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About This Content

Dawn of Pirates offers you a whole new singleplayer-campaign, in which you can make some trouble in the Caribbean as a pirate. You will start your raids from your own hideout but cities may be restricted to you. Your aim in Dawn of Pirates is to become the most notorious pirate in the Caribbean by raiding and plundering. Depending on how fast and successful you will complete this campaign you will gain a high score which you then can compare with other players using an online ranking list.

Arrr, what are you waiting for? Set sail!

Key Features:

- New campaign with adjusted interface and gameplay
- Ironman-mode for very ambitious players
- Ranking-system with a global online-high-score-list for normal as well as Ironman-mode

Title: Port Royale 3: Dawn of Pirates DLC

Genre: Action, Simulation, Strategy

Developer:

Gaming Minds

Publisher:

Kalypto Media Digital

Release Date: 14 Nov, 2012

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Minimum:

OS: Windows XP / Vista / 7

Processor: Dualcore CPU

Memory: 2 GB RAM

Graphics: Shader Model 2.0 PCIe (Geforce 7 Series, Radeon X2000-Series)

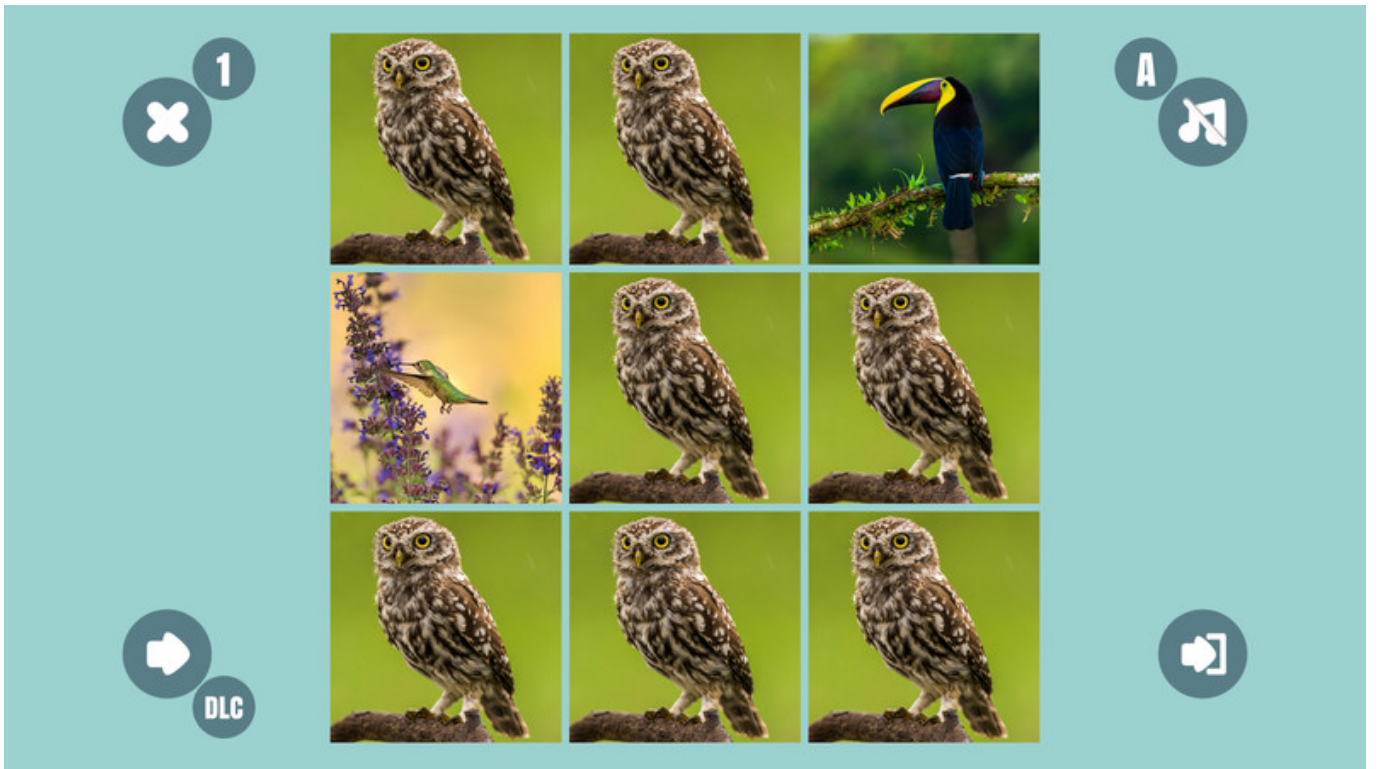
DirectX®: dx90c

Hard Drive: 3 GB HD space

Other Requirements: Broadband Internet connection

English, German, French, Italian





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The "I didn't touch that!" experience.. I recommend playing through this game but be prepared for a really lame and disappointing ending.

