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Don't Sink Ativador Download

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## About This Game



A Sandbox-Adventure-Pirate-RPG that takes inspiration from Pirates of the C 5d3b920ae0

Title: Don't Sink  
Genre: Adventure, Casual, Indie, RPG  
Developer:  
Sebastian Nigro, Christopher Anselmo, Daniel Marques  
Publisher:  
Studio Eris  
Release Date: 13 Apr, 2018

English

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Good game for what it is, but lack of content and a definitive end got this review a negative\* Although I love the aesthetic and gameplay for what's there near the beginning, this is more of a tech demo of a much bigger game that could've had alot more work done on the trading/barter side to make it more of a "work for yourself" piratey way of making profits rather than just running supplies from one store to the next to get a measly sum out of it. Ran out of real quests about an hour in and was just left grinding away delivering supplies and fighting pirates to get enough to get the big boat. 3 hours in I'd consider myself having completed the game. All card drops, all achievements and all outta fun gameplay :( Don't get me wrong, I liked it and felt the need to get a certain length into the game to consider myself "Finished", but it just kinda died off and had nothing else to do beyond fetch quests anymore. I conquered all the island, built all the things, killed all the pirates (or atleast I ran outta original named ones and just kept killing the same few over) and got the best ship! If the developer decides to continue work on this game it'll for sure turn into a great and expansive seafarer's delight, but atm it's just not done.. In "Don't Sink" you play as a pirate. You travel from islands to islands and complete quests and delivery jobs. During your journey you recruit new crewmembers and upgrade your ship. In sea you will come across other pirates and random events. It lacks story and depth. You go from islands to islands and defeat other pirates. There you recruit new members and buy supplies. Gain & complete simple quests like delivering supplies form A - B or you must defeat other pirates in this or that island. Conquering existing islands and governing them is made very simple. You need a certain amount of crew members in order to take over. You can build/upgrade your conquered islands which is the same on all the other islands. Thats about it. You do that repeatedly. After some hours you can really feel the grind. The combat is very repetitive. You get attacked by pirates during sailing. In combat you can either attack, repair or flee by just pressing some buttons (arrow keys) on your keyboard. All encounters are very uninteresting. There is no real player involvement f.e. aiming. The graphics looks okay. Though buildings, ships, islands, characters etc. look all very similar. It felt like I am on the same island / shop and talk to the same people every time. I did quite enjoy it. But there is not much content here. You can finish the game in around 2-3 hours) So I cant really recommend this game in this state.. This game is DEFINITELY NOT worth 10 bucks, however, if it's cheaper than 2 - you're safe to buy yourself a casual experience. I spent three and a half hours on this game and I felt like the 0,99EU I paid was reasonable. Don't expect amazing replayability, it's one of those games that you just complete 100% and never play them again except maybe in a couple of years because of nostalgia or whatever.. Not good at all. I'll praise the visual style - it looks very good and different from most other games. Great colors (especially when changing with time of day, although it is a bit too quick) and good use of shaders too. Very unique, so nothing to complain there! (Other than the quests and interactable items not being very visible) The reason I really dislike the game as a whole, though, is that it has no really purpose. Like so many other games out there, they seem to have nothing to say or show. Maybe half of the mechanics in the game are completely superfluous, making no difference to play at all. The other half is incredibly simple, presenting no real problem. It's almost a clicker game, in that you're somehow encouraged to keep buying and upgrading things that will only lead to upgrading more things. And even that respect, it fails, since the optimal path to the achievements would probably be not to buy anything and instead save up to buy the last ship. The last point I really dislike is the fact that the world revolves around the player 100%. Instead of you having to look at the world and its rules and figure out how to survive or "climb the ladder", the world is always exactly balanced with you. Which is a really bad thing? It becomes a pure hoarding game where you do menial tasks to get the next upgrade until you buy everything. Ok, so you have a ship, and there are islands. You're supposed to go from island to island and buy resources, buy better ships, and do some quests. You can also capture islands and then have a kind of pointless city management segment that is just a waste of in-game money. During the sailing, you're suppose to keep your crew fed, and your ship repaired (for battles). The biggest problem here is that you don't need to control resources almost at all. (1) they're incredibly cheap, so you can stock up entirely and never have too little space or money; (2) you can go between the two extremes of the map without having to worry about feeding the crew. So this removes any aspect of planning from the game. You don't really need to think about which island to visit first, or buy resources accordingly or any of that. So the whole resource system is pointless. Then, there's the battles. In some trips, you have combat. The combat reduces to: A seconds to do B damage OR kill C crew, D seconds to heal E amount. That's about it. Or you can flee. So, really, it comes down to very simple arithmetic. You decide whether it's faster to kill through damage or crew, and you heal before the opponent has time to kill you. There's no problem to solve, here, the solution is obvious so. why? It would be interesting if the timers depended on the amount of crew members, or you could upgrade different aspects and have to figure out the opponents'. but there's none of that (or at least none that's relevant). So yeah. Then there's the worse fact that you encounter ships based on \*your\* ship! If you have a tier 3 ship, your encounters will be against tier 3 ships (with some low variability of +-1 tier). The game could have danger zones with higher risk/reward or requiring a better ship to access, but no. Instead, you can probably play the whole game in your first ship, since the game is designed entirely around you. It's pointless.

