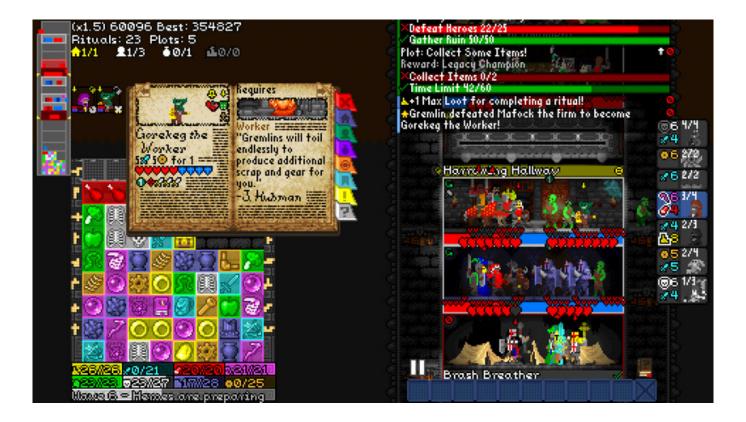Escape The Pacific Keygen Password

Download ->>->>->> http://bit.ly/2SIikPf

About This Game

In Story Mode play as a lonely adventurer in the most advanced and complex survival game to date.
Discover the cluster based endless world and face the most challenging latitude driven weather system taken from the real Pacific!
The totally customizable raft mechanism offers perfect freedom in designing and building your ideal water vehicle.
Master realistic sailing and navigate through the world using triangulation and a Sextant.
Experience the advanced dynamic fire and protect it from the wind and weather.
Immerse yourself into atmosphere of the early 1800's, search for clues and find a way back to civilization!

World

- **Procedural** generated map - map generation is driven by a random seed number given by the player

- **Endless** or ~5500 x 5500km (3500 x 3500 miles) map in story mode

- **Clusters** with bigger distances between them - players can spend days on the open ocean traveling between island clusters.
  Players must be in possession of:
  - enough food and water
  - sailing knowledge (based on wind direction)

Navigation and Cartography

- **Compass** - Used for navigating between local islands. For local map making

- **Triangulation** - Used mainly for mapping the islands in the actual cluster

Weather and Seasons

- **Real** Pacific islands weather data is used in our weather engine

- **27 different modifications** for weather engine - players can choose between different weather models: Normal (default), hot, cold, wet, dry, windy, calm modifiers. Every weather scenario results in a totally different gameplay. Imagine a calm scenario making sailing difficult whereas a scenario with lots of storms and high humidity makes managing fires a real challenge.

- **Latitude based** weather and season - the actual weather is depending not only on the actual day of the year but also from the players actual latitude. Don't like the winter season in the northern zones? Simply travel to the south for a warm summer breeze.

- **Complex temperature** system (sun, shadow, wind, rain …) - Player can experience the temperature as in real life: Hide from the direct sun among the shades. Know to use the direct sun and the wind to speed up drying when you and clothes got wet. And when it's cold and windy without protection you'll feel the breeze of the freeze.

Fire and Rain

- **Dynamic** - the fire engine reacts to the environment and to the used burnable material:
  - Wind - Wind ensures a quick burning fire process but can also make igniting a fire place much more difficult. In some cases you need to protect your fire places from the wind.
  - Rain - Rain makes the used resources wet and affects stability and intensity of fire places. If fires are not placed under a roof or trees those will go out over time because of the rain.
  - Moisture - Reliable fires depend on the 'wet property' of added resources. All burnable resources can get wet due to rain events or when those were found in the ocean. Of course, damp resources dry up fast in the sun or in a windy environment.

Building and Crafting

- **Blueprints** - Craft and build in 3 simple steps:
  - Place the blueprint of your desired object
  - Insert the required resources you see in the placed blueprint
  - Finalize your project - Some building projects require a certain amount of hits with a finishing tool

Sailing

- **Realistic** sailing mechanic - Traveling by raft is an act of art! You will need wind, an intact sail, a rudder - and knowledge.

