Swords And Sandals Pirates Download For Pc [Xforce]

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About This Game

You have been a knight. You have been a gladiator. Now, for the first time in Swords and Sandals, you are a PIRATE!

Join us on the grandest adventure of all in *Swords and Sandals Pirates* the latest epic chapter in the hugely popular game series! The Four Oceans War is upon us, and it is time to board a ship, set sail and claim your stake of the Tritonian Oceans.

This is a pirate themed RPG / strategy unlike any other. One part Civilization, one part Ancient Art of War, one part Monkey Island, *S&S Pirates* sees you control one of ten famous sea captains, compete for islands, build ships, fight battles on land and sea, duel in arenas and on masts, search for treasure and try to avoid mutinous crews on your quest to gain control of Tritonia's massive oceans.

Swords and Sandals Pirates is by far the biggest and most tactical of all the S&S games. For fans of 2008's S&S Crusader, you'll love this spiritual sequel to the classic wargame. For newcomers to the series or fans of pirate games in general, you'll find this game sometimes fun, sometimes hilarious, sometimes challenging bout always infinitely replayable!

What are you waiting for? Your ship is waiting for you, the time has come to lay your claim to the Four Oceans and become the greatest pirate captain of all.

Game features

- Choose from one of 10 famous captains from Swords and Sandals history, including heroes like Belgrave and Wolfgang

and villains such as HeChaos and Antares!

- Sail a top down ocean with over 50 islands, brimming with secrets, angry natives, treasures to discover and adventures to be had

- Navigate whirlpools, dangerous storms, seductive mermaids and more as you cross the vast four oceans of Tritonia.

- Build and upgrade your ship's sails, cannons, hull armour and more as you construct a galleon to strike fear into your enemies

- Forage, fish, mine, even dig for treasure as you search for valuable resources to fuel your faction

- Fight tactical squad battles with a crew of up to 50 sailors. Cast powerful magics to heal your crew or call lightning down upon foes

- Turn based ship to ship combat - blast your foes with cannons or attempt to board their ship and seize control

- Gladiator style dueling in arenas and on ships as you do battle against enemy captains in turn based combat

- Fight giant monsters on land and at sea, legendary creatures such as the Dragon Turtle and the Great Kong.

- Over 50 *Choose your own adventure* style mini quests, from fleeing cannibals to getting into tavern brawls with drunken sailors

- A *Swords and Sandals IV* style awards ceremony at the end of the game will decide the pirate worthy of winning the war!

- Survival mode - take on each enemy faction one at a time in a special, winner takes all battle royale!

Title: Swords and Sandals Pirates
Genre: Adventure, RPG, Strategy
Developer:
Whiskeybarrel Studios
Publisher:
eGames.com
Franchise:
Swords and Sandals
Release Date: 30 Nov, 2018

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Minimum:

OS: 2000

Processor: 500 MHZ

Memory: 1 GB RAM

Storage: 200 MB available space

English

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Without this game I wouldn't have a clue what a Hurdy Gurdy was... because before this game I just thought it was a nonsense word. I live a fuller life now.. \udb40\udc21. TOP GAME
MUST PLAY. pros:
- open world maps
- rifles
- BR testing

cons:
- collision bugs
- pistol bugs. I understand the frustration of english-speaking friends who are not able to play this game. However, for those who could read chinese, this MMO game is value for money. Without in-game purchases, players cannot spend their way to the top. For those who like Chinese KungFu\/Wuxia style type of game, I think a one-time cost of usd 13 is not expensive :b. A great match 3 game with nice gfx, sfx, music and gameplay. The game is easy and addictive. When you start you just wanna do 1 more level after another. The game can also be played in small portions. But i do miss that they dont save in a middle of level because sometimes you must go and later have to restart whole level. The levels arent that hard to beat but still a save wouldnt hurt. Achivments are EASY to get so if hunt for those this game is for you :)

GFx 8-10
SFx 8-10 and Music 8-10
Gameplay 10-10

I would gladly recommend this game to all my friends, and guess i have... ;). This game is ok for children... As of now the game is riddled with bugs..
I could barely complete 2 missions without alt+F4, there is just too many bugs.. Excellent music for far eastern nations by an excellent composer. Good job on Paradox for their genuine engagement with the fan community.. The story plot holds you back to much forcing you to do it. No freedom what so ever. Play Total War if you like freedom to do anything and pick any faction you want. If you want to be shacked down doing nothing but the story plot in Total War style. This is a game for you.

I have uninstalled it cause the story hurt the game play to much.

Popcap knows how to make great pick-up-and-play games, and this is no exception. It's fast-paced fun that anyone can enjoy. My only gripe with it is that because of its story mode, I find it really hard to recommend this one to anyone but the absolute hard-core players. My reasoning for this is because the levels get so fast-paced, and so difficult, they they border on impossible, and that really gets aggrevating when the player just wants to see what happens next in the story.

My tip for putting a story mode into a puzzle game, make it its own separate mode with it's own gameplay gimmicks, so that it can be beaten.

That's really a minor complint, and it caused me to damage one of my computer hard drives to the point where I could still access the data, but it would constantly freeze whenever I tried to do anything ever on it. I wound up having to pull it and put in a new one.

