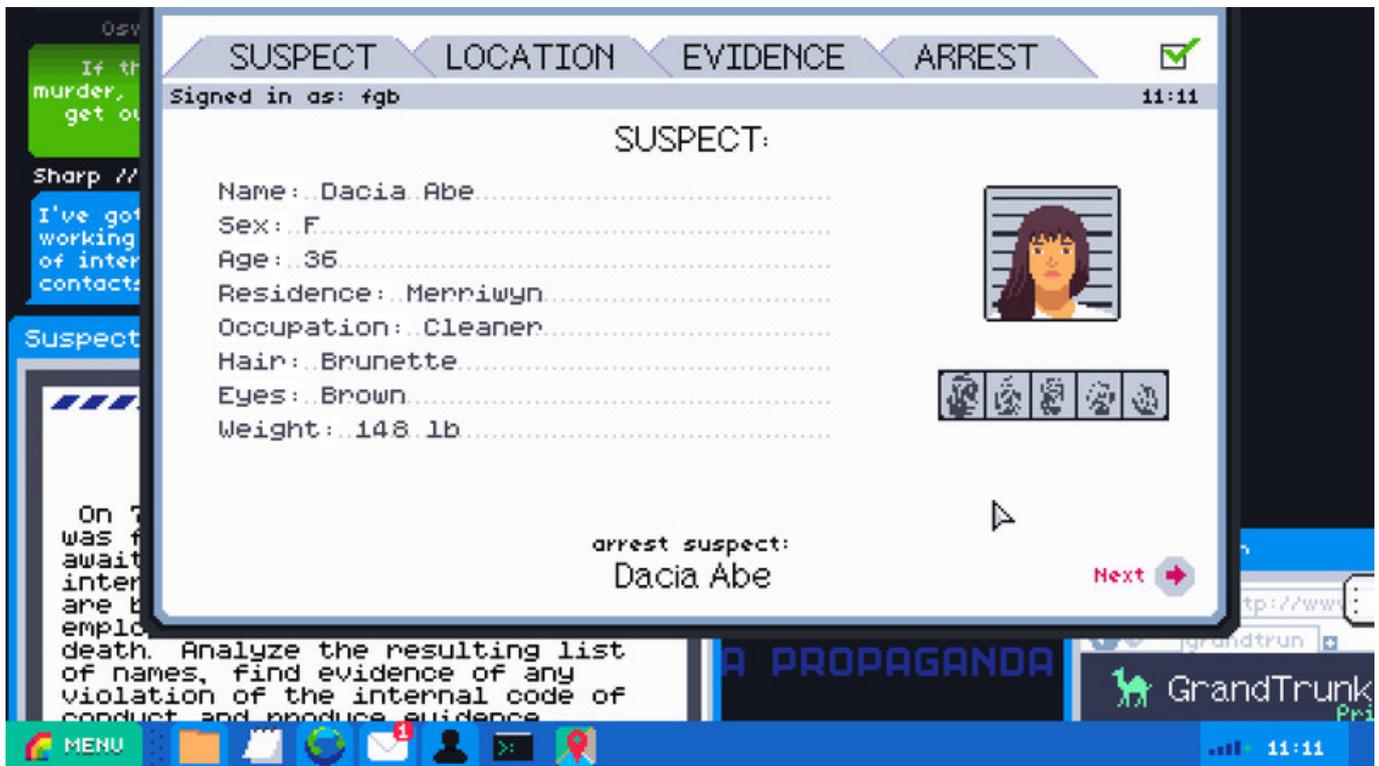


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About This Game

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

