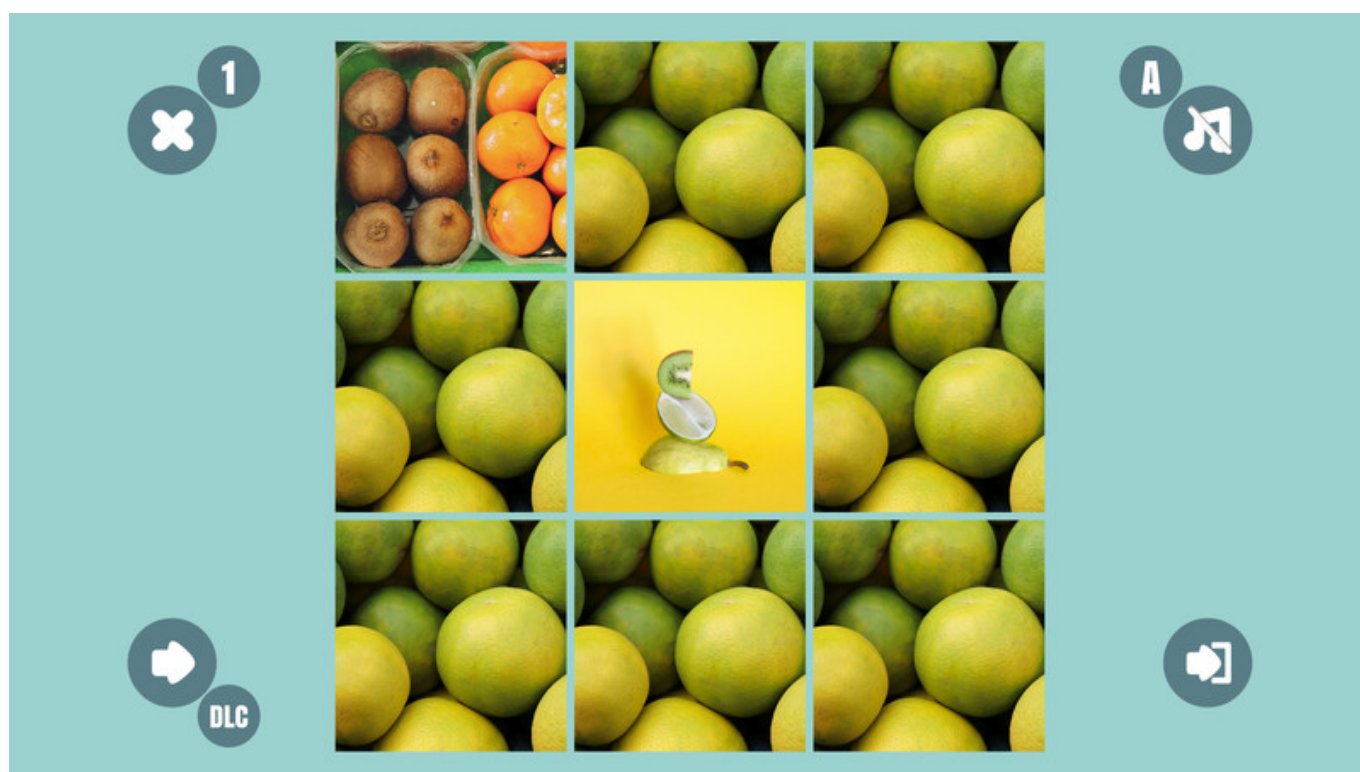

Ironclads: High Seas Download Xbox One



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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

