
Pirate's Life Crack Google Drive



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About This Game

Pirate's Life is a 2D strategy game / city builder with an isometric camera where you take on the role of the captain of a crew of pirates that got shipwrecked on a deserted island. You will need to take care of your crews' individual needs (like hunger and drunkenness) in order to prevent a mutiny.

At first you start with a basic set of buildings but during the game you will be able to unlock higher tier buildings and new resources which you need to satisfy the needs of the experienced pirates. The better a crew member gets, the more needs he will have.

As you progress, you will also be able to build ships for your own fleet and send out raid parties to other settlements or trade routes in order to steal desperately needed resources or "recruit" new crew members which you can put to work. But every raid will increase your wanted level. Eventually the Royal Navy will start searching for your hideout to stop you from doing more mischief.

Do you have what it takes to lead your settlement from a small fishing village to an infamous pirate haven?

Features:

- 3 different technology levels
- 18 different buildings
- 24 different resources

Game modes:

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- Standard (Collect as much gold as possible before the Royal Navy finds your hideout)
 - Endless (Play as long as you like, you can still become victim of a mutiny)
 - Custom (Select from a range of different goals)

Title: Pirate's Life
Genre: Simulation, Strategy
Developer:
Team Eyepatch
Publisher:
None
Release Date: 17 Apr, 2015

a09c17d780

English,German







I want more. MORE MORE MORE. This game has so much potential. Personally I feel there isn't enough pirate games out there and this game is honestly one of the better ones that have been produced.

I am a bit disheartened that this game isn't in alpha or beta as it feels like one of the many alpha and beta games that steam seems to be filled with lately. I really want this game to be improved upon really badly. This game won't take off unless it has more content and more random situations for the players to experience. This is the sort of game you can only play for a couple of hours before you are bored.

I want to see this game go further or more games like it.

EDIT: Some people are upset that I haven't put a heck of a lot of time into it. For me .4 hours was enough to get a feel of it and post a review. Also don't get butthurt if I don't like your pirate game as much, I enjoy base building games quite a lot and pirate games. Thus this game for me is the perfect combo.. **DONT BUY THIS GAME!!!**

Almost any current flash game will offer more game play and less bugs.

Tried waiting to see if devs would fix stuff and add some actual content.

That was a bad choice now Steam wont refund me even thou I have less then 2hrs played... :(

Never going to open this crap game ever again.

The game only has 1 map and its not even that big. Crashes all the time and the video shows 100% of the content dont expect to do anything more at all then what you see in the video. Honestly I cant see why Steam lets this trash through.. Not worth the price. Do not buy this game. Will take you about 1 hour to build everything. And do not play with the game speed because no matter how well you are doing you will at one point get mutaneers for NO REASON WHATSOEVER and it will end your game.

I regret my purchase of this game, was not worth the price at all.. This game isn't bad....I wish it had more description of how to start, I went about 20 minutes trying to figure out why I could build anything, or why I built a galley but nobody ate at it (needed the eating area) and I get to a point where after

about 2 hours I have almost filled up the island with nothing to do but pillage. Are there bigger maps? Do I expand my territory?. At \$4.99 I wasn't expecting much. When I was able to play the game without it crashing it was interesting, but it got boring pretty quickly. The mutineering without any reason or anyway to make the pirates happy again was annoying. I would ask for my money back but steam shows 5 hours of game play which you can do while buidling up but with no instructions to go on, leaves you kind of shooting from the hip sort of speak. You have a totorial but it seems to be very short and doesn't give you much but simple introduction to how to do some basic building. The game doesn't seem to open right away and it will play in full screen and periodically it would close. Again it's \$5.00 so don't get high hopes if you buy this game.. 1 year no any updates and news about game. This game has potential to be awesome..... if it ever gets worked on more. But at this point Tropic 2 is by far the superior game.. I think this game has a lot of potential to be a good game. I would pay for an addon if they added more maps instead of just the one. They could also add more buildings for pirate happiness, ship building, ect. It would be nice if we could pick where we send our ships to raid too. A little more descriptions with mouse overs would be nice too. But overall, you definitely get your \$5.00 worth in the current build.

Pirate's Life is a cute little game for those who enjoy a simply strategy every now and then. I can't say that I could see myself playing this for hours on end because it is a bit too simplistic for my taste (I prefer games such as Anno 2070, as an example) but it really is fun if you're not in the mood to get too involved.

Given that it's only \$5 I would give it a thumbs up but there are flaws (such as only one map) and bugs\glitches that still need to be worked out.. Dull, Limited Game PLayer. even \$3.99 was to much money for a game with no imagination. For five dollars you cant say much bad about this game and feel good about yourself. You get what you paid for and, to be fair, it is pretty fun. There are some pretty frustrating mechanics and flaws in the game however, but I still would say it's worth the money you spend.

Pros -

- Entertaining enough to be worth 5 dollars.
- Has a semi-helpful tutorial that explains the basics.
- Management feels relatively easy and clean.
- Graphics arent bad for five bucks, music is bearable as well.