Anyway, on its own, this game is a lot of fun, but its story mode leaves a lot to be desired. Some of the levels border on impossible, and whats worse, if you stop playing for a long perioud of time, than any progress you made, and unlocked characters, you gotta do it all over again.. Garbage. Roads are so god damn small and when you hit a car, which you will do, the bus goes flying like a piece of♥♥♥♥♥♥ Obviously the car is fine though. "detailed, virtual world" is exactly what this game is NOT. Also im pretty sure that in 2012 buses had some automation in them, not having to punch some crap into a wonderul computer machine so it spits out a ticket. I am sad now I have spent my money on this when I could have saved up for OMNI Bus.. gt;Out of 10<
>Story=N/A
>Controls=6
>Graphics=3
>Playability=4
>Optimization=5
>Maps/Atmosphere=6
>Developers/Company=5
>TOTAL Point= 5.0
>Personel Note= Remember me Arcade Days. A take on the Match-Three that actually encourages you to seek out and set up chain reactions rather than just hope they're going to happen.. It is like axis and allies alot but is fun. You have to plan most of your actions in advance. Don't like that you can hit your own ships if you don't watch were the ships are. They are sometimes really close and the back ships start first... Solid puzzle/TD game. Towers are all shaped differently and each level is designed in ways to make the player figure out how to place the towers in the limited spaces. There's a couple of active elements to the game as well, you have a main character who can attack enemies in a small aoe around him (an extremley useful tactic if you're going for 3 stars on each level) and collect coconuts, which are the resource for the game.

I have two issues with the game - One, it's a bit too easy. I three starred every level with little difficulty. Two, there's very little dinosaur variety. Asides from bosses and one or so regular enemy, the only differences between the enemies are their HP and speed, which is quite disappointing when compared to other TDs. Despite that, it's an enjoyable game, and if you're fan of games like Plants VS Zombies it's worth checking out at the very least.. This is a good horror game with a great atmosphere and a clear objective- escape the office and don't get killed by the monster.

I really enjoyed it and the only problem I would say I had was that I couldn't find the key-card in the toilets... but knowing me I probably got it all wrong. XD

I made a video of the game in case you aren't sure about whether to get this or not. (You should. ;))

https:\/\/youtu.be\/Uio0RAN8IE0. I really love the concept, but it just was not executed well.
Part placement is glitchy, controls are glitchy, and there is no explanation on what parts are and how they work.
There is no background music, just silence.
Also, placing parts has the same exact drill noise repeated over and over. It gets annoying quick.
It would also be nice to advanced to the next stage after completing one, instead of being dumped back into the menu screen.

I really wanted to enjoy this, but it needs some serious refinement.
I recorded my first impression gameplay if you want to see what I'm talking about:
https:\/\/www.youtube.com\/watch?v=aPKLoFhpj0A&feature=youtu.be. Very interesting and enjoyable to play.
The puzzle strength was about right.
After an hour or so of playing time, the gane developed severe stuttering and lag.

My laptop has 16 GB RAM, an SSD, and a nVidia 1070 video adapter.
The stuttering eventually went away but not sure why.
I would still recomend this to anyone that enjoys these puzzle type games.

Patch 1.0.1 is live:
v 1.0.1 Changelog

- Removed the number on the d20 die. The dice rolling was apparently causing some confusing as some players believed it to be skill based. It's actually luck based, and is usually a 50/50 chance to have a good outcome. By removing the number until you click 'roll', this should clear up the confusion.

- Added a 'Declare War' button to the parley panel. When you declare war on other ships, you can choose to duel with the captain instead of attacking ship to ship automatically.

- Added a praying option on the Test your luck panel. Praying decreases morale by 25 , but improves your chances of a successful adventure roll. (Adventure only, not for mutinies)

- Fixed an issue where player ships could sometimes not flee from battle against other ships

- Added more helpful tips in the Survival loading screen

- Fixed a bug where the crystal ball panel would sometimes appear behind other panels

- Fixed a bug where the 'Offscreen Arrow' text still appeared on screen after player death

- Sea monsters have more health

- Increased the amount of materials and gold gained from killing sea monsters

- You can only fight each island sentinel once per game now (once it is destroyed, it is gone)

- Fixed a bug where dying in permadeath mode would take you to the pirate council

. Patch 1.0.2 is live!:
Yarr! Greetings Pirates, here's what's new in the latest version of Swords and Sandals Pirates.

- Fixed a bug where ships belonging to eliminated captains still appeared on the oceans

- Fixed a bug where sometimes captains who did not level up overnight could not visit shops

- Troop pics in survival upgrade screen now actually look like your soldiers

- After you have chosen all your upgrades in Survival, the upgrade panel resets so you can choose more!

- Added the Swords and Sandals 2 town sounds for when you enter a town !

- New music for sea monster battles

- Fixed the timing on the narrator saying "You have gained a new island" until after the battle

- Boss monsters in survival now have a lot less health to take into account your army is generally decimated by the time

you reach them

- Heavy troops now have 3 attack value instead of 2, making them hit more often in battle

- Fixed a bug where reflections in battles sometimes caused a crash

- Potential fix for disappearing buttons on island menu (let me know if this still happens in your game!)

- Minor typos fixed across the game

- Added a new Fullscreen toggle button on the main menu

- Removed 'maximize' button on the app title bar (this never worked, to run the game full screen, toggle the button from the settings page or main menu!)

- Added "Ultratus Mode" to logo - the game is also coming out on Mobile and I wanted Steam users to know the version they are playing is the Ultratus (or "Ultimate!") version of the game.