Sailaway - The Sailing Simulator Crack Serial Key

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About This Game

Have you ever dreamt of sailing along your favourite coastline or amongst the tropical islands of the South Pacific?

Maybe you prefer the challenge of sailing across 5d3b920ae0

Title: Sailaway - The Sailing Simulator Genre: Indie, Massively Multiplayer, Simulation Developer: Orbcreation Publisher: The Irregular Corporation Release Date: 27 Feb, 2018

English, French, German, Dutch, Russian, Italian, Japanese

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Update V0.9010 - The first wave of visual updates are now live! : Hello Pioneers, Work has been ongoing over the last few weeks to start to polish up the visuals of Sailaway, this update starts to introduce some of that work while the rest continues development.. Weekend Races - Sail the waters between America and Russia : Hello Pioneers, Here are this weekend's races! Diomede Islands Long Race. Weekend Races - Race around the beautiful Loyalty Islands in the Coral Sea : Hello Pioneers, Here are this weekend's races! The les Loyaut long race kicks off tonight in the US so make sure you're ready. Remember, if you dont want to sail alone, you can look for a crew in the Multiplayer Forum, there are plenty of sailors looking for crew members or boats to sail with.. Sailaway is leaving early access next week! : Hello Pioneers! We're excited to announce that Sailaway: The Sailing Simulator, will leave Early Access on February 27th - that's this time next week! The short run in Early Access allowed for major additions to be tested, balanced and tweaked before official launch and your help has been instrumental in this. Thank you all for the input and support! During Early Access we have implemented a variety of new boats including a Nordic Folkboat, a 50-foot Performance Cruiser and even a Catamaran. Captains are also now able to customise their boats and create their own liveries in Steam Workshop, share their location between players, utilise private group chat and persistent crew chat and track their success with Steam Achievements. We've also been working hard on some of the most requested features: Land textures and landmarks. Here is an early look: For those of you wondering what we'd implemented during Early Access.. Weekend Races - Race round the South Korean island of Jeju : Hello Pioneers, Here are this week's races! We're working on an update right now so look out for that in a few days time. Remember, if you dont want to sail alone, you can look for a crew in the Multiplayer Forum, there are plenty of sailors looking for crew members or boats to sail with... Weekend Races - Maluku Long Race : Hello Pioneers! Here are this weekend's races! These races will appear in the main menu when you launch Sailaway. Remember, if you dont want to sail alone, you can look for a crew in the Multiplayer Forum, there are plenty of sailors looking for crew members or boats to sail with.. Sailaway Update V.0.9.026 - Some fixes and improvements : Hello Pioneers, Here are the patch notes for today's update.. Weekend Races - Enjoy what looks like three sunny races this weekend! : Hello Pioneers, Here are this week's races! We've changed up the structure of the long race this week, we hope you like it! Thank you to all of you that signed up to test our new in-game race building tools last week. We'll get in touch soon. Remember, if you dont want to sail alone, you can look for a crew in the Multiplayer Forum, there are plenty of sailors looking for crew members or boats to sail with. Sailaway Update V1.0.12 - A new boat and some fixes! : Hey Pioneers! Its been awhile but hopefully what I have to share today is worth the wait. First off, big news, its a new boat! A beautiful 32' Offshore Racer with hydrofoils, inspired by the Figaro Beneteau 3. [www.beneteau.com] Weve also fixed a boatload of bugs and as some you may already noted weve made a change to leave the offline sailing penalty in the players hands. Now the organizer of the event is in control whether that penalty is on or off. Full Patch notes Added the new hydrofoil 32' Offshore Racer. Changed routines for particles, floatation, boat friction and boat stability to accommodate hydrofoils. Boat names were sometimes partially occluded by the hull of the boat. Small bugs in displaying lines that are being controlled. The list of lines to be controlled with the Q/E keys no longer shows trim lines for sails that aren't raised except their halyard or furl line). Helping hand button no longer pulls lines of sails that aren't raised. Helping hand now says: Easing genoa halyard from 100 to 0% to make the genoa more round. Improved autofocus feature. Saving and restoring the size of the navigation window sometimes resulted in wrong sizes and wrong positions. Extended the theoretical global sailing area from S80 - N80 degrees to S89 - N89 degrees. The penalty for offline sailing in long distance races and challenges can now be set by the organizer of the event. The color of foils were not copied onto the boat when a Steam workshop item was applied. We are still working away hard on the map editor and well giving you more information on how you can influence the direction of this in an upcoming update. If you have a bug you'd like to report from this update, please follow the guide for 'How to report a bug' and post a new thread in the Bug Reporting Forum.. Weekend Races - Team up for one of our weekend races or make your own! : Hello Pioneers! Here are this weekend's races! If you missed yesterday's update, we opened up the race creation system to EVERYONE! Why not give it a spin if the races below don't take your interest? You can find everything you need to get started on our website here: You can also race in teams now! Richard explains how this works here: You'll see from the update vesterday that we've fixed some issues with the Livery system, so why not dress your boat in one of the great designs in the Steam Workshop or make your own to race in! Tobago Long Race

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