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Trials Of Ascension: Exile Free Download [PC]



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## About This Game

Trials of Ascension: Exile is a hardcore sandbox fantasy game where you will play as a human mastering your skills, evolve for the hunt as a Raknar, or defy all odds to grow as a powerful dragon!



Survival is the goal of every life that finds its way to the Lost Isles. With hunger and thirst a constant threat, food and water will be top priorities. But dangers lurk around every corner and many environmental factors need careful consideration. Shelter and other means of protection will be necessary to fend off all threats, including aggressive predators.

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In addition to Health and Stamina, the Balance attribute brings a new aspect to combat. Maintain your balance and you are rewarded with solid footing; attack recklessly and you chance exposing yourself instead. Unbalanced characters find their swings are less effective and they run the risk that a well placed blow will knock them down. Additionally, each race has their own unique way of treating wounds.

Time is in constant motion on the islands, with day cycles that bring truly dark nights and changing weather patterns that forecast rain, wind, and storms, all of which will affect your character. Every piece of flora, fauna and minerals are interact-able and offer an abundance of resources to assist in your survival.

Each island can be set with a wide range of options so that you can play just the way you like. From flora and fauna spawn rates, to PvP settings, even to the number of lives each character is allowed, ToA: Exile can be set to your liking.



*For untold centuries the Lost Isles have been the hatching and nursery grounds for your kind. Only those strong enough to survive on these hostile lands earn the right to reach adulthood and advance dragon-kind. Freshly hatched from the shell, you find yourself surrounded by new enemies your ancestors never faced in their tender years. Can you use your wits to overcome these new threats, or will the death of your kind begin with you?*

Dragons are the most challenging race to play in ToA: Exile, as they lack the natural arsenal of the raknar and the ingenuity of the humans. Skilled and resourceful players will be able to overcome this disadvantage to keep their hatchling alive and fed until it is ready to molt. Molting allows the dragon to grow to the next developmental stage, increasing its size, strength, and abilities. Continued growth unlocks new racial abilities, such as breath attacks and flight!

Dragons are able to build their own race-unique structure, the nest. It functions as a respawn point, storage, and is required to molt to their next life stage. Multiple nests can be built, offering different storage and respawn locations across the island. Nests can be destroyed, so it is best to hide them in hard-to-reach locations.

Dragons can ingest nuggets of rare metals to fuel their fiery breath weapon. Devastate your foes with this powerful attack and bring the lesser races to their knees. The rarer the metals consumed, the more powerful attack.

After growing their wings, dragons can begin mastering the controls of flight. Launch yourself into the air with a running start, then beat your wings to speed up, bank to turn, and flare them to slow down. However, air speed must be maintained or you risk

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falling from the sky.

Dragon have superior senses and because of this are able to navigate their surroundings, even during the darkest nights. They also possess the unique ability to sense deposits of rare metals buried underneath the surface of the ground, allowing them to harvest the nuggets they require for their abilities and molting.



*Driven to the seas by the advancing raknar threat, you and your fellow refugees seek out a new land to call home. A terrible typhoon over-takes your inexperienced crew and your ship is dashed upon the rocky shoals in the darkness of night. Nearly drowned by the waves, you make it to shore with your life intact and little else. Can you use your skills to survive, or will you join your fellow passengers in the afterlife?*

Humans are able to gather raw resources from their environment and turn them into various items, tools, and equipment to improve their survival situation. They can also research improvements to the items they craft using our improvement system.

Along with the ability to craft their own tools and equipment, humans also have access to our 3D structure design system where they can draft a 3D model of a structure and create a blueprint of their building. These blueprints are needed to begin the construction of buildings.

Humans do not have natural abilities, instead they must rely on their skills to reach their goals. Skills are improved with use and can be enhanced through perk choices earned as they increase the skill.



*Trapped underground by the devious humans generations ago, you and your hive mates explore the ancient volcanic tubes in search of new ways to the world above. An earthquake collapses the tunnel behind you, but opens a new way to the surface. As you skitter your way into the daylight, you find yourself surrounded by ocean. Cut off from the Hive, can you evolve to dominate this new land, or will it dominate you?*

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Raknar are born with full use of all their natural abilities. For combat, they have impressive, scythe-like strikers. In addition, their silk can be used to set traps for prey or as treatment for life-threatening wounds. Six legs give them an advantage in speed, and heavy chitin protects them from most minor damage. Take on the role of the lone hunter, or work together with your friends to create a hive that dominates the isles!

