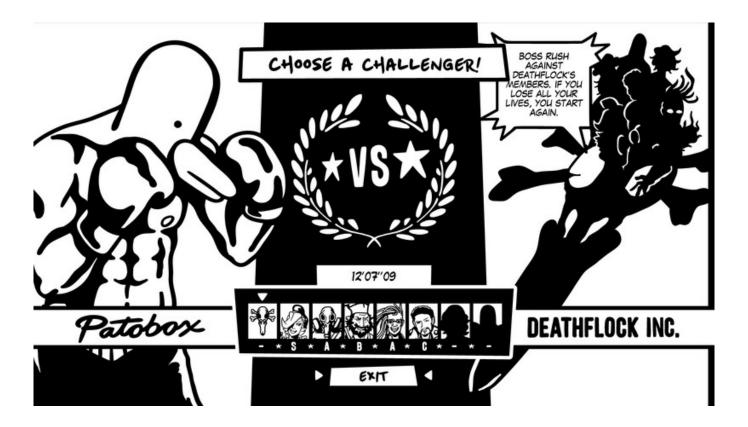
## Privateers Download Setup Exe



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## **About This Game**

Privateers is a roguelite set in a fantasy nautical world. Players are set free into an archipelago where they can become a heroic navy captain or an evil pirate overlord depending on the choices that they make. They will encounter a rich and diverse set of fantasy factions each with their own backstory and unique style of events.

During combat, players can take tactical control by pausing the game at any point in order to assess the situation and order commands. Carefully orchestrating the various abilities of your crew is critical for survival. Every choice and every encounter matters since death is permanent and you cannot load an old save.

## **Features:**

- Assemble a crew with diverse skills and abilities
- Choose to be a heroic privateer or a legendary pirate
- Find and equip epic loot opening up new ways to play
- Explore the islands taking on unique tasks and adventures
- Discover the many fantastical factions and races
- Every choice matters with perma-death and a single save

Title: Privateers

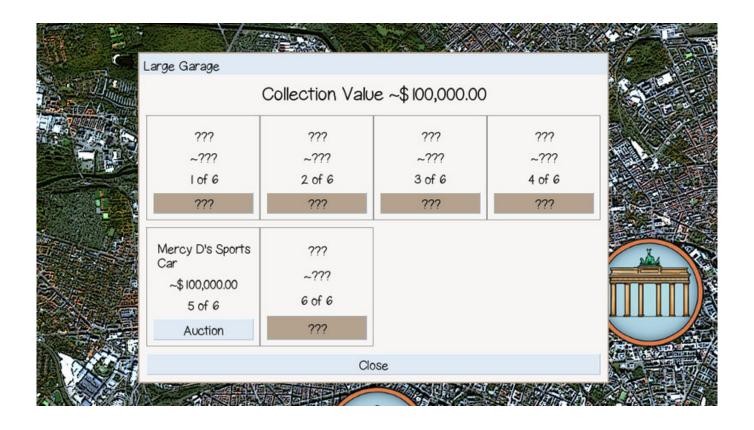
Genre: Action, Indie, RPG, Strategy, Early Access

Developer: Monster Tree Publisher: Monster Tree

Release Date: 18 Apr, 2019

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English







Way too short and boring for the price tag. I beat the game in little under an hour and there isn't much to do after unlocking potato stuff. Just spam Putin's Gym Shorts until you get all the money then forget about the game. It feels more like an early beta rather that something that's supposed to be released already. This game is a nice mix of shooter and puzzle game... Quick review: You go into caves and look for survivors (or gems) and grab them, then you try to shoot enemies and avoid lava so you can get to the exit. Sometimes you have to look for ways to cool the lava so you can get past it...

It's fun.. Pack does not download.. A linear children's book interrupted by primitive board game sequences with little value as a strategy game. I think this game is exclusively for people who have read The Banner Saga book and want to relive it in a semi-interactive way. I enjoyed the way the story was told and the viking inspiration, but not the story in itself, nor the game mechanics...basically nothing about the game, and the viking foundation was in all fairness pretty weak.

Everyone is going on about how beautiful this game is; if you like children's books' artwork and see that as the pinnacle of artistic perfection, then yes, this game is beautiful.