Cons :

- Tutorial doesn't explain some key things you need to know, such as happiness management
- There is nothing you can view that I found that actually tells you why happiness is at a certain level (Maybe each pirate seperately?)
- Same Island over and over again.
- No autosave
- Remember button (To remember set ups for your fleet so you can send it back out immediately) Doesn't seem to work, or I couldn't figure it out.
- Auto assigns pirates at random to buildings it seems. So if you have unemployed level 2 pirates for your brig, and just enough to run it, you might accidentally send one of them to work somewhere on accident
- Very little information on VERY important things.
- No control over specific pirates or where they go\what they do.
- The raid menu shows a TON of items that have no explanation to what they are (I keep getting brown looking bananas. No idea what they do)
- The "Goods" section of a depot shows you everything you have. But that is the only way to see what you have over the 5 or so things at the top. Beer is important as well, as is different types of food for different levels. You get all your food crammed into one number, and only get shown rum.

Some insight into the above-

The good:

The game is pretty fun, and you'll probably be able to get your 5 dollars out of it. Rocking 2 frigates and a brig I was able to attack the third level targets, and I don't think the navy was after me yet (The navy comes after you when you become a big threat). The tutorial tells you which buildings do what.. kind of. All of this I figured out without using the tutorial, but then found it after. The building management is easy, as is resource management. The only problem I ever actually ran into was having too MUCH of anything and having to build depots to hold more stuff since your main building maxes out at level 3.

And the Bad:

-Let's be clear. I like this game for its price. but there are a lot of things that actually made me quitefrustrated. Lets start with the pretty useless tutorial. I expect a tutorial to explain the base game mechanics. What the tutorial does is teach you how to place the basic level buildings and build roads. That's it. No explanation on how much food each pirate eats, no explanation on what makes them happy at what level, what they need at what level, how to level them up, how to get the stuff needed to build the upgrades that ALLOW you to level them up. nothing. This isn't a huge deal, some of this stuff is easily found out by digging around in the item. But some of it isn't and I didn't find a way to figure it out before my game crashed and lost ALL of my progress to that point.

-Happiness. Let's talk about happiness. As a pirate captain, you need to keep your crew happy, or they revolt against you and

game over. How do you keep them happy? No idea. The game tells you that pirates at different levels have different needs, and I assume that works into the happiness level. So build tier 2 and 3 level buildings as your pirates work up that high. Spam buildings and hope it keeps it above 60. I never got mine higher than 66, and that was with most of my late game buildings.

-Let's talk about population though.. The only way in this game to get more people is to kidnap them. Not a bad mechanic. But when you are lucky to get 1 or 2 people on maybe 25% of your raids, it becomes a problem. Why? Because each building takes 1 or 2 people, and as soon as you grind out enough tools (Only way to get them early is by sea) you get specialty buildings like farms and breweries and the forge. These each need a specific thing or make a specific thing, and only that one thing at a time. A forge needs coal and iron to work. You have one quarry and one lumberjack? Make two more to produce iron and coal. A farm can only ever make one type of crop at a time, and you need 2 sometimes 3 at the same time. Spam those buildings, baby. Which would be fine in its own right, if you didn't need unemployed pirates to run your ships. 2 to a sloop, your best option early (the brig is largely useless at this stage) and you need about 4 sloops or so to hit 100% success on a village I believe. That's 8 people you can never have working if you want to (and you NEED to) raid.

This gets worse later game when the buildings poach seemingly random pirates to run buildings. Have a crew of level 2's to run your brig? Pray to Jesus they don't get pulled into a building you give workers.

Acquiring new people does get easier once you get later into the buildings, and you can later spam levels so it doesn't much matter who gets pulled. But it seems like a broken mechanic to me.

- No autosave means you are at the mercy of crashes. I don't know why I didn't expect a game like this (no offense) to crash, but I didn't give it much thought. I was only 2 hours in and, boom. All gone.

-The menu showing you what you get after a raid is pretty useless. In 1920x1080, the icons were so small you could only recognize stuff you see all the time. Cannonballs are round. The other 60 or so items, I have no idea what they are, and you can't mouse over them to see an item name. Useless menu.

-The Goods menu on the top. You need different food and different drink for different level pirates, I'm assuming. That's how I *think* the mechanics work. All your food is lumped together into one big number, so maybe that doesn't matter? Rum is the only drink shown, so maybe once you can make that nothing else matters? You get shown clothes, but I am unsure what those do, since running at 0 doesn't seem to make anyone unhappy and having a ton doesn't make anyone MORE happy. Planks and rocks are shown, so that's good. Weapons are not, and you need those to level up.

-The remember button in the Raid section does nothing as far as I can tell.

Rant over. It's a good game if you don't expect much out of it.

. First of all: I've seen a lot of people comparing this game with Tropic 2. And since I don't have it, I won't be able to make a good comparison; but there are perspectives worth looking at.