- **Sail** - Gets the raft moving. How high up sails are hoisted and how they are oriented compared to wind direction all takes into account how the wind force eventually affects your rafts moving capabilities. In heavy storms you want to take your sails in or those will be torn apart or blown away. With many different sail types available also different sailing behaviour is to be expected.

- **Rudder** - Steer your raft in an old fashioned way

Raft

- **Modular** rafts - Rafts can be modified and dismantled any time. Their components can be reused then again to build a better, faster, heavier water vehicle

- **Building** on rafts - Build your own shelters on rafts or convert a plain raft to a houseboat (used also by native people or indians at those times). When traveling long distances it is essential to have a shelter on the raft to protect the player from direct sun, rain, wind, ...

Custom

- Realistic sun, moon and celestial bodies movement based on latitude and the season - Can you spot a total eclipse of the Sun or Moon? (Achievement)

- Different **difficulty levels**: easy, normal, hard (realistic)

- Different **time flow** constants (how much real time is 1 day ingame): 30 minutes, 1 hour, 2 hours and - for hardcore players - 4 hours

- Complex **player statistics and experience** system - Every value is dynamically developing over time to level up after all. Choose which statistic you want to spend level up points for.

- **Tiredness** and 'need for sleep'

What is planned for implementation:

• **Sextant** - Used for navigating between island clusters or for finding interesting spots on the world map. For global map making
• **Story** driven or **sandbox** survival
• Material **aging**
• Building **repair**
• Building **degradation** by weather
• Different **island biomes**: rocky, mixed, "green", maybe forest
• Fauna and flora dependant on actual latitude
• Realistic tides based on moon movement
• Tsunamis, typhoons and wide variety of atmospheric and oceanographic weather elements
• **Illnesses** and craftable **cure system**
• Achievement system
• Refined UI
• 2 player coop mode
• Third-Person game mode
• VR support

Title: Escape The Pacific
Genre: Action, Adventure, Indie, RPG, Simulation, Early Access
Developer:
Gamers4Gamers Team
Publisher:
Gamers4Gamers Team
Release Date: 23 Feb, 2018

 a09c17d780

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 or higher

Processor: 2.5GHz Intel quad-core and above
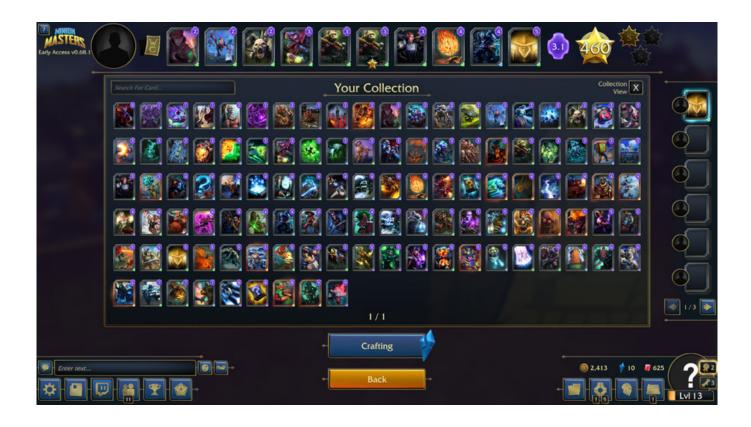
Memory: 8 GB RAM

Graphics: NVIDIA GTX460

DirectX: Version 11

Storage: 2 GB available space

Additional Notes: Escape The Pacific is an Early Access game, and minimum specifications may change during development

English,German,Russian

This is a great little game. It is relatively quick to run through but is full of humour and interesting choices to make. It is fun to play and well written. :). Nice game. Simple graphics and simple mechanics - but very challenging and addictive.
The control scheme is quite unusual but very intuitive.
A fine example showing a fresh idea with a well thought out implementation is more important than a big budget.. I grew up on this game, it encouraged my reading. I would recommend this game to anyone who has children or who grew up with it in the 90's.. Played this game on Android, and I really want to weigh in on it. As the hottest of takes, it's like System Shock 2 by way of Dragon Quest crammed into a Zelda 1 dungeon map.