Raknar are able to evolve each of their natural abilities by simply doing what raknar do best, hunting and killing and they do it in real time. Watch as your raknar grows in size, gains armor around its body and menacing barbs sprout from its strikers.

Raknar are the only race able to cling and move effortlessly over most surfaces. This includes slopes that cannot be traversed by the other races, including vertical and even inverted surfaces! This adds a whole new dynamic to combat!

As a raknar you will be able to penetrate the darkest of nights and caves thanks to your fully functional night vision that you can turn on and off at will. Become a true hunter of the night!

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Title: Trials of Ascension: Exile  
Genre: Action, Adventure, RPG, Early Access  
Developer:  
Forged Chaos LLC  
Publisher:  
Forged Chaos LLC  
Release Date: 26 Jul, 2018

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English









*Press enter to talk, A to shoot, J to whisper.*



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This game is as advertised hardcore survival, but really it should say very little luck at surviving. But it is not balanced. Which could be understandable as the overpowered end result of a dragon should make being a dragon harder. But, the initial start of play really makes being a dragon nearly impossible. Establishing an initial spawn point shouldn't be so out of balance for this game. Humans and Raknar can establish a spawn point in 15 minutes. As a dragon it can take 5 to 6 hours and really is all based on luck to where you initially spawned having the resources you need.

Human building instructions are not provided beyond building a wall and first grass mat. The mechanics of building a base are complex and no help is provided. It is definitely a trial and error method of learning to build and survive, which results in a lot of waste and ends in game lag when you have over populated your area with attempts.

Raknar starts pretty strong and 15 minutes into the game you can lay an egg and that is your spawn point. They can create webs, but in general they are just there to kill and eat and spread like a plague. They do not have an end game.

Being a dragon takes so much grind work to establish a nest and be able to level to a survivable state. If you die and have not established a nest then you are lost without a map to find what you have already been working on and you have lost any growth progress.

I do not find this game to live up to it's expectation and time used to develop it. I am disappointed. As a dragon aficionado I am very displeased with how the dragons are portrayed in this game and it is very disappointing.

update staff finally respawned to one of the pressing issues no game updates yet to reflect this but thought i would keep my review up to date on development.

so from the head developer

"We know dragon game play is shallow right now. We've openly admitted it about as many times as I've said it. We are working on it. We wanted it to be the first thing we did work on post release but critical bugs and corrupting databases took priority along with other stuff we fit into the time we gave ourselves.

We have a pretty kick♥♥♥♥♥design in mind for them but it's going to take time and therefore patience."

I will wait and see if this rings true in the future the reason im posting it here is so that it wont be lost if the forums wipe and then they go back on their word that is that I fear from these devs.

Update number 2

This community is TOXIC stay away if u complain and make suggestions for better game play with out changing the core game play they will take your words out of context and make it sound like your a bad player that wants the game to be easier. there is a lack of game play on all three races its not funny and the humans is a lack of understanding.

The Devs from what I noticed will continue to let the community be toxic and drive away new players for those players are the same mind set as the devs more or less and its hurting the game play tremendously. So with that STAY THE HELL AWAY THIS COMMUNITY IS ONLY GETTING MORE TOXIC AND THE DEVS ARE ALLOWING IT.. Dragons:  
hatching - Very challenging, almost brutal, meant to weed out the weak and only let the strong through. I believe that its a good filter to keep dragon populations at a minimum this includes, always being at the brink of starvation, always watching your back, front, both sides, and below you for anything at all that can kill you as you can die to most everything, and running around the

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island many times hunting for those Nuggets and hoping to get past hatchling hood.

Youngling - things get less stressful, you gain the ability of limited flight/gliding and you have some amazing animations, probably one of the best character models so far is this stage here. as a youngling you can start to roam the island a bit more and find your perfect lair spot as well as hunt.

Juvenile - In this stage you are almost as tall as a human and taller than a raknar. even a stage 10 raknar, while they might be bulkier you win in the height department. you gain the ability to breath fire via a recharging meter bar that can also be recharged currently by eating nuggets. This is also the age that you really dont have to worry about anything. most animals run in fear of you, you can pretty much solo anything and what you cant fight you can breath fire on or fly away. this is also the stage you should definety have your own lair picked out and you can start hoarding treasure.

