
SkyBoats Download] [hacked]



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About This Game

Ahoy SkyBoat captains! Today is your chance to learn to sail the skies, take control of the winds and discover vast riches up in the clouds. In SkyBoats you are a skyfaring merchant who must meet the demands of the three sky cities to become the most successful Sky Captain! In SkyBoats, you'll use our unique wind-sailing system to hone and display your piloting prowess. Even better, as you improve your skill at the game, SkyBoats will use your evolving rank to consistently give you a satisfying strategic challenge.

SAIL THE SKIES!

SkyBoats runs in the vein of Euro-board games and will work your strategy muscle! You will love the satisfaction you gain when you deliver that highly sought-after good to a distant SkyCity, dazzling the citizens and increasing your renown as a Captain. SkyBoats is filled with interesting choices and continues the BrainGoodGames trend of deep and thoughtful games based around our staple single-player ladder!

GAMEPLAY

SkyBoats is a strategic gem shining with the art of Tomasz Bigosiński and ringing with the original music of Julian Beutel.

In SkyBoats you fly around picking up different goods to sell to cities. The goods also give you the ability to control the winds! Different goods have different wind shapes. When you play a wind the board will now have those wind spaces, and other boats can move into them to sail along the wind. When you sail on the wind your boats gain more prowess and will be able to sell their goods for more Glory! Each wind pattern can also be flipped, allowing you to go the opposite directions. These magical winds also generate goods allowing you to control production. On a turn each of your SkyBoats can use each of its cargo spaces once. Empty cargo spaces can be used to gain fuel. When you fly over goods, you will have the opportunity to pick them up, and place them into your cargo. You must meet enough SkyCity demands before time runs out!

BRAINGOODGAMES

SkyBoats is the third game by BrainGoodGames and continues in the tradition of video gaming inspired by board games. Previous to SkyBoats, BrainGoodGames released Militia (Dec. 2015) and Axes and Acres (Apr. 2016). SkyBoats mixes classic

Euro Board Game mechanics with our own unique wind mechanic to create another deeply strategic single-player strategy game.

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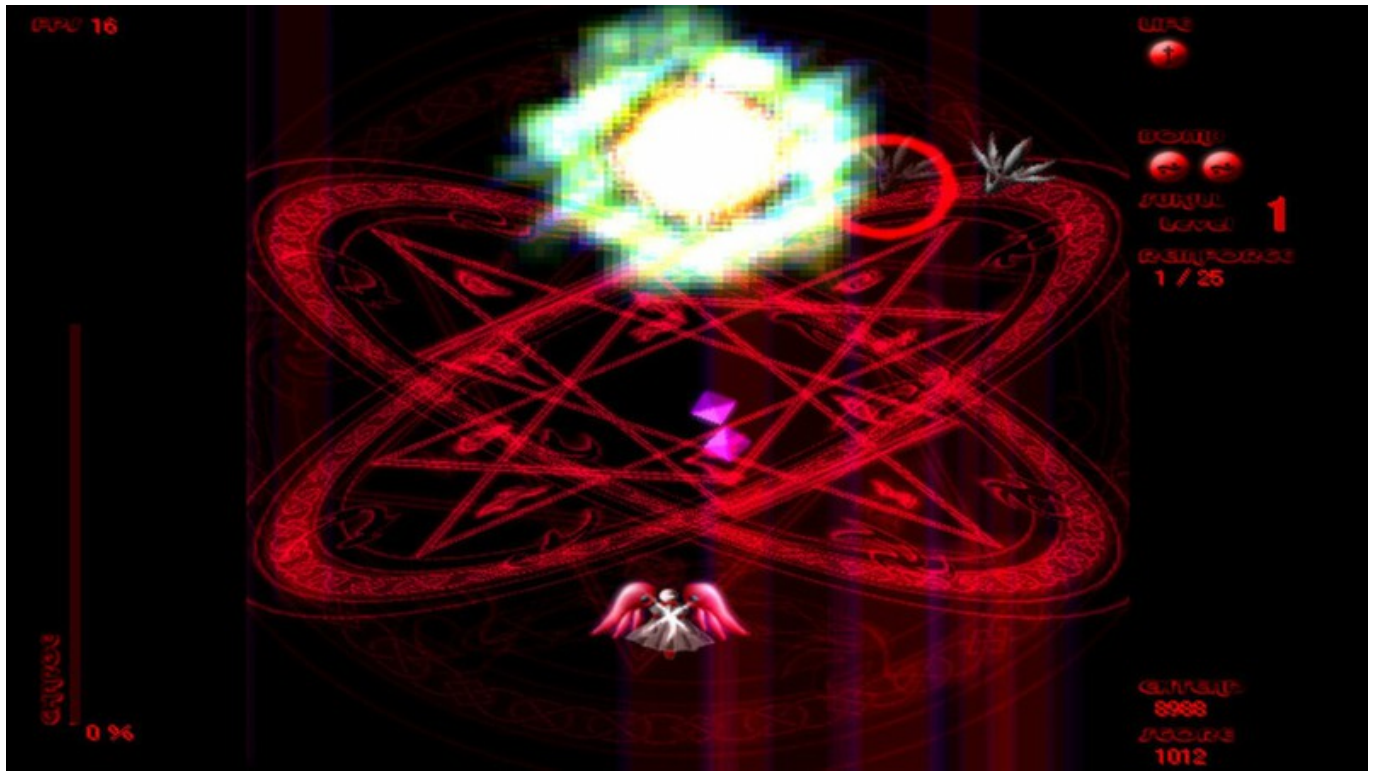