This game is pretty excellent! The combat seems initially too simple, but as the game progresses, the simple math and the small numbers mean you know EXACTLY how screwed you are at any given moment. The map design can't be overstated, either. Every room is crammed with stuff to find and interact with, and the constant threat of (lightning-fast) random encounters draining your health adds tension to your exploration. The game has a very simple stat system, but the resource that upgrades your combat performance also upgrades your exploration skills, so deciding between one more point of Defense to survive a little longer and one more point of Agility to slide past those deadly lasers is very immediately meaningful.

Void Pyramid is just a fantastic, tightly woven experience that always offers more danger, more to explore, and a setting you definitely have not seen before, completely free of magic forests and military bases.. Overall it has a little of everything in relation to guns. A shame the bayonette can't attach to other weapons. The masks and patterns are sweet.

I'd rate this a 1939\/1945. A nice little game overall, as expected from an interactive story.. I have NOT played this game very much, but here is a quick review of my first session.

First impression is it's just so so so clunky and slow.

So far it reminds me of playing through those first few missions of any RTS like starcraft or red alert stuff. You're trying to grab helipad dropship checkpoint things to heal\/resupply and little oil pumper things to earn command points to call down more of your stuff. You get your little group of infantry and go blow up things, have some floating female coordinator telling you random updates. But with only two unit types, infantry squads of 4-6 people and individual mechs. Each can have different loadouts or types.

But much crappier.

The squads are awkward to control. There is a decent cover system, stand near barrels or trees or whatever to get upgrade, stand on bridges or open areas to get defense nerfs. The units rarely work they way you want them to. Click to secure an area, they may go stand in the general area. If there are enemies involved good luck. They basically just do whatever they are going to do. Had to turn on a 'ignore enemy fire' and move option just to keep my guys from standing on bridges getting killed or engaging an enemy while they were 2 pixels away from cover. Clicking on the cover again often makes them move away from it or in other directions, not sure how the movement AI works.

The minimap is horrendous. A small red trapezoid that is roughly related to the direction you are looking. (That is, click to position the trapezoid an entire step away from what you want to view). Minimap icons are not easy to follow. You can't zoom out nearly far enough to make sense of much of the battle. Everything is just SO SLOW. It feels like lag, but it's not, it's just the awkward movement of everything.

Randomly throughout any mission 'enemy airstrikes' show up. So you have to quickly click around the crappy minimap and find each of your sqauds and move them a few feet each so they are not standing in the giant target. Easier said then done. Often in a group when I would try to move them, they would all wander weird directions because I clicked them into cover or whatever. I was playing a mission to secure three checkpoints, one checkpoint my dudes were just sitting around drinking iced tea in case anyone showed up, the airstrike was coming I asked them to move north. They moved a weird way instead because of some cover and were not just moving north so I clicked for them to move north again. Half of them walked right back the other directions in the middle of the target and were killed. Red Alert in the 90s or whatever had a 'scramble' hotkey. If this game does too it hasn't bothered to mention it during the tutorial\/walkthrough. Units in modern and even older RTS games were super responsive and people talk about micro and CPM and stuff. Controlling units in this game is 90% of the difficulty so far.

This is terribly implemented movement.

The mechs are nice. Slow and clunky, but IN A PROPER WAY. Because they are giant multi-ton machines and they act like it. They pivot fast, shoot and kill what you want them to shoot and kill, and act very nice. That being said, they have shields\/armor and just take linear damage through them until they catch on fire or whatever and eventually I assume blow up. Haven't lost one yet. Why is that? Because you can just sit them on a 'drop point' or helipad thing you get reinforcements on and spam 'heal' on them and they are magically healed. Same goes for infantry squads. Lose 5\/6 of your guys in the squad? Go stand on the helipad and spam the heal button. They are resurrected instantly.