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Finally, there's the actual money making. Aside from a finite number of side quests, all you have is a fetch quest (get to this port). And you can have only one fetch quest too! Once you finish it, more will become available, but always one at a time (presumably a way of extending the length of the game in a very artificial game - since it took me 4 hours of very inefficient play). This will earn you between 1k-2k. The last ship costs 50k. You can also conquer towns (which has no mini-game, you conquer it if you have  $\geq X$  crew, and then lose some of your crew in the process). Once you control a tower, you can build a shipyard, a farm, a mining camp, etc. which I don't really the point of. They make resources available and increase a town's profit by 10% or 20%. Either way, each time you visit a town, you'll get 0.5k, more or less. So it's not really the best way of making money. You can also allocate resources to different things to make more money, but the difference is very small so I didn't bother. Again, there was no point. The game had no challenge. I've never had my towns conquered back (although I think it's possible?) and buying each kind of building would cost 2-5k. For a reward of 0.5k every 20 minutes. Oh, and you also have to visit the town to collect its profit - which means you'll be better off not buying anything and focus on fetch quests entirely. I'm being very harsh, but really. There's no point to the game. The systems are mostly theoretical, and not actually balanced to work in practice. The side quests are few and not very meaningful at all either. The whole game relies on compulsive play. And that's not good. Looks great, but nothing else to it, in my eyes.. This game is Great. I love the way the ship battles work. There are tons of features packed into this game.. Very chill game, awesome music and art.. An addicting game that feels like a pirate oregon trail.

Quest menu available on map (Update 1.0.4.0) : This is just a minor update. Someone brought up that having the quest menu available on the map would be a great quality of life change so here it is! As always.. Permadeath gamemode and fixes! (Update 1.0.2.0) : New content & features Gamemode Menu Permadeath gamemode (Dying will remove your save file) Minor changes Made small changes to the mountains in Cramton Bug fixes and performance improvements Minor optimizations made to world save file loading Fixed an issue with the achievement "A Friendly Pirate" Fixed save slots showing day/year data in empty slots Fixed an issue where storage caches couldn't be built if mining camps were already built As always.. Don't Sink official release! (Update 1.0) : Yaarr! We've done it!. Kickstarter for Duke of Defense is live! : Hey everyone! While we are working on the console releases for Don't Sink Topher and I have started another game titled "Duke of Defense".. More content and features! (Build 1.1.2.0) : We bring to you yet another update! The community has been very helpful and has provided plenty of great suggestions. This update is meant to act on these suggestions and bring more useful features/preferences to players. Thanks for being wonderful and we hope to bring you more updates in the near future! New content & features Jobo Island Grog Shores Coral Reefs Gamepad Dead Zone setting Hide Mouse setting 7 new pirate crews Statistics menu implemented As always.. Development news! #1 : If you purchased Don't Sink then you already know we usually push updates once a week. Over the course of the next month you will likely not see any major changes come up if we even push any updates. Rather than continue to push minor content updates for the next month we are going to be recreating all the GUI elements and possibly other (currently unavailable) gameplay. During this time we will continue to post our progress.. Don't Sink, now available on Steam! : Don't Sink is now available on Steam!. Update 0.1.2.0, Quest system, fixes, and balance : Changelog 0.1.2.0. New content and quests! (Update 0.9.4.0) : Finally, new content!

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