16h to finish it on the default hardness level.

Damn me for buying the trilogy... This game is exactly as advertised. It's simple, snake-like game. All moves are made in curves.

Simple observations aside, this game is one of the very few under 1\$ games i'd ever recomend. It's a fun time killer with a casual feel but with time or circumstance becomes quite difficult.

If you like retro games like snake- give it a try.

If you like to kill time between Queue on annother game and need a finger warm-up-give it a try.

If you like to show off to your friends how good you are at clicking better than them in multiplayer- well give it a try. but i hope you are ready to loose friends.

I'd give it a try $\lor$ 10... you may like it.. Very nice start. But please improve the watersurface :P . I love this game <3

Simple idea, extremely stylish audiovisual implementation, addictive gameplay with local multiplayer. What's not to love? Oh boy! For only \$15 USD, you can purchase this Zero Effort Mash together of default GameGuru assets that will crash your computer 5 times in mere moments! What a fantastic deal and great time waiting on the 2 minute load time over and over and over and over! Vend sarcasm.

Watch it HERE: https://www.youtube.com/watch?v=4ETdw7yv0Cg&feature=youtu.be

Honestly, most games sold on Steam that have been made with the GameGuru engine are extremely low effort and piles of laughable junk, but then again 95% of games sold on Steam made with GameGuru are priced at 99 cents of \$1.99 too. And 95% of them are also 10x better than what you get here. Ugh. This is the worst game I've played on Steam in at least six months, and trust me... I've played some real trash. This takes the cake.

NOT RECOMMENDED. Unless you like purchasing computer crashes and memory leaks for your money, stay far, far away!. The Good: Solid visuals, great physics, unique design choice

The Bad: No extra modes, inconsistent difficulty, only good in short bursts

Who wound have thought winding rope on a wood figure would be fun? The guys at Secret Exit did and this is some simple fun here. While the graphics don't push anything the wooden figure models are nice and varied, but this is a more challenging puzzle game than you think. As you work your way up a tree you have three goals for each figure by covering 70%, 85%, and 99% of the allotted rope. When you wind the rope it will turn a painted color, but be careful because if you wind the rope tight that's lifted off the figure you can't get underneath. The physics are great with rope sliding off corners and falling into place like it should.

Some figures have nails that you can use to redirect the rope, but the art of this is how well you can wind the rope and cover the whole object. Some are easy and some are hard with lots of arms, legs, or pieces that can easily be covered up or roped off on accident. That's pretty much all there is to the game, but being such a unique puzzle game makes it great. There is nothing out there like this and you will have hours of fun here. There is some nice relaxing background music playing, but overall the game impresses on sheer originality. I highly recommend this to any puzzle fan hardcore or casual.

If I were to complain about this at all it would be the inconsistent difficulty that jumps around, the game lacks any type of modes like time attack, plus you can only play in short bursts because you will get bored after awhile. Other than that this is one awesome game that comes at a small price.

~Score: 8/10. Omen Exitio: Plague really is an intriguing Lovecraftian adventure that reminded me of Fighting Fantasy single-player RPG books by Steve Jackson and Ian Livingstone from the 1980's--although it was darker, and quite a lot more nuanced. Story itself was well written, quite captivating and game gives you real sense that your choices matter. Actually, I enjoyed this short adventure to the extent that this is my first review in Steam, so I let this speak for itself and I really do hope that Tiny Bull Studios will release more content of this kind in the future.

I, as well as some other reviewers, noticed slight decrease of this sense of agency when story nears it's conclusion, but that didn't end up to bother me as much as I would have thought. However, I would have appreciated possibility to save progress, or "leave bookmark", few times during game, for example between "chapters", so if you like to experiment with alternate story lines or visit locations that you missed, you don't need to play whole thing through again. Although I do admit that all this IS quite a lot faster when you just click through dialogue and try to remember choices as you made them last time, it still does takes significant amount of time. Having played all od the racing sims that are popular nowadays, I still clain that in certain aspects Assetto Corsa is lacking. I did put a negative revied on the Japanese pack, and even got some replies by people telling me how wrong I am to criticize it, however that is my opinion.