Also, countdowns and numbers are meaningless. "Dropship will be available in 100...99...98..." 98 somethings. 5-10 seconds later it has gone down a few numbers. Very slow. Then you have on the same exact screen a timer counting down for when the next civilian evacuation will take place. And it is clicking away a few times per second, until it hits 8 and all the sudden the announcement is made they are coming. The dropship countdown is super slow. I mentioned spamming repairs and resurrecting squad members on helipads, it takes so long to get a dropship in the early part of the game you have nothing better to spend your money on. Another good way to spend the cash is spam turrets or bunkers that your engineers can build. Not necessarily because you need them, but because they earn XP for building them and you have plenty of spare command points anyway.

The infantry squads have a number above them, which is how many guys in the squad are still alive (then if you click each individual dude has his own health meter, for whatever that is worth. Civ and others reconciled this just by having a 'health bar' for the whole squad and as it dropped guys died from the group. I suppose this system is technically better, because having 6 wounded dudes firing is still providing higher firepower than having 2 dead guys and 4 perfect guys like the Civ system might fail to model. But one of the big UI problems with this is each time one of your guys dies he may go violently flying off in an explosion or whatever, or multiples of your guys die, etc. But the little number disappears for a bit and then reappears with the new number. So if you have two or three squads fighting, the health indicators are constantly flickering on and off as you see guys flying away in explosions and stuff. So its hard to really tell at any given point how quickly you are loosing men or where you are at with each squad in the middle of a fight.

Upgrading squads and the tree paths are nice, a feature that improves ANY game. Love that kind of stuff, but it's fairly basic in this. It is hard at this point, so early in the game for me, to decide any noticeable difference in the paths of the trees. Units 'upgrade' between battles with the trees and you keep the squads together and choose their loadouts almost like a crappier XCOM hanger system but each guy represents six little dudes on the ground.

Anyway I don't know. Buy it on a Steam sale someday or try it out for yourself. It's not a great game by any means, but it's not terrible. Clicking around with a souped up mech mowing down enemy infantry squads is very enjoyable. I'm not disappointed I bought it, even at that price because I want to support the genre and it makes a very solid attempt at bringing a good RTS with mechs style game to the table. The graphics are excellent for what it is, menus and between mission planning and upgrading and stuff is very well implemented. But it has a LOT of cons that make it tough to recommend. I am giving it a thumbs up because I would hate to downvote a game in the genre before giving it a fair shot. I've yet to work with multi-mech squads or later missions or upgrade things enough to say it is definitively bad. But so far it is not looking good.

tl;dr
Crappy XCOM-meets-first-few-tutorial-levels-of-RTS-games" with frustratingly awful to control units. But mechs are not bad and always a pro in any game.. Remains a great fun educational game.. This is one of the best high-energy \/ exercise games that exists for VR right now. It seems basic at first, but it's just so incredibly satisfying to punch these bombs! It's one of the few games that puts you in a sort of "flow state" that feels incredible. The haptics are really well done, everything looks nice, and there are some pretty fun customization options.

I've only put a ton of time into the "classic" game mode. There are 2 others in development, but one of them is in a pretty early state. For classic mode, the scoring system is a bit unforgiving, and that can make going for high scores somewhat frustrating, but that seems like it could be fixed pretty easily.

The developer nailed a fun gameplay loop. Even after 6 hours of play, I still come back to try to beat my score. I'd really recommend this game, even in its current early access state.. This game's only flaw is its criminally short length. But if it goes on sale and you feel like spending an afternoon with pretty clever phyiscs puzzles, an adorable main character, and some really great graphics and music, it's a pretty stellar game.

bag full of emotions, one second ill be so happy, next ill be screaming into my screen, but very fun and great with friends for a fun time. This is an extremely fun game to spend some of your life on. The price point is low and yet the quality is quite high. I especially like the penguins that are to overweight to stand and therefore just roll around.

If you would like to see how the game plays, you can do so here:
https:\/\/www.youtube.com\/watch?v=73YVrGvhQ_o&feature=youtu.be. Full disclosure, I love Grim Dawn and although at times i disliked some of the areas (I hate swamps) Ashes of Malmouth was an amazing expansion that added two new fun classes, whole new tier of items and more.

