
Hide Seek Survive Hack MOD [Updated]

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A set of special items that can be used to resurrect party members who have died. These items are obtainable from x10 Zelam Capsule. A quote by the Hero: "We are dead. We shall now resurrect." Translated from the original Japanese. Gameplay This content is included in the game. Rarity: ■ 10 ■ DLC Content Class: A class item that can be equipped to a hero. The following items are available for each class: ■ Exceed ■ Over Cap ■ Upgraded ■ Over Cap Part Name: This is not a part of the class. Such as [Relation] and [ATK] are not class items. Attack, Defense, and Ability: The base stats for the class. These stats will be altered by class items. [Exceed] And [Upgraded] Parts These parts can only be acquired after reaching the fixed point. Open [DLC] under [Item] page in the CAMP menu and select new items to receive them. [Damage] and [Safeguard] are normal class items. [Attack], [Defense], and [Ability] stats can be altered by [Upgraded] and [Relation]. ■ Note: Parts that have a white border around them are not acquired by class leveling. [Exceed] and [Upgraded] Parts These parts can only be acquired by class leveling. Open [DLC] under [Item] page in the CAMP menu and select new items to receive them. [Damage] and [Safeguard] are normal class items. [Attack], [Defense], and [Ability] stats can be altered by [Upgraded] and [Relation]. Note: Parts that have a white border around them are not acquired by class leveling. [Upgraded] Part This part is acquired by class leveling. Open [DLC] under [Item] page in the CAMP menu and select

new items to receive them. [Attack], [Defense], and [Ability] stats can be altered by [Exceed] and [Upgraded]. [Relation] Part This part is acquired by class leveling. Open [DLC] under [Item] page in the CAMP menu and select new items to receive them. [Attack

Hide Seek Survive Features Key:

Flying forest kingdom

Two main great cities, Skies & Fields, Trapped and Overwoods (the Snowfields are the little community to Trapped and Overwood is hidden forest)

Gameplay:

- Start as a village child. Take medicine and travel to other villages to find the other jobs
- The general pace of the game is slow and well arranged, but take care to learn and push the villagers to do their job
- Get more medicine when you get a village bell, get flowers to add to your log, you can plant if you have tree sticks
- Be wary of the wild wolves, their body is very fragile and if you kill them, they will disappear for a long time and your village will lack food
- Try not to lead your villagers into a dangerous forest area, if you do you will must fight them back to the village, if the wolves do not stop chasing them then they will vanish
- You can bet food to invest
- Choose a path wisely and carefully and have a plan going forward
- Explore the land, build new buildings and open new paths
- You've all you need in one village. try to make your village a strong community
- Try to collect money, trade or peacefully capture other villages
- Random events can happen based on the season
- With enough money you can open a pawnshop and buy things to help your villagers
- Spend a healthy life or go back to the forest and slowly starve until you die
- People will eventually need to go to work, and leave your village to travel to their destination
- Once their work is finished and they leave the village it is up to you to travel to their destination

Crosshairs guide:

- Other player positions
- Player's positions
- Territory border

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- Buildings