Pixel Piracy Ativador Download [torrent Full]

Download ->>->>->> http://bit.ly/2NIFKoJ

About This Game

Live the life of a pirate captain! Recruit a crew of salty buccaneers, outfit and customize your ship, and then set sail on the open seas in search of treasure and infamy. Using a combination of aggression, diversion, and trade, will you become the next Legendary Pirate King and the most feared pirate crew in all of Piracia?
Pixel Piracy, the 2D Pirate Simulator, is back with a foundational rebuild that brings the game to its full potential! From items to stats, to islands and loot, to the brand new Sailor Mode and Tutorial - the entire game has been revisited over the past six months to provide you with the most polished experience we've crafted to date. With the help of our partners at Re-Logic (Terraria) we are proud to bring you an update that takes Pixel Piracy to a place worthy of its name.

Adapt your play style using the different difficulty settings - there's something for everyone, from casual to experienced roguelike players alike. If you are a returning Pixel Piracy player, we'd like to invite you to try the game out again, as so much has changed that we don't even know where to begin!

CURRENT FEATURES

Current features:

PIXEL PIRACY COMPLETE UPDATE
Hundreds of man-hours have gone into a free expansion that includes widespread changes across all aspects of gameplay. This is the result of six months of work in secret hand in hand with Re-Logic. The baseline changes are:

Rebuilt A.I: Reworked from the ground up, the game's internal A.I has been built from the ground up to provide smoother gameplay.

Code Optimization: Internal code has been revised to speed it up on even older computers. Expect a BIG step up in quality.

Revised Items/Stats/Loot/Enemies/Islands: We have revised each and every of these things painstakingly tweaking, balancing, and polishing to provide the definitive Pirate Sim.

Multiple Languages: The game is now available in English, Spanish, Finnish, Italian, Portuguese, and German.

Multiple Difficulty Levels: Gone are the extreme difficulty levels of the past, you can now adjust the game to your playstyle, from Sailor (casual) to Legendary Captain (Hardcore Roguelike Expert), there's something for everyone.

Full Fledged Tutorial: One of the most asked for features, the Tutorial will show you the ropes and get you started in life on Piracia!

Sandbox open world Pirate simulator.

Procedurally generated world that changes each new game you play. While not a Roguelike in the strictest of sense, it does strike of one.
Vast over-world map full of danger, loot, and people to prey on.
Comprehensive loot system, upgrade-able weapons and armor, special and secret loot to deck out your sailors.
Parrots, Pets and Plunder!!
Each playthrough will require around 20 hours to get through (with at least 4 playthroughs needed to see all the game has to offer)

Title: Pixel Piracy
Genre: Adventure, Indie, RPG, Simulation
Developer:
Vitali Kirpu
Release Date: 23 Apr, 2015

 b4d347fde0

English,French,German,Finnish,Italian

YOUR CREW
ANIMALS
WORLD MAP
SHIP SETUP
SETTINGS
LOAD GAME
EXIT GAME

EXIT PAY SALARY PAY ALL ‹ BROWSE ›

TP   1
LEVEL   3
EXP   45
HP   51/51
HUNGER   592
MORALE   595

BALTHIER RUSSO

4 / 9

HE IS SNIDE, ALWAYS TALKING BACK TO SUPERIORS AND SHIPMATES ALIKE, HE
SEEMS TO TAKE PLEASURE IN BERATING OTHERS
HE IS WELL-BUILT, HARD LABOUR IS NO STRANGER TO THE PIRATE
HE WAS A MUSICIAN, THE LYRE HIS INSTRUMENT OF CHOICE, HE COULD BE
HEARD IN MANY GREAT HALLS UNTIL RIVAL MUSICIANS SET UPON HIM.

STR   3   Bonus Damage +15%
             Hp Regen +1
VIT   1   Armor +0
INT   2   Passive XP +4
             Bonus Ranged Damage +5%
DEX   1   Hit Chance 92%
AGI   1   Dodge Chance 15%
             Critical Chance +1%
LUCK   1

PASSIVE ITEM   MELEE WEAPON   RANGED WEAPON
-                     FALCON BLADE   -

BASIC ATTACK   LO

GROUP   SHIP CREW

200 G

never coming back.. Buyer's remorse.. Piracy in the open world. Robbery, upgrades, traveling. No balance. Too fast starts getting bored.. Not a finished game. It's buggy and literally not worth any amount of money.. Abandon-ware

I enjoyed it but the basic controls and random deaths make it hard to want to come back at times.. I enjoyed the concept of the game when I played in early access. I was hoping that the final version would flesh out some of the gameplay fault. Then I found out that it just released without improving any of those issues.

Yikes.