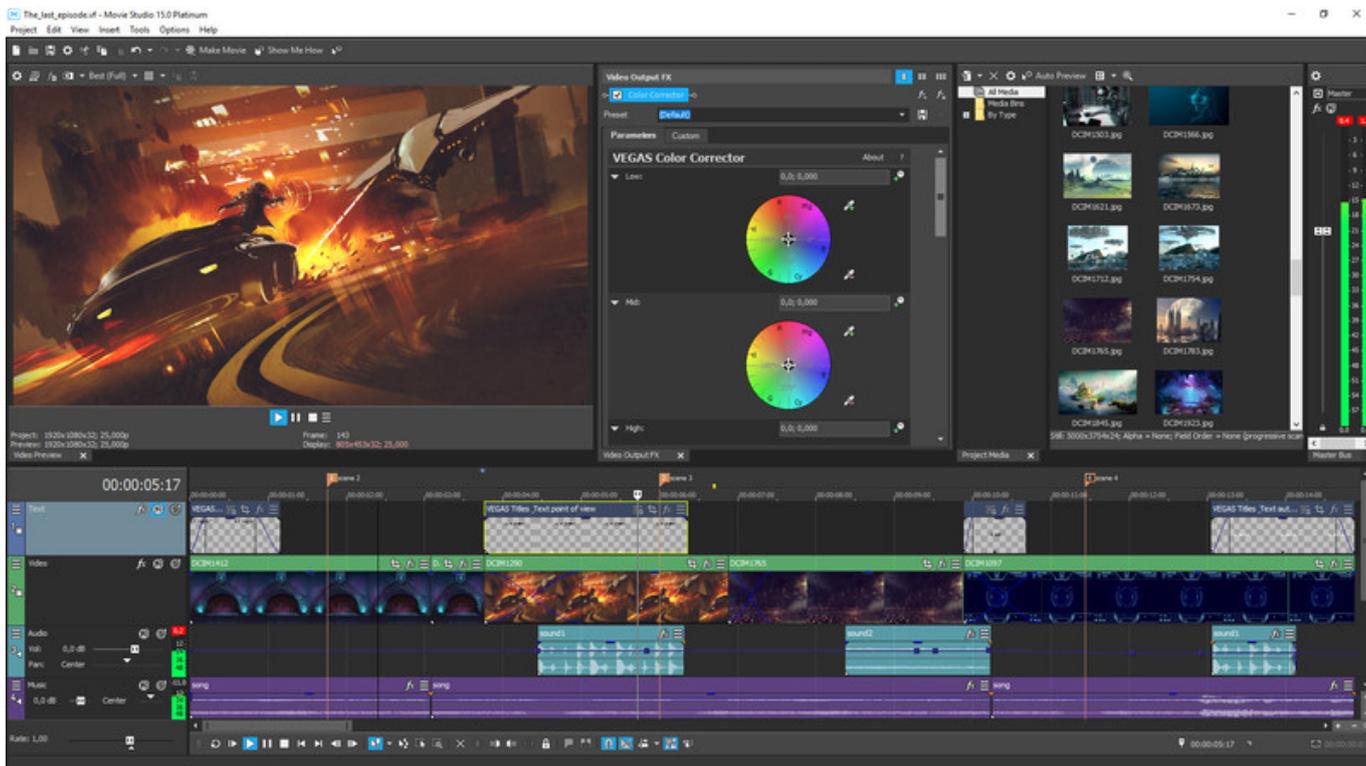
Memory: 4 GB RAM

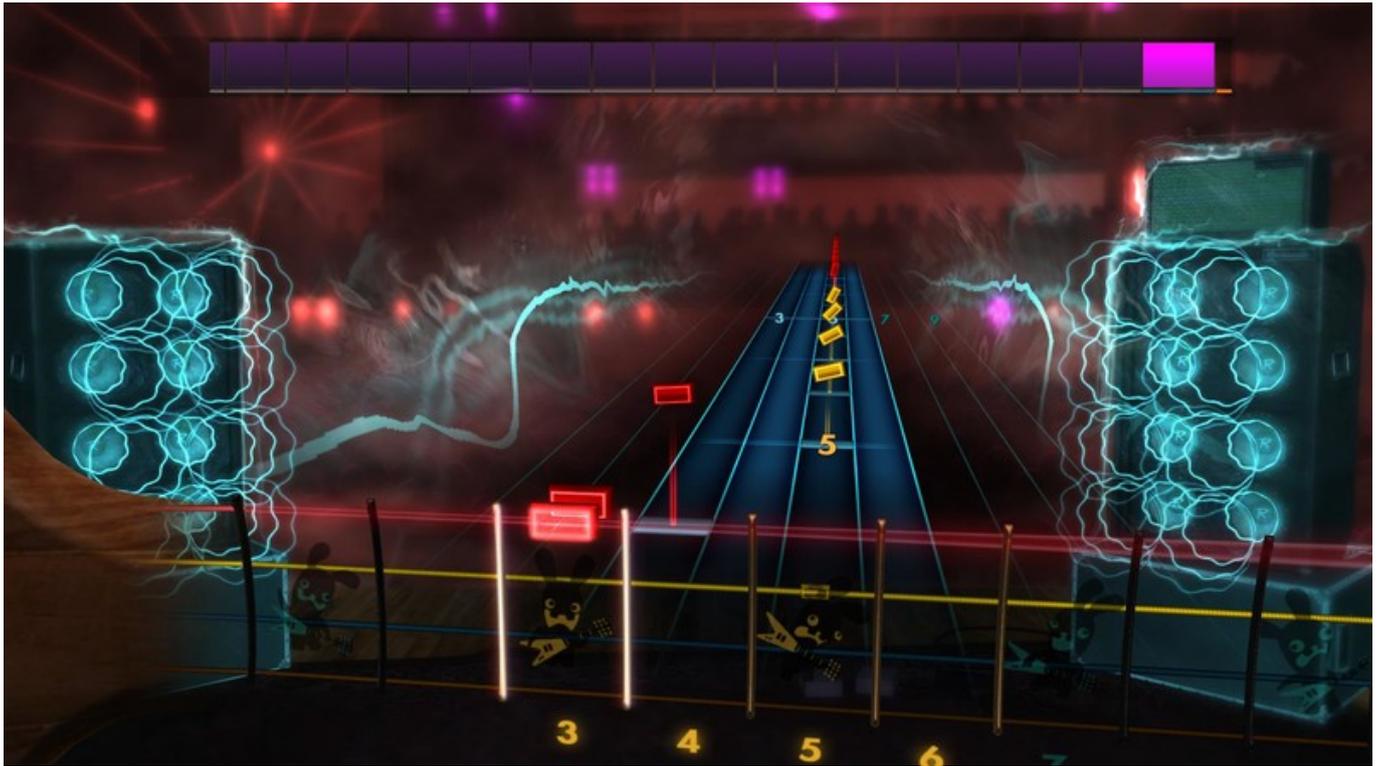
Graphics: Geforce GTX 400 series or better

