaller ones to start, ones you might expect to find on most islands, like rats, squirrels, rabbits maybe.

A simple or primitive knive to skin\/fillet\/gut above small creatures.

Skins could be turned into water skins, fillets (should be obvious, lol), and guts\/sinew could be turned into cordage and fishing twine and bait for crabs and fish.

Some basic clothes made from palm leaves and string.

A basic spear, even a fishing spear would be nice.

The coconuts say in their tool-tip that you might be able to get more than liquid and "meat" from them with further processing. I'm guessing that there are plans to process the coconut to get fiber from it to make strings.

Let us retrieve ash from the fireplace.

If any of these things are already implemented, tell us how then, because it seems to be in some no intuitive way at this point..

This is a good game! It's the first game with a real "Robinson Crusoe" atmosphere and I like it very much! Sure, the game is not finished, but it's in early access.

I don't understand the negatove criticism. Either you buy it and if you are not happy, you can refund it or you don't refund it to support the devs.

I can recommend this game to everybody who like to feel like Robinson Crusoe on a lonely island!

Update 2018.11.25:

They added a lot of new stuff! Now we can fight with bears and wolves and a completely new island is here!

The game have monthly updates. Some people say this is "less", but the updates are big! Some early acces games have just "a new icon" on updates, LIN updates are big!

Some people say, there are not much structures to build. I say: Yes, but every structure have deep game mechanics. It's not difficult to create a lot of ("cosmetic") structures to build, but it's difficult to create deep game mechanics. I'm very confident to this game!. With the amount of island survival games available, finally Lost In Nature is one that has a solid foundation, looks good and plays well. I'm recommending this as i believe it has some real potential to delvelop into something really good. So support this game and developer to help make LIN great.. Review of the Game: https:\/\/youtu.be\/ITVX0EG1mYg

My take on this game is that it has potential and a lot of similar aspects that make up a survival simulation.

Has unique features with finding chests but could do with a lot of work, but hopefully will continue to get better with more support.

Quite bare bones with what can be done but as said still early access so hopefully over time more crafting mechanics and enemies will become present. Would recommend more once the game has further updates to increase playability.

Also has permadeath which adds more to the survival element though should be an option.. After a slow start, this game begins to take shape.

It is a survival game, fortunately without zombies, cannibals or other monstrous creatures.

Just like in Green Hell, there is an element called 'sanity' that can have both negative and positive effects.

During my exploration, for example, I encountered a skeleton in a washed-up sloop that made my sanity worse.

The developer makes this game alone and is clear in its objectives:

The gameplay will have three main phases:

Phase 1: Build basic structures and food supply

Phase 2: Getting along with loneliness. Organize entertainment (Decorative objects, parrot cage, solve tasks)

Phase 3: Strangers will appear on the beach. The player can secretly live on the island or attack them and start a big fight.

Regularly, random events to challenge the player (very cold weather, dryness, hungry wolves, giant crabs on the beaches...)

For now, as the sole developer, he can not do any promises to a multiplayer mode. To add multiplayer he needs a team.

Conclusion: this is a promising game: I only hope that he continues to develop it as the story of a lonely shipwrecked, washed ashore on a deserted island.

I wish him every success!. The concept itself of this game has a lot of potential. I like the idea of a stranded simulation. I think its a exciting concept, but after opening the game up i was rather disapointed with the amount of content that was available as of this time. In total you can currently craft 2 tools, 3 recource types, and 4 structures. As far as i can tell there does not seem to be anything currently that can kill you on the island other than starvation or dehydration. I did notice that there was a sanity feature implemented into the game, but i think that should be removed. It does not add anything to the gameplay other than an annoying you into standing next to the fire less your charachter kills himself out of fear of the dark. At this time i would say if your interested wait to see wheather or not the developer will add more content on a reguler basis. If you decide to buy now realise that your not getting a game, but rather more a proof of concept.. I know this game is early access but it's awful and here's why. Very few animations, you cannot see the items you are using like the axe or pickaxe, the water has no fish, the island is barebones with very little to see or do(no animals or life to immerse character, no level up or xp system.) The only thing good about the game i found was that it runs smooth even on my mediocre pc. But does it really matter if a game runs good if there is nothing to keep you playing? I'm pretty upset for the 14.99 plus tax i paid for game.

Out of over 2000 plus steam games i have on my accounts this will be only my third refunded game unless there is a huge update in the next few days. Not sure what game the people are playing that praise this game but it must be the devs as there is nothing to praise the game for at this moment.

I won't even go into the many glitches and bugs that occurred during my experience with the game... Even if you have a lot of money to spend i would avoid this one if you like survival games as this game will be dead before it leaves early access unless something big is coming that i don't know about...

. graphics look nice just needs some more tweaking, but not bad for 1st day