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About This Game

For over a year the forces of the United States of America (Northern States) and the Confederates States of America (Southern States) have fought a bitter war. In 1862 the governments of Great Britain, France and Spain recognize the Southern States to secure raw materials. The Souths economy becomes dependent on trade with Europe. The Northern Government imposes a complete blockade of shipping to the South. The Confederate Government buys warships from the European powers, to protect its trade. This sets the stage for a naval conflict for control of the Confederates trade routes. Choose a side, build a fleet and destroy the enemy.

Key features:

- Manage financial and strategic aspects while planning your squadron's structure
- Scramble your fleet to gain sea supremacy
- Set up battle squadron groups, their formations and management
- Realistic ship models and characteristics
- Advanced ballistics and weapon models

Title: Ironclads: High Seas
Genre: Strategy
Developer:
Totem Games
Publisher:
Strategy First
Release Date: 10 Nov, 2009

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Minimum:

OS: Windows XP SP2 / Vista / 7

Processor: Pentium 4 / Athlon 1.1 GHz or better

Memory: 512 MB RAM

Graphics: 128 MB GeForce 6600 / RADEON 9600 or better

DirectX®: DirectX 9.0C

Hard Drive:

Sound: DirectX Compatible/16-bit sound PCI

English







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PuppyGames has a bad habit of loving their camera shake and it is so much worse here.

playing on a 1080p monitor when explosions go off is probably the most sickening thing to try and work through.

and im not one to get sick with flashing strobing things.

all that needs to happen is that the distance the camera moves needs to be minimized or scaled for larger displays. how can I be expected to focus on a top down game when the camera is flying 6 inches across the screen every other frame

also, I cannot justify \$40 for this game.. So, after having the developer respond to my earlier review I feel like I can now recommend this game whole heartedly.

My previous complaints were that the way the inventory system works can potentially leave you in a spot that makes it impossible to progress. In short, whenever you use an item in your inventory that item is gone forever, even if you exit the game and reload. As it turns out, there is a way to acquire more healing potions and other items necessary to progress, though the way you do so, while allows you to avoid getting stuck forever, brings with it a whole host of lesser problems. Basically, there's a "Quest Mode" in the main menu, which you can hop on over to at any time and fight a series of enemies which allows you to grind for XP and healing items. The obvious problem with this is that it basically forces the player to exit the main game and grind the items necessary to continue. And while I have nothing against grind, so long as it's optional and the player is allowed to do it at their own volition, it is never a good idea to force the player into doing it. Because while there are people out there who find the exercise fun (I being among them) there's a whole host of others who will find it very tedious and very tiring very fast. To a lesser annoyance, this mechanic also forces you to exit the main game mode and play what basically amounts to a side activity before you can continue, which breaks the flow of the game somewhat. The annoyance is lessened in this instance since the loading screen are few and brief, and you'll be back in the main meat of the game relatively quick, but it's still there, and I still can't help but feel this whole problem could be avoided simply by allowing items to respawn after you die in combat, or reload your game.

Now this has been a lot of negativity so far, but I put it up front because these were serious problems which prevented me from enjoying the game as fully as I'd like to, and the last thing I want to do is give the impression that this game is not worth your time, because it absolutely is.

The combat mechanics are very well executed, similar to other turn-based games such as Final Fantasy, Dragon Quest, and Stick of Truth. And like all good turn based RPG's you'll start off being able to get through by bashing your way through brute force, but sooner or later you will have to adopt a strategy to go along with muscle, and you'll need to think through each of your actions in order to succeed. It starts off simple enough but quickly becomes more complex and difficult as more characters are introduced and new combat mechanics are thrown in. Turn based strategy nerds will find themselves right at home here, and there's also a nice learning curve for newcomers as well.