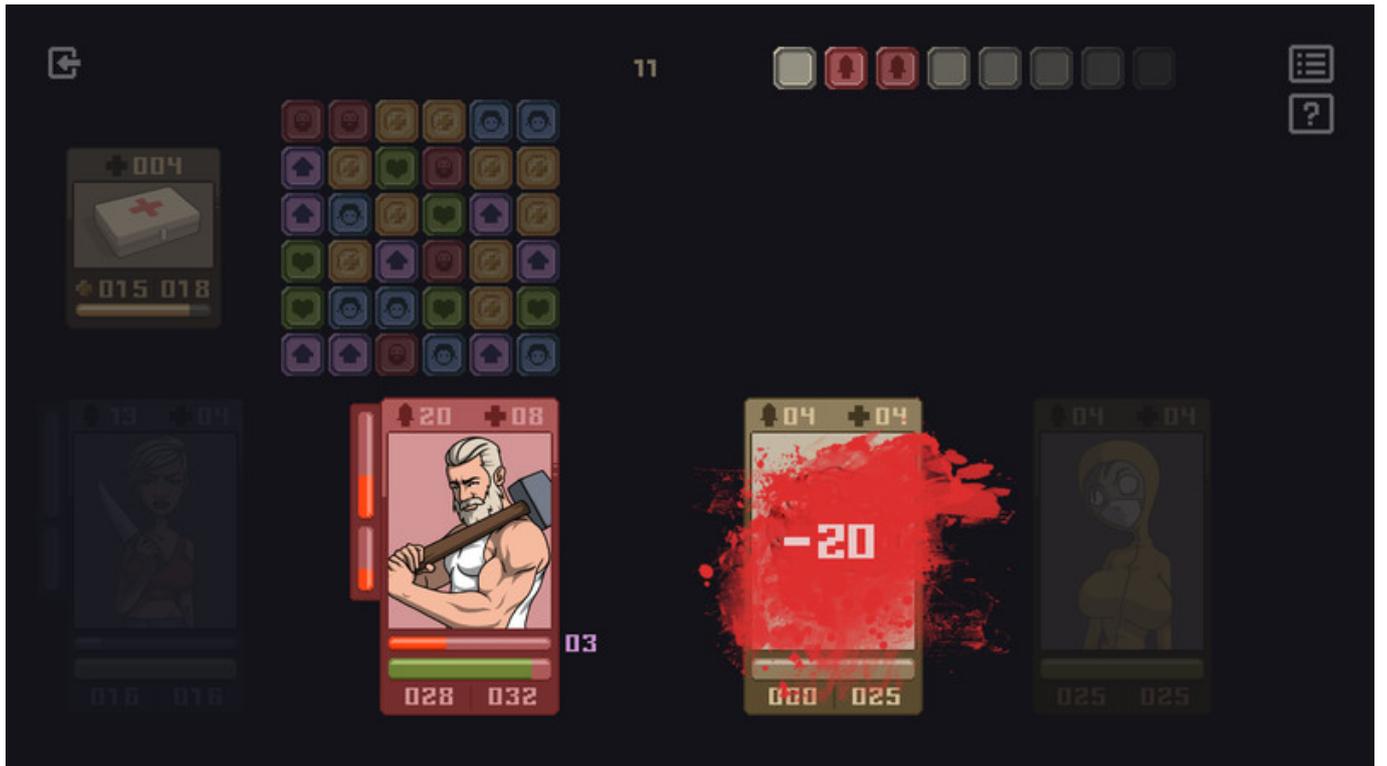
DirectX: Version 11

Storage: 2 GB available space

English







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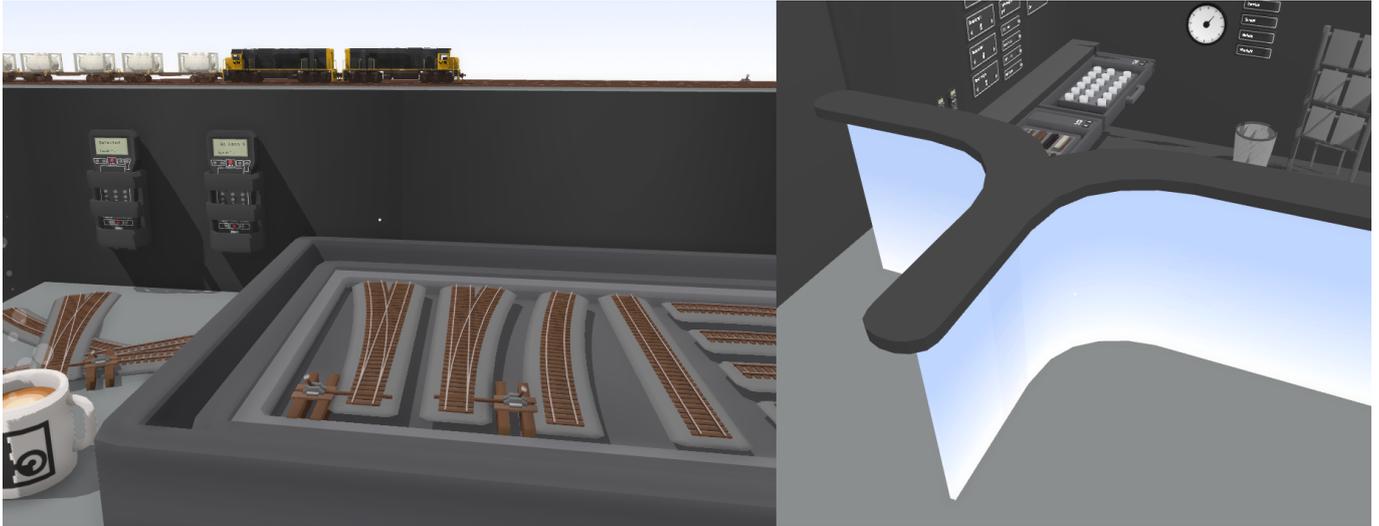
Build (13/04/15) V1 - Hotfix:

Hi everyone,

We have released a hotfix for the main issues that arose in the last update. Find the Changelog below:

13/04/15

-nvidia stereo 3d full support-chromatic aberration/bokeh overlay only active when camera shakes or in hood camera mode-
multiplayer bodies destabilisation fix (caused crashes)-black screen with double menu issue. **Placeable shelves, controllers, etc & divider walls - v1.12:**



After so much time spent on the magazine, this update instead brings some great new features to your custom tables!