This game plays like Still Life. It's not a puzzle point-and-click, it's a murder mystery, with evidence to collect and use. You play as two different characters, providing two different points of views and adventures. The voice acting was well done, the story (for most of the game) was interesting and engaging, and the difficulty of the game was minimal.

I'm also not a fan of the title and cover art... it's very misleading. I kept waiting for it to make sense, and in my opinion, it never did.. So deffinatly as an A7x fan this game is so freakin awesome! everyone who like Avenged Sevenfold should play. But if not it's ok. But like a non A7x people might not understand it But might play it anyways cause it's an amazing game.. Interesting concept and the scenarios I have played thus far have been fun. Good light wargame entertainment marred by some bugs. The developers are reacting swiftly to the bugs and other matters relating to the game and that is impressive.. Unplayable on Macbook with retina screen. Text and icons are way too small. No way to change the resolution.. Become emotionally invested in some fish. Watch them get killed.

Not a happy ending, except for one fish, maybe.

story:9V10
character:8.5V10
CG:7.5V10
system:7V10
music and bgm:8.5V10
at all:8.5V10. Challenging game
+ Good Learning curve
+ Some amusing in-game elements
- Very repetitive gameplay
- Annoying music
- Game resets to level 1 after death

Make up your own mind with this gameplay: <https://youtu.be/KvbJptdTXrQ>. There's not a huge player base, because it seems like an indie title, but this game is a ton o' fun. It's like seige, for computers that can't run seige. If you're even remotely thinking of getting this, get it.. It hasn't been since the height of SpaceChem's popularity that I've seen such an intellectually designed and developed puzzle game. It's for this reason that I find myself not only drawn to Tricone Lab but also a big fan of the game. Now, although I've got a pair of university degrees neither of them are in the sciences. I consider myself only of average to above average intelligence – some would argue both ways (I can have the intellectual laziness of Homer Simpson yet other times people have asked me to tone it down on the intellectual quotient) but there is something immediately accessible about Patrickhill's game that I will claim would have some appeal to the majority of gamers.

The tutorial levels are well designed and teach the player everything that they need to know to progress throughout each series of puzzles. From there, however, each of the one hundred original levels can vary from stupendously easy to infuriatingly difficult. Each level is fair. There is, of course, a solution. It's simply a matter of discovering the solution. Hopefully without searching for an answer online – that would be cheating not only the game but yourself. At times you will feel like you're the smartest little biscuit and at times you will believe that you're lacking in the most fundamental of ways. It's a real mixed bag and it's beautiful. Very rarely do puzzle games reach this level of excellence. Tricone Lab is nothing if not meticulously designed.

There truly isn't much at all to criticize. Every aspect of the game at least delivers in some way or another. The presentation is suitable and the sound effects and soundtrack are quite charming and add positively to the game's aesthetic. Patrickhill has even thought about the implementation of Steamworks to strengthen his title. There are achievements which I believe is a must have for any Steam based puzzle game. There is even a level editor so that players can upload their own levels to the Steam cloud and share with other players around the world which gives the title the length of lifespan only limited to the game's player base. Which is an issue. SteamSpy currently estimates the total number of owners in the 17 (that's seventeen!) to 1,463 range. This may have something to do with the \$11.99 price tag which is higher than other puzzle games on Steam. The game has not yet enjoyed a sale. However, I would urge Patrickhill Games to consider adding Steam trading cards to the game and when that is done putting the game on a 25% discount for a week before considering a permanent price drop. This would capture those who buy up on trading card games the moment that they are added to the program which in turn should lead to increased word of mouth.

I personally cannot recommend Tricone Labs enough. It's a wonderful puzzle game that will improve your logical thinking.

For similar reviews and our popular daily giveaways please visit <http://www.steamified.com/>. Dont wait for a new bomberman anymore ...knight squad is here and i takes the grail right away. Of course this game is nearly 100 % made for multiplayer. Classic same-screen-action like its 1993 on SNES (even the music could be from 93...not quality, but style).

What i dont understand - why nobody is playing this online? I dont think the online part is damaged, its just the bad sales.... Whats missing? Level editor should be easy. Bomberman skins. And - online players. Where art thou?

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