- Deep and engaging single-player strategy.
- Ladder/ranking system + procedural generation for endless replayability.
- A satisfying strategic experience in 30 minutes or less.
- Beautiful Graphics by Tomasz Bigosiński.
- Adventurous music by Julian Beutel.
- Another unique system created by BrainGoodGames for a great strategic experience.

Title: SkyBoats
Genre: Strategy
Developer:
BrainGoodGames
Publisher:
BrainGoodGames
Release Date: 23 Aug, 2016

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English







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In terms of personality everyone's Griffin is exactly the same from the game's beginning to its abrupt climatic ending which comes at a time that feels like the stories halfway point.

Minor spoiler. During the course of the game I became the hero of the universe which I really shouldn't be considered much of a spoiler. But the mission I went on to achieve my champion of the universe title is so insanely simple that I don't know why some other random NPC hadn't already done it. It kind of felt like getting a parade for brushing my teeth. But as I already said in the first sentence. It's a very anti climatic game.. As always with BrainGoodGames, this game is lots of fun and very challenging. It takes a while to grasp the rules but once you understand them you will appreciate the complex strategies you can use.

The tutorial will get you started but I recommend turning on practise mode to really learn the rules and not lose ranks. The support from BrainGoodGames is great as always.

. for this price you cant lose.. yea its chill. This game is a very cool survival game and looks very promising game play you can find all the resorses you need to craft items you need will do a Stram first look at this game to show how you can craft items and build stuff once you get a feel for the mechanics and familiarize yourself with the environment, it is fairly straight forward . If you like Survivel games and building would recomend buying this game or even put on your wish list. I beat the full game in one hour but then again I'm really good at racing games. The game is basically the spiritual successor to Rock N Roll Racing from the SNES.

TIP: Use the truck only; the buggy is unusable.

Nitro and landmines are the best items in the game.. Super fun platformer with interesting mechanics and puzzles :D still playing! come watch gameplay on my channel <https://youtu.be/VNLPeKgsYFfs>. After playing "The Deep Paths: Labyrinth Of Andokost" and being a bit underwhelmed by it, I thought this one might be more fun. In fact, the controls and UI are indeed somewhat better; but overall this game is even more generic in its design choices, enemies and combat. Despite its funny name, Heroes of the Monkey Tavern doesn't feature any humor or even story - you don't even get a lame excuse to why you enter the dungeon, you just hear "there is a dungeon" and off the heroes go. (As usual, without any weapons.) During the game there is absolutely no story, even though now and then a room is decorated with shelves or beds. In "Andokost" at least the characters talk to each other from time to time.

As far as the combat goes, I wasn't annoyed by it, but it's really strange that you don't even see the monsters and their animations much, because you only stare at the icons at the bottom side of the screen to wait for the cooldowns of each weapon and spell.