You can now place, clone and move around:

- prop containers
- controller spawns
- magazine racks
- rubbish bins

All of this is now stored in your save file, so gone are the days of dragging your containers of props all around the room!

You can edit all of this by toggling the "edit room" button (previously called "edit table")

Divider walls have also been added!

These walls snap to tables and work great for adding backdrops & segmenting your layouts. There is also a paintable variant of backdrop for other color schemes & walls.

There are also a few other features and fixes in this update:

- there is now a setting that sets whether controllers automatically snap back to their holder when dropped.

- added coffee mug to new game saves + updated the custom table example save to include these new features.
- transparency is now saved for the old custom tables (this wasn't stored in the save before).
- the context-sensitive help message now changes to show how painters work + explains shift-painting.
- removed some value rounding in save files that meant very small details would sometimes be miss-aligned when re-loading a save.
- added missing shadows back to magazine racks.
- fixed tutorial text being hidden when in miniature on PC.

The next update is going to be an exciting one!

Expect a new (and very unusual) map, as well as a snapping system for shapes!



. [Weekend special] 50% off Premium licenses for 30 and 90 days! Credit bonuses!:

WEEKEND SPECIAL

-50% **30 90** СКИДКА 50% НА 30 И 90 ДНЕЙ ПРЕМИУМ-ЛИЦЕНЗИИ

x3 **+50%** FIRST VICTORY BONUS CREDITS IN BATTLES

+100% CREDIT **+50%** EXPERIENCE **+50%** XENOCRYSTALS **+50%** MONOCRYSTALS **+2** TROPHY SEARCH

Pilots, the weekend begins! Time to prepare your fleet for new victories!

Weekend special offer: **V1.006 Update:**

- Added graphic settings to the options screen.

Please let me know if they help improve framerate on slower machines.. **Autumn SALE! Discounts on games up to 90%!**

LAST DAY!:

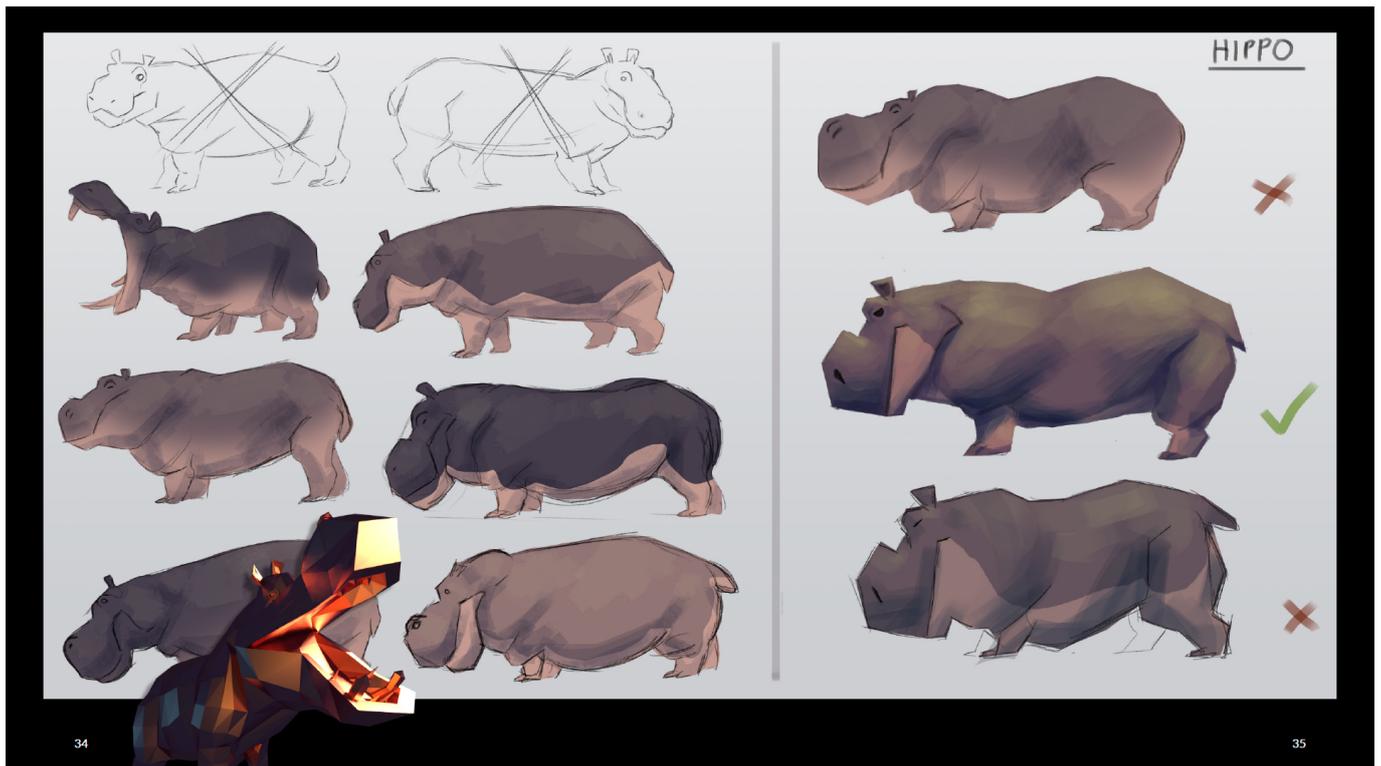


The Steam Autumn Sale 2018 continues, with great deals across the Steam catalog.

You can also purchase our games with very good discounts!

Therefore, we have prepared for you a list of our games that can be bought with a good discount!

List of our games with a good discount: **New Art Book Available In Store:**



Hey everyone!

The new art book is now available as a digital download. Everyone who bought the old one gets the new one for free. To access the art book after purchase go to the same folder where you can find Crest (Game Library>Properties>Browse Local Files...).

https://store.steampowered.com/app/386580/Crest_Art_Book/

We're still working on a hotfix, should be online on Friday, 21th Dec.. **Update 0.6.0.9 New Technologies:**

- Added 6 new state technologies
- Added new crossbow
- Added new Stutzen
- Added machete
- Added saber
- Added dagger
- Added war hammer
- Added bronze container
- Added titanium workbench
- Added titanium sawmill
- Added titanium forge

- For virtual containers, the volume of added slots has been changed. Now you can delete and add 10 slots. **New season! Engine update!:**

One month has passed since the release. The community on Discord is still very active and has become a really good place for Sky Knights pilots to hang out!

Season #1 has ended! [SDP]Pripyat took the first place this time and earned a 500 wings reward! Congratulations! Everybody

else on the leaderboard (position 2-10) received between 100 to 400 wings. Great flying!

Season #2 started today! All ranks have been reset to 25, so take your chance to climb the leaderboard!

In this update I mostly focused on things that perhaps aren't that visual and exciting, but still needed to be done. The biggest task this week was to update the game engine to the latest version. This was necessary in the long term to be able to easily add new things to the game in the future. Such undertakings often turn into a "can of worms" because of technical dependencies. With some assistance from dear friend Jonas Johansson from Neuston (check out his awesome VR game "Drone Hero") we finally managed to fix the broken shaders (saving us from having to play on a completely pink map). :)

I added an email address field in the ingame bug report tool. This field is optional, but it's really nice to be able to contact you to report if/when your bug has been fixed! (I might even have a small gift for you)

1.0.7

- * Game engine update.
- * Can now click Enter instead of having to press the GUI after having entered a server password.
- * Disabled hotjoining in spectator matchers.
- * Added support for running experimental Steam beta versions.
- * Added option to provide email address in bug reports.
- * Fixed a bug that caused GUI overlap in the tutorial suggestion screen first time the game starts.

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