So FG goes a slightly different route it doesn't raise the cap or add new tiers of items (but does add plenty of new items) it only adds 1 class rather than 2, and its a tad shorter than Ashes of Malmouth. The campaign it adds is imo really well done and although shorter much more engaging that Ashes of Malmouth, the new environments and enemies are excellent as well. This expansion also adds movement abilities like leaps and dashes, something once thought impossible in what was an old engine when they inherited it.

It also adds Shattered realm, which is sort of like a much more challenging endurance mode version of D3s rifts. Its well made and fun when it plays fair, but currently it has balance issues that result in horrific difficulty spikes. That said Crate are amazing developers already releasing balance pass patches and with a new patch planned that further balances Shattered realm and adds a new challenge dungeon (for free) and new item sets (for free)

Basically if you like Grim dawn you should get it if for no other reason than to support one of the best developers around atm who truly care about their game and fans. Just be aware the headline act (shattered realm) is currently a bit unbalanced but it will improve as they release patches.. Good logical game. Nice gameplay. Pleasant art style. I like it.. Oh look, another scammy Greenlight developer.

What does he have to say about people being angry over his refusal to honor bundle purchases?

https:\/\/i.gyazo.com\/5d446527e47b64915f4afc901cd3ff46.png

Well, scummy tactics aside this game isn't worth $5 dollars. The graphics are low quality, no suprise for it being a port of mobile port of a NG flash game, but at the same time I've played other flash games that are of much better graphical quality. Even for a lash port, I'd still expect graphics improvements other than basic upscaling given that I'm expected to buy this game. (Or maybe not considering the dev is all for people torrenting this game?)

If you're in the market for similarly priced TD games, $7 will get you the IBomber Defense bundle. Personally, I'd save up a bit more and get Defense Grid: The Awakening for $10. Or you could save that $5 for the summer sale and get em both. Or get a pretty good discount on Iron Brigade. Lot of options besides giving your money to a scummy dev like this.

Edit - Welp, that forum ban was pretty quick. https:\/\/i.gyazo.com\/7c6c84ef7c9f77ecdb94bfd20e6b1fe1.png

Oh yeah, and the forums have been purged.. Clunky game mechanics, underworked menu interface, as well as pretty yet wonky objects & creatures. What I appreciate about this game is the option to choose your robot(ex) skin, with nods to some cultural characters like Iron Man. Even the weapon arsenal is a welcomed feature, although I have tried so far 3 different types, each one of them better than the previous one. I would have suggested to put them, along with the skins, as unlockables for the replay value but judging by the overall experience, these features can't redeem the game enough to get a positive review.

There's not much to say besides the fact that this game is so unpolished to the point that it's like a C-grade school project by aspiring, wanna-be game developers. The amount of visual contents, weapon\/skin variety and such does show promise of the developers' ambition and might serve as a stepping stone to something better and more playable, should they learn from the critics. (how harsh they might be)

Don't grab it, if you happen to own it.
Just idle for the cards and when you finished, hide the game from your library.
. A powerful automatic targeting weapon for the fencer. I like the fact that the weapon can damage multiple targets over an area outside a fencer's effective combat range, allowing you to aggro swarms before they can reach you. However it has a 2 second

lock on per target (compared to a fraction of a second for other homing weapons) within a much smaller targeting box and long reloading time so it is difficult to fire more than 2 salvos before enemies close in. Homing capability is relatively poor, missiles frequently hit buildings before they reach their targets, resulting in limited effectiveness in built up areas. Very situational weapon which will give you an edge when you need it.. this is the single worst\u2665\u2665\u2665\u2665\u2665I've ever played in my entire life. i am using a taranis x9d controller. it is not yet worked with my x9d on windows pc. So i am not reccomending this simulator.. An amazing pixel game, could use some more weapons though and possibly new paints or even a way to create your own ship instead of buying the pre made ones that you can buy. Other than that this gmae is a 8.7\/10 for me, it has plenty of potential but I would love to see things in future updates, and MORE ENEMIES and DIFFERENT BOSSES the same one is to easy, it just gaining more health come on it's poor in strength but good in protection and maybe add some more overpowered weapons like some kind of cannon instead of just buying a black hole bomb thing and wasting it on a shielded enemy like come on... it's a flippin black hole nothing can escape.