What sets this game apart from its contemporaries, however, is the unique art style and overall aesthetic of game and story. It literally feels like you're playing a comic book, which may sound like a concept which has been done before, but not like this. Infamous was done in a comic book style, but it didn't feel like you were playing a comic book. TellTale games are done in comic book styles, but they don't feel like you're playing a comic book. This, from beginning to end, feels like you're literally playing a comic book. From the cartoony art style of the characters to the how the whole story is told using speech bubbles and pop-up text, to how every cutscene and even gameplay sections are transitioned using comic book panels, every detail has been fine tuned to give off this vibrant colorful comic book goodness. The developer really should be applauded for how much thought went into every detail to make the game feel this way.

Story wise, Light Apprentice is your basic fantasy affair, though with some slight alterations to make things a little more interesting. You play as Nate, a boy who's been trapped in time for a few hundred years, and is suddenly awakened in order to save the world with his mystical power granted to him by the earth. Yes, I'd be lying if I said I didn't see the avatar similarities as well. But where avatar was sort of Disneyfied in its storytelling Light Apprentice is a little darker, allowing you to choose whether to kill or spare your opponents and even decide on some other moral choices throughout the plot. These moral choices spice up the story, though they're not really as complex as we've seen in other games like The Walking Dead, nor are they played around with like they were in Undertale. It's a good addition to the game, but not as well implemented as it could be.

Overall, I would absolutely recommend this game, especially if you're one for a good story and unique style this is a definite buy for you, and I look forward to what the developer has in store for this game as well as their future endeavors.. B-movies and

absurdly difficult NES platformers, my two favorite things together at last!. This is a great tank but the only problem is it was removed from the game so it dose not show up in your account. A while back I played the demo and I really enjoyed it. The music is fantastic, controls felt like they were on the way to being perfected and I was eager to see more. I purchased the game, but I somehow find the controls worse now. I find the kick move incredibly unreliable and I end up dying more often than I find myself hitting enemies. The only problem I have with the game so far is the controls, they just feel awkward. Otherwise, the game is a brilliant and charming retro inspired platformer.. I THOUGHT I WAS TRIPPIN HEARING A TIE FIGHTER BUT TURNS OUT I WASNT THIS GAME HAS TIE FIGHTERS BEST GAME 10/10. Uggg. Seriuosly, what a horrible experience. The whole time is like, what the hell am I supposed to be doing? Their basic moves, fine simple, I even got a few things done, but then you're just stuck wandering around hoping randomly clicking on things will do something. And there's no help out there. Walkthroughs or videos are non-exsistent, even here on steam. Just don't waste your time.. Really great for someone who is just starting off an proffesionals. Persoanlly I use it for messing around but im sure it could be turned into so much more. If you are looking for a good music editing\making software I would most deffinetly suggest this.. Really good game, but a terrible port. The last two times I played it it crashed and its unplayable at 60 fps. The controls arent that great and it just feels like they just copied and pasted everything and nothing was optimised in any way. That said, Little King's Story is still one of my favourite games of all time and if you get the chance to play it in the Wii I highly recommend it.. super game very good nice work

I like world war 2, so i like this game. Fun game with good content. Mini golf is the best out there.. you are a scamer i make a accout and log in it not work YOU ARE SCAMER. It's a twin-stick style co-op shooter with an emphasis on multiplayer.

I could imagine it'd be ok in a lan scenario, but overall it's just too unpolished and simple to hold your attention for long.
. cant get sent off 0/10. As Micro Machines as it gets.

Even Better then Micro Machines from the same developers.

Perfect Party\Couch\Whatever Racing Game on one screen.. Wonderful game. This game has 5 main routes, one for each of the five heroines(one heroine is unlocked after you complete the other four), and one normal route for the normal ending. Clearing all of these routes will unlock the True ending. In addition there are a few extra choices that appear in certain decisions after you complete the the first four heroines' route. This will let you see additional extra scenes.

The art and character design are very lovely and beautiful. The music is pretty well done and I like it how each characters have their own theme. All the heroines are so lovable and have great stories. The game is pretty long and very satisfying so it\u2019s definitely worth the price. If you want to play the game with h-scenes you can download the 18+ patch for free.

I really enjoyed the game and I recommend others to play it too.. Bad controls & stupid gameplay
I am sorry Devs but what you were trying to me isn't a game at all...

1/10

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