Overview: challenging to play but perhaps not challenging enough considering that they become the most single most powerful entity you can play as. although the devs have a new molting system coming out in the near future that will be vastly different than hunting for nuggets and i hope will increase the difficulty. this race in my opinion is quite fun if you can make your own fun at times. once you grow to juvi which is how far you can currently get (three more growth stages are currently in development) you dont have much that the game tells you to do, everything from there is purely up to you. so if you cant find and make your own fun you might hit this current level cap and get bored. myself, i hoard treasure, pick on the local human settlement, hunt, and fly for enjoyment. there are some animations that need work on the juvi stage but overall this race is very enjoyable to play.

Humans:

you wake up, in some primitive boxers on a beach with a torch. lore tells you that your city was one of the first to get overwhelmed by the raknar hoard on the main contenant and your people fled to sea only to shipwreck on "the lost isle" home of the previously unheard of and unkown of dragon.

Crafting - very rewarding, everything has a step process to it that gradually builds up to the final product. its a long road to get there but super rewarding when you do and usually what you build will be a part of the crafting process for something else down the line. let me take you through the process of making nails for instance.

First lets assume you arnt dying and you're actually at the stage of tech you need nails. you need to make a bloomery, which is a very primitive smelter and forge combo. it has about 4 uses. in these 4 uses you'll find you need Ore to do anything. that requires going out and hitting rocks with your primitive axe, your primitive axe has its own crafting line. after you get the ore you also need cordwood which takes a primitve saw, so you cut down the tree and start hitting it for logs, once you have a log you use your saw and turn it into cordwood. you can finally make Iron Ingots. youll use these ingots to create a smithing hammer and by the time you create this smithing hammer your bloomery is pretty much destroyed. youll have to rebuild the bloomery a few more times to craft out a trowel blade so you can work with mortar to build the forge and smelter and that requires clay, clay bricks, mortar. and each of these things has its own step. its all very interconnected which i think is awesome and if you pay attention youll notice that it tends to follow realism as close as it can. you quickly come to realize that tools and survival as a human is expensive.

Combat - i have yet to use most of the weapons but combat as a human isnt bad. you use stamina and balance to determine your damage output as well as what ever you're using to attack. be it your foot or fist or a great two handed sword. its a balancing game of stamina, balance and chasing down your prey but hunting is something youll have lots of until animal husbandry makes its appearance in the game as youll need to harvest some resources from animals for some of the higher tech tools, clothes, and weapons.

Overall - Humans are the typical survival experience that most games offer, but what this game offers you when you play as a human is the complexity and realism of the crafting which in turn offers a great sense of satisfaction at every accomplishment. Communal gameplay with other humans actually makes life that much easier and the quality of the experiance goes up, its quite the sight to create a village and a community where once was trees you now have walls and stone buildings and the start of something great. as a human you do have to fear the bigger predators in the game currently. the Raptors, bears, and if you♥♥♥♥♥one off, bullders will all be able to eat you until you advance enough, that being said you have human stamina, which means natural endurance so you can run down boar and deer over time for easy hunting. unlike the dragons i have yet to reach a level cap where i run out of things to do. there seems to always be something to do for humans and even when you finish

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that stone building or completely deck out your human in the best arms and armour, you suddenly get a new member that wants to be a blacksmith or carpenter and its now time to build a blacksmith or workshop for them to work in. or attempt to hunt down those pesky dragons who always have their eye out for new shiney things for their nests.

Raknar

i currently dont have any raknar gameplay. im a massive dragon fan and i spend most of my hours in the sky

ToA itself

as far as i have seen, updates comes at least once a month, last month we had two which was nice. the servers stay up pretty much 24/7 and only come down sometimes. maybe 1 day out of 30 and not for too long. there are some glitches and bugs thats for sure but Forged Chaos has the website for the game with forums where we all report our bugs with as much feedback as possible about them as well as logs and if we can video evidence and they start working on figuring out whats wrong and fixing it. the Developers are very open to community suggestions and feedback as well as generally good kind people. some content of the game is missing but thats entirely to be expected from a early access game thats in its alpha stage that has only been out slightly longer than a month. the price tag of \$25 hasnt bothered me one bit and even though its early access and missing content i just cant seem to get enough of it. i have spent more time on this game than most of the fully fleshed out games that i own. i picked up this game not expecting much at all. at most a few hours of "okay this is something i guess" and i even told my friends that "hmm maybe you should wait" but the more i got into the game and leveled up my characters and got into the actual meat of what was offered i started thouroly enjoying myself where once i told my friends that "you should wait" i changed that to "hey guys come play with me this is awesome" once again i will warn that this game is in its alpha early access stage. expect bugs. expect stupid things to happen that make you lose your progress and loot, it happens. but its for the good of the game. when that happens you report it and it gets fixed. you're buying the game to help the devs, and to help the game succeed. i do hope that whoever is reading this picks up a copy and joins us on the lost isle.. Already I absolutely love this game~ The attention to detail is incredible! This isnt a game to play if you want to get everything done in a second. You have to work to make things, and I love that, but its not so difficult that it isnt enjoyable. You just have to be smart about what you do! Plan ahead, learn from your mistakes, and make it work. Its awesome :)