Now with this DLC, I can say that I fully recommend it - the cars are great (especially the classic Maseratis), and the new track is also good.

If you like Assetto Corsa, despite any potential flaw it may have, you stil know, that certain cars are put into the game with great passion and attention to detail. The Red Pack is probably the best that Kunos put into the game, Nice track, a great selection of awesome cars that will challange your skill and immerse you in virtual driving - so far the best DLC for the game IMHO.. Really

dumb. Worth the price of admission.. This game at least works.. This spooky game is perfect for any dark and mysterious night. This game has a guide if you get stuck built into the game, plus a hint raven that gives you hints on where to go if you leave the game and pick it up later. Great imagry used with tons of scary effects as you follow the twisted life of Mark Twain as you uncover Shakespeares most dark secrets.

Rating: 10\/10 Value: \$9.99

Bridgets historical background on Mark Twain and Shakespeare:

Mark twain was born the day Haleys comet flew over head and as his father said of his newborn son, "He will usher in a new era of peace". Little did he know lurking in the shadows was Shakespeare twiddling his mustache waiting to thwart the plans of Mark Twain. Mark Twain trained for decades honing his martial arts doing menial chores to enhance his KungFu, such as painting fences, as Mr.Hukkleberry would say "PAINT UP, PAINT DOWN!". Twain found Shakespeare on skull island in the Globe theater contemplating his plans for world domination. As Twain approached Shakespeare who was a master witch, he found him leaning over a cauldron saying, "Double, Double, Toil and Trouble," Before Shakespeare could complete the spell to take over the world, Mark Twain lept across the room jump kicking Shakespeare in the face. Lying on the ground Shakespeare looked over at Twain saying, "Hey Twain have a taste of my Shake-spear!!!" Shakespeare yelled at Twain, "COME HERE!", whereupon from Shakespeares wrist, came a spear attached to a rope. Twain dodged the Shakes-spear using his cat like reflexes to grab it out of mid air. Seeing the rope attached to Shakespeare's wrist, Twain pulled the rope so hard it flung Shakespeare through two walls! Dust filled the air as bricks and boards fell all around them. What Twain didnt know is Shakespeare had rigged the Globe Theater to explode. Shakespeare stood up, "You think you can stop my evil plans to take over the world, you'll never escape Mark Twain!". Shakespeare pulled a blanket off the wall revealing a pile of explosives. Twain turned towards the door running as he heard the maniacal laughter of Shakespeare breathing down the back of his neck.

Shakespeare rushed to the balcony of the Globe Theater standing with a knife in his hand, when he spotted Mark Twain running. Shakespeare lept off the balcony as the globe theater exploded into flames behind him screaming "I'LL CUT YOU EAR TO EAR MARK TWAIN!". Mark Twain proclaimed, "Its never too late for the light of liberty to shine Shakespeare!". As Shakespeare hurtled towards him, Mark Twain did a combat roll grabbing an American Flag impaling Shakespeare killing him instantly. Twain looked down at Shakespeares dead body saying, "Sic Semper Tyrannis". Shakespeare uttered his dying words to Twain, "You can strike me down, but my theatrical literary works will become more powerful then you can possibly imagine!". Shakespeare's diabolical plot to invent "Homework" had succeeded. Children all over the world were forced to read the works of Shakespeare instilling hatred for generations to come.

<u>fin</u>

- . + The game made me laugh
- + Very amusing cartoonish characters
- + Excellent graphics
- + Fast-paced
- + Nice soundscape
- Game crashed when I went into the options screen

Make up your own mind with this gameplay: https:\/\youtu.be\/XH00oWgYook. This game fully captures the feeling of the old space shooters I loved like Wing Commander, X-Wing\/Tie Fighter and Freespace - recommended for fans of those games.

The production's polish and narrative are not perfect but the core game mechanic is nicely in place. I see potential to tell a better single player story, with better delivered wingman communications on the solid base of this game.

I have not played with the editor yet but suspect I may talk about what can be done with this game in the community once I have finished the 2 campaigns I purchased for a reasonable price. I have spent a bit of time getting it running perfectly in stereoscopic 3D and it looks great, with some shader\u2019s having to be turned down or off.

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