Also, it would be nice if health potions wouldn't be clickable if the character's health is full, and the same with spells if the character's mana is empty.

Nice game, I must be close to the end but I will surely give a try to a different group.

I liked the fact that these things that can be boring in this genre are removed :
Food, torch...

Now it is not Grimrock, but it does not pretend to, good job.. Amazing and cheap, Original Battle royale game with great level design, character design and original gameplay)

Here is my impressions video (english) :

<https://www.youtube.com/watch?v=FDKFKJv84nM>. Every so often a game comes out that will blow you away. Games that have done this to me include Broken Sword; Shadow of the Templars, The Longest Journey and Gabriel Knight 3. Now we can add Rainswept to the list.

Story

A young couple named Chris and Diane are found dead in their home in the small town of Pineview. Diane has a bullet wound in her stomach and Chris has bullet wound on the side of his head. They are outsiders who moved in a few months previously. They has been having problems and they didn't interact with any of their neighbours so the locals and the police are convinced this is a murder - suicide. Enter Detective Michael Stone from the city. To the annoyance of everyone else, he insists on investigating fully.

This game has three different stories which all tied in together. First is the investigation itself as to what exactly happened. Helped by Amy Blunt , you interview locals, investigate the crime scene and speak to the sheriff and to the local doctor who carries out the autopsies on the victims. We get to know the town and its inhabitants little by little every time we speak to them. The story is told over the course of a few days and the sheriff has let it be known to you that if you don't wrap up the case before the fair in a few days he will declare it a murder - suicide and move on.

At night, when Detective Stone is alone in bed he has visions of a woman, who asks him to join her and to stop fighting. As each night passes, he becomes more and more tempted to join her but he fights on to continue with the case. Each night we learn a little more about Detective's Stone's past and just who the woman is and what happened to her.

Finally, and what sets this game apart from other similar games, is that you also play as one of the victims, Chris. We get to see when he first meets Diane, when they first fall in love and the most important moment of their relationship until their deaths. Some of these moments are extremely tender and sweet that it makes it all the more heartbraking that we know what will eventually happen to them. We come to care for these characters and we are desperately hoping that they can be saved even as we know how it ends for them.

The writing as a whole is some of the best writing I have seen in an adventure game. All the characters are real and none of them are two dimensional. The game deals with some pretty tough subjects such as suicide, depression and mental illness but it is done in a very sensitive manner that could have easily been mishandled. It is a testament to the writing that the three plots converge as well as they do and that you think about the game after finishing it.

Gameplay

In this game you move the character left or right by pressing either A or D. You will see a symbol beside a hotspot to show if you can interact with it. Other people have mentioned that they found the controls cumbersome but apart from being a little finicky I didn't find any issues at all with them. That being said, the developer has made changes to the controls based on feedback so the controls should be even easier in the latest version of the game. You also carry a notepad in the game where the detective writes a description of the crime scene and all the characters he meets with his thoughts which comes in very useful! There aren't many puzzles in this game as the story takes precedence. For me this no bad thing as I would prefer a good story to be the focus rather than some arbitrary puzzles we have all seen in many other adventure games. What few puzzles there are include having to take a photograph from a dog and having to start a boat which has no gas. I was not stuck at any time and did not need a walkthrough so the game shouldn't pose too much difficulty to experienced adventure game players.

Sound

There is no voice acting in this game which didn't bother me as the writing was top notch although it would have been nice to have actors portray the wonderfully written characters and dialogue. The music is beautifully done by Micamic, who also worked on The Cat Lady. It is used sparingly and appropriately in the scenes when it needs to be used. We also just hear sound effects such as footsteps and birds chirping in exterior scenes which add to the atmosphere.

Graphics

For the most part this game plays as a 2d side scroller. However in dramatic moments the camera shifts perspective which adds to the tension and is very professionally done. The movements of the characters look strange at first but I quickly got used to them and this didn't affect my enjoyment at all. While the overall graphics may be a bit basic given the budget of the game, the scenery looks beautiful with changing weather patterns.

