
BackToNormal Pack

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About This Game

BackToNormal is a new type of project named "All-In-One" game which has something for everyone! It's a life simulator, meaning you have to survive, adapt and craft. As you advance in game you can also customize houses and cars the way you have always wanted to! We would first like for players to try it in a solo experience, partly because some of our features are in progress, and we are working hard to perfect them and to give the best experience to the players before anything else and, partly because we want them to give us a fresh opinionated look onto what we have done so far and we would like them to explore the title as it is now, in its Alpha state.

The main idea around the game is based on combining different types of gameplay, for example: survival games, life simulator games, shooters, (partially) horror games and so on!

As for the studio, which has the same name as its first released game, it was founded a couple of years ago by a group of a few young people who wanted to "bring to the table" a new look into the game industry, their young and creative vision.

Title: BackToNormal

Genre: Action, Adventure, Casual, Indie, Massively Multiplayer, Racing, RPG, Simulation, Sports, Early Access

Developer:

BackToNormal Studio SRL

Publisher:

BackToNormal Studio SRL

Release Date: In Development

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Minimum:

OS: Windows 10

Processor: Intel Core i3-540 3.06GHz or FX-6350

Memory: 4 GB RAM

Graphics: GeForce GTX 750 TI or Radeon HD 6870

DirectX: Version 9.0c

Network: Broadband Internet connection

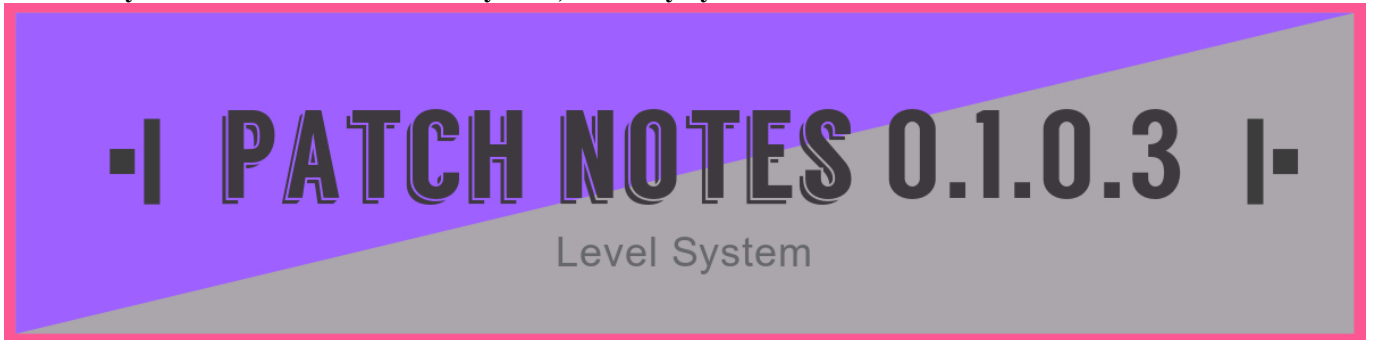
Storage: 30 GB available space

Additional Notes: Minimum System Requirements STILL IN UPDATE

English

Patch V0.1.0.4C - UI Redesign , Graphical Improvement & A lot of Loot!:

Hello Everyone!. Patch V0.1.0.3a - Level System , Currency System and Sellers:



Hello everyone. Patch V0.1.0.3b- Pause Menu, Server Codes, PhysX Implemented and a Fun Bonus!:



Greetings!. We Are Evolving.:

Hello to everyone who supported us and those who are interested in our project,

The studio received a huge change. Discord , studio location , website, and Steam Page will be full redesigned so we can have an easy way to communicate and share the new updates and future maintenances. For next 3 Weeks there will be no updates on the project because we are moving all the hardware and servers to a new location. New partnerships are coming after this period and a lot of new features will be implemented in the project. The main map will be finished for testing and with a balanced gameplay. There will be no more placeholders so the user can have a clean UX (User experience). Thanks to your support we can now finish the Pre-Alpha and open a new Stage and new adventures in Open Alpha with the full release on Steam.

There will be one last update on 09/072018 (DD/MM/YYYY) with full PatchNotes and some new mechanics so you can have fun with your friends while we finish everything mentioned above.

Thanks you for everything, we will keep you in touch while we work on our Discord Channel.

BackToNormal Team. **Patch 0.1.0.5Z - Stage 4: Servers LIVE , Hotfixes & Optimization:**

Hello!. Patch 0.1.0.5Z- Stage 1: Shooting System, Customized Weapons, Character Hitboxes!:

Hello everyone!. **BackToNormal now on Patreon!:**



We are glad to announce that our Patreon page is ready and is waiting for you!

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