
Swords And Sandals Pirates Crack Serial Key

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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 a 5d3b920ae0

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

Minimum:

OS: 2000

Processor: 500 MHZ

Memory: 1 GB RAM

Storage: 200 MB av

English

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Fantastic, i love it. I think it's pretty good, It's a little bit of S&S Crusader and a tiny bit of the regular S&S. There is definitely a lot of strategy involved in this game.. Big fan of the series ever since I played the flash game as a kid. This however falls way too short for a positive review. It's 1 hour and you're done with virtually no replayability. Maybe with some updates and content addons it could be good, but until then, don't buy.. Needs bug fixes badly, had multiple instances of crashes and times when the UI just disappeared altogether making me have to quit out. The concept is good, just needs to leave alpha state.. First off, this is my first time with a Swords & Sandals game. I guess I'd describe it as a very simplified game regarding all mechanics, fighting, gathering of materials and so on, it's all only a click away mostly. (combat has a bit of Ghostlords and similar Battle RPG's feel to it) Sailing around the seas reminds me of Sunless Sea, again it's a simplified version as you don't shoot at anything you just run into it and grab loot or talk to the captain. (which makes it possible to trade, duel or full on attack) At the same time absolutely everything is very hardcore RNG based, how much you find when searching for resources and so on but you can decrease it by getting the skills for fishing/exploring for instance. If you don't like instant failure state due to losing a roll of the dice then this game is not for you as you might die due to eating that eel, you can avoid this mostly by never clicking "adventure". (which of course will mean you'll miss very nice loot.) Issues; Keeping morale up is quite hard, they're very easily bored apparently, a game mechanic I know but it seems a bit "off" - not sure if different crews (viking compared to X) crave different things or if it just drops X points per X. (it's not properly explained) That is really the thing for me TBH, few things are explained, I'm not asking for someone to hold my hand through it but some things are a bit trial'n'error like what resources you'll get when gathering resources, maybe add a small icon of the game's icon. (resources comes in materials for instance, maybe a small icon showing which potential resources you can get from each "actions"?) Outside of that I've enjoyed my time with the game, fairly silly and nice humour, simple it is but in a good way. Extra thumbs up for a developer that clearly listens as well, always an extra plus.

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.. 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.

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