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## About This Game

Bloodlines of Prima is a multiplayer game set around maintaining a cosmic prison with elemental abilities. Rended from your planet by Prima's will, your role is to now maintain peace between the Elemental warlords and keep the Old One sealed inside Prima's dark core. Starting with minimal equipment and abilities, help maintain the world, gather amazing tools, and forge your own destiny! Will you cooperate with others to save Prima? Or will you just raid everything that moves?

We simply hope to invoke the feelings and gameplay of Halo 2, Classic World of Warcraft, Rust and DayZ. Set in a dark fantasy survival world, It's been a tricky game to explain. A careful dance of PvP and PvE can be done with the help of the community. Hopefully we can make something we all enjoy playing!

# ABILITIES

Abilities come in many shapes and sizes, 8 different major types of abilities to be exact. Each ability will interact with each other, any organic creatures and all the technology of Prima. The backbone of Prima relies on this elemental energy, and amazing abilities are strewn about in the most secret parts of its workings. You have full control over the abilities that come with the 4 ring slots of your person. No restrictions on your creativity, be a HoT tossing debuffer or an energy restoring speed buffing ninja. Or you could stack strength gear, dmg reductions and high aggro generation to be a classic tank.

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# DUNGEONS

There are dungeons scattered throughout the world and more are in development. Dungeons are not instanced and have no limit on the number of players that can be inside at any time. Some dungeons can be cleared with a small group of players, but others are much more difficult and require a large raid group. We hope with the player feedback we can really focus in on what makes large guild raiding fun.

# SERVER QUESTS

There are always goals that every player on the server can work towards at any given time. Whether its collecting materials, completing quests or defeating a giant world boss, there are always goals for everyone to cooperate together and achieve. Again we hope with the player feedback we can really focus in on what makes large guild raiding fun and really help quest work with this. Legendary questline anyone?

# BLOODLINES

Gain experience from killing enemies, harvesting items, completing quests, clearing dungeons and transmuting items. Once you gain enough experience your Bloodline level increases, which gives you a point to spend. You never lose your points, they are permanent. Even if you die and lose your current character, you respawn still benefiting from the points you've already invested.

# TRANSMUTE

The transmute system allows you to create a new item by simply combining two existing items. Every item in the game can be transmuted, and we have hundreds so far. You can also create consumable items, upgrade gear, fuse new abilities to rings, create keys for raids, and much much more! from items that you loot from enemies or collect in the environment.

Place any two items in the Materia and Animus slots, hover over the fuse button to preview the result of the transmutation. The possibilities are endless.

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# RPG STATS

Every attribute point matters. There are no throwaway stats. If you get a gear upgrade, you will notice a difference immediately. They help combat and the survival aspects of the game.

The effects system pushes many debuffs and buffs pertaining to attribute points. Managing such effects will be central to many encounters in Prima. Use abilities and items to clear and gain effects.

- Agility: For every point of agility, wind abilities gain 4 damage, projectile speed increased, player speed increased.
- Strength: For every point of strength, earth abilities gain 4 damage, total health gains 10, total food gains 2.
- Rebound: For every point of rebound, nature abilities gain 4 damage, abilities come off cooldown faster.
- Focus: For every point of focus, water abilities gain 4 damage, abilities cost less, total water gain of 2.
- Confidence: For every point of confidence, lightning abilities gain 4 damage, abilities travel farther distances.
- Prowess: For every point of prowess, fire abilities gain 4 damage, total energy gain of 20.

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Title: Bloodlines of Prima  
Genre: Action, Adventure, Indie, Massively Multiplayer, RPG, Early Access  
Developer:  
Amazastrophic  
Publisher:  
Amazastrophic  
Release Date: 25 Sep, 2017