To sum it up, if you love realistic survival games or just crafting, get this game. I cant wait to see what it is like when its out of early access!! I love this game. It's so realistic, it's exactly what I want in a survival game. It's a little unfinished, of course - "early access" and all that - but even as-is, I'm really enjoying it. It's tough and I die all the time, which is frustrating, but I never expected to be good at this game. XD The crafting is awesome, and being a baby dragon is challenging! And also there's spiders.. Unfortunately I cant give a thumbs up due to the very poor optimisation and low graphic quality.

But the idea is fantastic and I do enjoy the atmosphere!

Pity there is no neutral mark for games...

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So, I have been following this game for a few years. And while I have a small amount of hours on it, that is because in its current state its not something I would want to sink a whole lot of time into. Servers may get reset, playerbase is a tad small, and my schedual does not align with peak times.

But I will say that this is a game I want to play once those issues are fixed. The graphics are absolutely beautiful, a tiny island has so much packed on it, and the 3 races, while bare for now, definatly have the obvious room for growth.

The game is going under severe balance changes, expansion, and overall continued development. The staff is very active while talking to others, and is very open to positive and negative feedback. If this game were meant to be a cash grab, I think they would of taken the investment opportunities a while ago from bigger banks.

As of right now, I do not advise diving head first into the game, but I do recomend picking it up now, just incase they ever decide to increase the price, and save it for later as I am. There is growth to be had, and I imagine in early 2019 next year, there will absolutely be a better world to explore.. Wooohooo! Ahahaha! It's pretty horrible so far. Refund. Maybe in a year or so.. I'm having fun being a Dragon. It is hard to survive, but learning from my mistakes I'm living longer. In the mean time I'm getting familiar with the lay of the island. I long to evolve to a flying dragon. Have not made a nest. Need to read up on what is required.

On one server I had fun sneaking up on the humans and being mischievous. On the other hand, a snake sneaks up on you or something worse so, you have to be on you guard. This keeps me going to see if I can make it. Every game has its challenge or puzzle to solve.

Hope you guys hang in there and keep your chin up. No new game is perfect, but it will be if you keep working at it. Some gamers expect perfection, but that comes with time. You can't stay behind closed doors and make progress. You have to test the waters and make improvements as you evolve. It is Just like I'm doing playing this game.

I'm having fun. That's what counts.

Z Old Man

. In this video I take a look at Trials of Ascension: Exile an epic open world, RPG, survival fantasy game.

I wanted to play a single player game so I didn't have to worry about the ping on the servers but when I clicked it nothing happened? So I just played on a multiplayer server and ignored the warning about the bad ping. Once I'd finished playing and closed the game I saw a window that had popped up behind the game for creating a single player game. So if you get the same problem you can ALT TAB to it instead of playing multiplayer. Anyway that said the multi player worked for me and was fun. The game has great graphics and the RPG and survival aspects are exactly what you would want from a game like this. It's very large scale and a game where you would invest a lot of time and in my opinion happily. The night cycle seemed to last ages in the game and I was beginning to wonder if you would ever see some of the game in daylight but this feature can be changed if you create your own game.

All in all I think the game is great and I would love to play more of it.

Watch the video to see what the game is like.....

[https://youtu.be/ghTm\\_T2Ta-M](https://youtu.be/ghTm_T2Ta-M)

Check'n Games, providing you with as many Let's Play's as we can.

Thanks for watching. Please like comment and subscribe.. Sparse content, no active community, but you get to be a dragon, like, wow. So I mean, if you want to be a dragon and have extra time for the grind then have at this game, otherwise it's lacking a lot of content to keep people interested.. Spent 3 hrs running with my friend before work and almost called in. We both picked up dragon so that we can eat the rest of our guild. Our server is set to 2 lives and lost one to a relentless bear. Game just launched early access today so it is not complete, but will be fun watching this game grow.. good game, if the devs keep the updates coming and polish up so gameplay this will be a great fun game to play



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