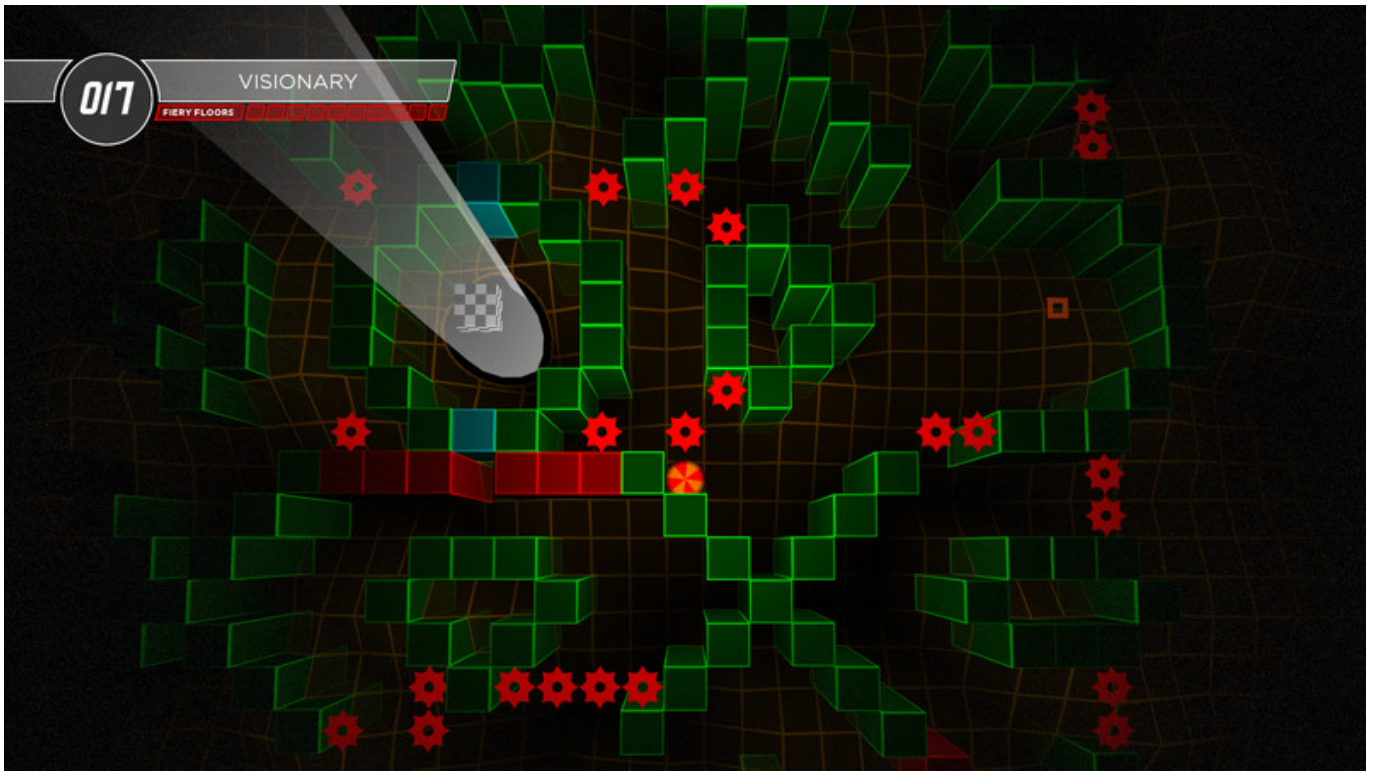
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Minimum:

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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The only reason why I had 19 hrs into this game is because I didn't know about War Thunder at the time.. Este juego es un caramelito que hay que degustar poco a poco, saborearlo plenamente y disfrutarlo al máximo. Es entretenido como pocos, tiene una dificultad muy llevadera y una música digna de un gran caballero.

Uno de mis favoritos sin duda alguna.. Fun and relaxing 3D platformer. There's not enough of those around.. It's free! And really nice. While it does not have very much content yet, the content it does have is of really nice quality. I hope more will get added over time (workshop perhaps? Or collaborating with different museums?). Since it's free just pick it up! Probably also nice for demoing the vive.. If you are incredibly drunk or incredibly high RIGHT NOW, and this game is on sale, then this might be the game for you.. Nostalgia <3 and this is where they took batman combat from.. Evolution Planet: Gold Edition - Win 10 64bit - no problems

Another "pocket picker" - like Fallout Shelter, it's designed to drive you to purchase something to complete levels.

It's a little clumsier than Fallout Shelter in it's approach. But both use "pusher" tactics whereby the player is given aids, at first. [gems in the case of Evolution Planet; Nuka Cola in Fallout Shelter] They learn to play the game, depending on aids to complete. Suddenly, the difficulty spikes and one cannot continue without additional aid.

The first few levels play like a tutorial written for 3rd graders. It continues to hold the player's hand through the intermediate levels, as if written for a child player. Wham! Level 15. You must complete this level or you cannot continue.

The game claims 2 styles of play; Campaign and Survival, but Survival is locked away behind level 15. Where the difficulty to this point has been at a child's level, level 15 requires the strategies of a chess champion. Even then, the random placement of enemies will destroy any strategy.