1. The graphic: Please, what do you really expect from a game that's just a little bit expensive than a smartphone game? Still a lot of room to improve though (e.g. the raiding scene with the ships leaving the port, instead of just having one ship model with different masts, it would probably be better to have different ship models for different missions to prevent boredom)

2. The sound: Not bad, although it does sound quite cheap, But again, for 5 bucks it is already a decent service.

3. The gameplay: Very linear: gather resources, raid, repeat. You'd probably stopped playing after a couple of hours, BUT in comparison to big names like the Anno series (I've tried 1404 and 2070) or Banished mods, the production chain in this game are a lot easier to master; the tier 3 buildings rarely need a lot of tier 2 or tier 1 building to function properly, which makes the game easier to learn.

Probably the biggest turn-offs in this game is the multiple repetition: You started on the same island, the same resources, the same starting place, and progress the same way.

BUT, knowing how these small budget games work, I might predict the future of this game: MODS. A lot of it. Yes, it might make the game more difficult, but if this game wants to be much more playable, the developer DEFINITELY has to let ppl

make mods for this game, ranging from small graphic changes to a new resource chain and new ship types.

Still; a fast food meal set would probably cost the same (or a couple bucks more expensive) but it'll just fill your stomach for a short time; this game, because of its simplicity could be played again and again, even between short one-hour break.

In the end, this game really worth the 5 euro or 5 dollars spending, and I'd like to spend another 5 euro for more content, like easy misions, more maps, more ship texture, and a couple of small extensions. Prost for the developers! :D. Honestly just get Tropico 2 if you want a good pirate city builder game. This game is just a worde version of that.

The UI is awful, the music is repetative, the resource management is often wrong (telling you that you have none when the carriers are just too stupid to carry).

Seriously just get Tropico 2.. I voted yes, but this has to be the first time i've ever wished a game was in early access. It has the bones to be a decent pirate sim but thats all. You will find no meat here, not even a half way decent tutorial. All you will find is a game that plays EXACTLY the same every single time and there is only a few hours to be had to experience the entire game for the most part. Idk, I was left feeling like I played a vaguely concieved game in just a few hours. With that said, the amateurish visuals coupled with an excellent jobs system for the villagers (Once you teach yourself how it works) make it a surprisingly fun few hours.

So i do recomend this game if only for more people to ask the devs to put out an UPDATE.

. This is nothing like legendary city-building games like 1602 A.D. or The Great Empires Collection. If you're hoping for a new age version of games like those, run away. It does not offer levels of difficulty, random maps or modes and it has minimal resources. It offers minimal settlement, resource and character management. Map customization or settlement decor options are severaly limited here. You can only play on a solo map that consists of the ability to add\remove palm trees, add\remove a dirt road, and... nope, that's it.

The short tutorial that's available in the beginning lacks an emphasis on the importance of building a wharf and having a fleet for raiding early on and the role raiding will play in the early development of their settlements.

You will start out with access to nine basic buildings with the ability later on to unlock a total of eighteen on your adventure. There are only three upgradable buildings which are key to how those aforementioned buildings get unlocked in the build menu. There are no other forms of upgrading available to resource buildings or housing therefor your settlement never shows change as it grows, nor can you increase production like other strategy-simulation builder games. You can only place more of the same buildings and choose what resource you want it to farm. Once you have a small thriving settlement, you expand land ownership on the island and repeat until you've filled your island with happy little pirates.

Raiding is an interesting addition to this strategy-simulation builder game. A level three wharf allots you the ability to build three types of ships, each with their own advantage. Types of raiding are broken down into two categories, land and sea raids. Each type of raid will allot you three choices for what you wish to raid. Each offer a different level of difficulty. The more ships and crew members in your fleet you have, the percentage for success in those raids rises. For a nice twist, crew members aren't recruited to be crew members only. You have to give your pirates a break from their jobs to go on a "booty call" which may compromise your entire production if you do it at the wrong time.

Which brings me to mention your population. Unlike most other games of this genre, you don't have an increase of population merely because you've built a home for someone to move in. Houses are used in this game to provide a place for the pirates to rest. New additions to your settlement are pirates you've picked up on successful raids which means if you fail a raid, *cue music* DRN! DRN! DRN! ...you may also lose a members of your crew. If you lose too many of your pirates in a raid, you won't have enough to run your settlement and therefor must start over.

The user interface design is kept simple and easily accessible. You will have a menu at the bottom that allows you to build, assign workers, worker overview, raiding, military overview, time adjustment and options. Not a lot of asking yourself, "What do I click to control or see the yadda yadda?"

There's your five bucks worth of fun. The game is new and does have potential to offer much more. It lacks a few things you may have found in other games like this such as milestones, goals, trading with AI settlements, random acts of misfortune,

different maps and a marketplace. But there's so much the devs can do with it from what we have here and they just may in the future. (Pssst. Tsunamis and shipwrecks would be off the chain, yo! *cough cough*)

At this time, the game quickly reaches a plateau where it no longer requires involvement from the player. If five bucks for five hours sounds good, go for it!. Cluttered, yet spartan. Unintuitive mechanics. Middling art. If I could, I'd ask for my money back.

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