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7 64bit

**Processor:** 2 ghz

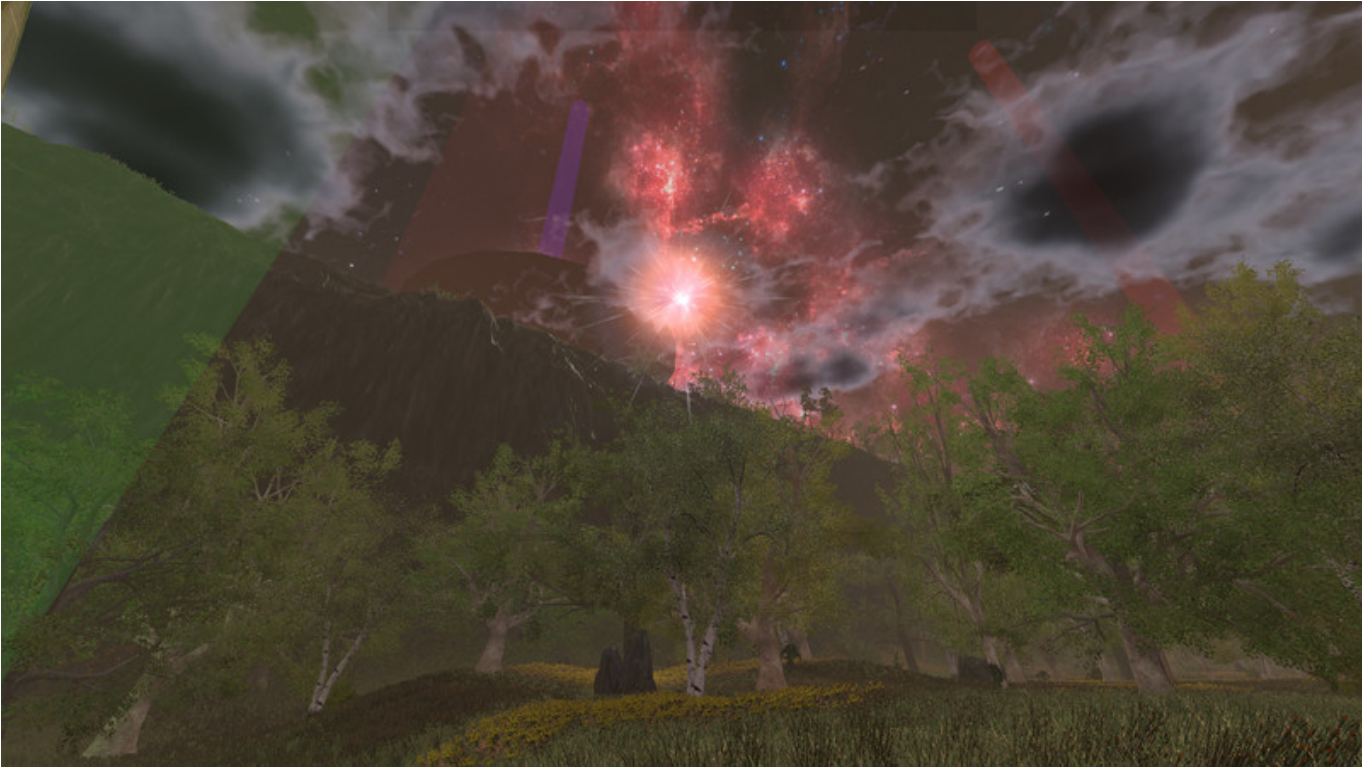
**Memory:** 4 GB RAM

**DirectX:** Version 11

**Storage:** 2 GB available space

English







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Dead Game is Dead.

Update for 1000 Players ? Dear Devs not a Single One is Playing on your 1 Server !. I wont fully recommend this game on its game play alone. I like the game because you get to explore the expanding game right beside the dev. its made the game a lot of fun being in the middle of the game and chatting to the dev at the same time.

I have a story for how I found the game.

Me and my friends were looking around steam for bad games. we looked at the trailer for the game. it looked a little interesting. and just a small moment at the end the man looked like he was about to cry. we felt kinda bad. so we said to eachother. "No matter if we enjoy the game or not, we don't refund" so we installed and all hopped in at the same time.

At the start. we had no all knowledge on what to do. we just kinda waddled around using random spells. hell I almost killed my friends multiple times using a spell I didn't know the effects of. this led us to trying to traverse the games first and so far only temple. The Living Ziguraat - Or at least I think that is the name... we learned that certain elements open certain things. that certain enemies are weak to certain elements and that some enemies wont even aggro.... we also learned that temple chests didn't have loot. but that has already been fixed.

my friends had stopped playing the game that first day. but I continued. quickly reaching the games max level and causing something to break. again that was fixed and I still play. because its fun to learn new things. this game throws you into a world that looks unforgiving at first. but with a little bit of patience and thinking about what you craft, you will very quickly learn how to get ahold of the games system. (Hell yesterday I even missclicked and crafted my ring into a potion) But I kept on.

If you want to enjoy this game. join the discord. chat with others and the dev so you have something to help you thru the painful start. enjoy what it has now, and work with the dev. like he said. he needs feedback. and he loves to get it. so hop in, play the game. and maybe you will enjoy the experience I have. having an impact on something, Or just be like me and break a lot of stuff.

This review is a mess but hey. I enjoy the game, you might as well. just join the discord to have more fun. cheers.. Good game if u like magic and exploration with simple combat and looting. One thing I would suggest is why not change the magic button to the mouse wheel like in other fps combat games that let's u choose weapons. Other then that game has been enjoyable and fun. like how the devs lowered the price to get more people to play it. This game is definetly a hidden gem





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