Everything about this level is intended to thwart you so you'll be forced to buy gems to complete it and have access to the other half of the game.

If you can get it in a bundle or pay .49 cents, it's good for about 4 hours entertainment for an adult and a child together.

Edit: I had to add this analogy. Evolution Planet is like driving onto a toll road. The road is smooth and wide; not much traffic. You're going along pretty good and suddenly have to choose between a toll booth or an exit. Either you pay the toll to continue or your trip is finished.

Really nice RPG, the beginning is a bit long but when you get your 4 party members this game become really interesting and very funny (many scene makes me laught a lot :3).

Good Luck to CherryCo.Studio and keep doing interesting games like that. Don't waste your time.. I so wanted to give this game a positive review or would of settled for a neutral option but the bugs are a game breaker for me. The game starts off so well & is indeed both fun & funny but the difficulty ramps up very quickly & the bugs start to bite harder as you progress.

My first problem was the game would not return to the start if you selected the option screen, in fact it locked up completely meaning task manager required to get out, it does not do this every time therefore I did manage to actually play.

Then any changes you make in options have to be reset every time you fire the game up, it does not remember your settings.

The worst bug however is the sticking\jamming, not a problem at the lower levels as there are plenty of people to convert but as the difficulty rises the population dwindles quite dramatically & the number of snipers\grenadiers rises meaning you cannot afford to lose any of your little dudes by them getting hung up the map & becoming sniper bait.

There is mention in a couple of the other reviews that you can jump but having pressed every key I still can't get them to do it, perhaps its a perk reserved for controllers only.

Having spent over an hour trying to get past level 6 I finally give up. I know it can be done as I've seen it on You Tube but then the guy who did it gave up trying to complete level 7 before skipping it, I stopped watching at this time so perhaps he went back to it, I lost interest as he couldn't do 7 then there seemed no point in perservering with 6 only to get stuck on the next as well.

Pros: It cost less than a \u00a3\$

Lots of fun with plenty of humour at the lower levels

Cons: The jamming \ sticking problem is a real gamebreaker as far as I'm concerned

The background music is awful after a short time, the music on the menu screen is far better imo, although music is a personal taste so you may like it.

Settings \ controls are vague, I turn the music off at the start but as I progress the level rises again & has to be reset again & at the start of every game.

Just because a game is cheap it does not mean that is an excuse to produce\release a buggy game

One more observation, at time of writing, I checked the other reviews before writing this to see whether I was the only person having problems, I have more time in game & more in game achievements than any of the other reviewers, for so many positive reviews I wonder why so many of them have already stopped playing it.

I don't believe people should be allowed to write a review whether positive or negative on any game when they have only played for a few minutes, it can be very misleading at times.

If the devs were to refine the sticking or introduce more people into the maps people would have a better chance of progressing in what is in fact a potentially good fun game. 4.9\10

To those of you who have completed the game"Respect". Just as I fought a boss, lost health and recovered it using a candy item, another boss appears ... only this time, there's no health recovery item left.

Then after that boss, another one comes immediately after , the f**k ? At this point, it'll only take a few hits from this new boss, before I died and got awaken at my hospital bed.

Perhaps this enemy design placement was intentional, maybe to prolong the playtime as the player has to repeat the level from scratch once they die and sent back to their hospital bed.

You pretty much can't afford to incur any damages in a run as recovering health is close to impossible. Some players might think that's fun, but I'll pass.

Wanted to get a refund but the price was so cheap and it seems to be an earnest effort from a small (lone ?) indie developer. So instead, I uninstalled.

. Amazing game! The only problem that I have is that I can't find anyone playing "online with anyone." But besides that it is alot of fun. Only get the game if you have a friend to play it with locally or online because the most fun comes out of the versus mode.. I just purchased 19 achievements for 0,39\u20ac. Sadly there are no game modes or anything like that.. I have tried to play this game with a USB joystick and just with the keyboard. I have given up.

I didn't expect much for the price and when it runs the game looks nice enough. The only working controls however, even if I try every key on the keyboard, are roll left or right and fire. Otherwise the game is totally uncontrollable and there is no way in the options to adjust key bindings or setup a multi-axis joystick.

Requested a refund. This product shouldn't be for sale, even as early access.. Great Map addition and it's free, what's not to like?

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