Conclusion

The game took me over 5 hours to finish but those 5 hours were spent moving the story along rather wandering aimlessly trying to figure out how to solve the next puzzle. While some people may want a bigger challenge and may not like the controls, none of these bothered me. I found the story captivating and enthralling. If this game is not mentioned as one of the best adventure games of the year come December then we will have had an exceptionally good year!. These are never worth the price but they always entertain, except sometimes.. I'm oddly conflicted about this one. Overall, I'd say go for it if it's on sale for \$5 or less. It's a short experience that you'll want to play at least twice, and for the most part I'd say it's a pretty good entry-level game into the genre.

The good:

Soundtrack is great. It's not intense, but more tavern-like.

Atmosphere is fine. For once you're going up a tower instead of down into peril.

Good with a catch:

Lots of different classes to pick from, but there's no real unique development available except for the few SP you can pick in the beginning.

It does have some replayability to it, but the game is very short. You can practically 100% the game in 5-6 hours. Achievement runs can potentially take one playthrough if you know exactly what to pick.

The not-so-good:

Mages run out of mana far too quickly, and potions are finite. You really need to conserve your potions. Elementalists/black mages don't even get ranged spells until about halfway through the game so if you want to do any sort of ranged damage early on. You need to first find the bow in floor 2. . That said, priests/white mages can hold their ground with a hammer if they run out of mana.

The flee damage penalty is stupid. Sometimes I won't even know an enemy is near me and I'll take a step and "oh you fled you lose 25 hp and your priest dies". It becomes a bit more manageable late-game, but when you need to escape in early-game with no supplies you really need to use the environment around you to sleep. I guess it helps you be more 'strategic' but still, in a genre like this it's no longer a good idea.

What would make the game better:

Quick swap on hand selections. Less time needed to waste on opening your inventory to swap spells/weapons.

Better ranged ability.

Lessening/removing the flee damage.

Even with these points in mind, I still found I enjoyed my adventure and will play through again to get the rest of the achievements. Hope to see more in the future.. I love Choice of Games, but this one really fell flat for me in comparison to several others that I've played and loved. This, I feel, is due to three major reasons: failure to invest the player in the setting and characters, failure to pay off the plot, and slapdash gendering.

I'll start with the good stuff. The main group of friends your character meets are distinct in personality and memorable. Their group dynamics are believable, and it's nice to know your character was the one who brought them all together. Your gryphon is going to be adorable, and you're going to want to play with it all the time even if you're supposed to be training it, which is what happened with me. :P

Now for the rest.

The ending to the plot was deeply unsatisfying, as if the author cut off the draft in the middle. There was little to no sense of closure, and some of that seems to be due to overall weak writing and a failure to establish strong motivations for the protagonist. It's hard to declare that a goal has been accomplished or forever lost if the goal was hazy in the first place. The game starts out promising in terms of world building, but quickly loses steam past establishing the class struggles between thralls and fledglings/riders, and that the theme was wyrms vs gryphons. The whole game could have benefitted from much more showing and less telling, and higher stakes. I was left feeling quite uninvested and uninformed in the trials and tribulations of the kingdom, despite supposedly being a patriotic character.

Lastly, the gendering. This will be the longest portion, as it is the biggest, but most necessary, thing to fix in order to improve

the experience. The following is going to sound quite harsh, but I feel it will be valuable feedback to the author should he/she/ze/they etc wish to advocate for non-binary genders through writing. While I applaud the attempt at inclusivity by using non-binary gender pronouns, it was overall poorly handled in terms of both story and code logic.

Firstly, the author makes the mistake of slapping in the ze/zir pronouns without establishing anything about the role of gender in this setting, nor describing the characters to which they are referring. This is a failure on three different levels. Level one, alienating a large portion of the audience. A vast majority of readers will not understand this social justice jargon (yes, JARGON), which means the author has chosen wording that will immediately catapult many readers right out of immersion. The modern world, at the time of this review, doesn't even understand where non-binary people fit into society in a non-fictional setting. What made the author think the story could get away with not spending time exploring this? Writing using terms that your target audience can reasonably be expected not to be familiar with isn't a death sentence, however, but when doing so, a writer has the responsibility to establish the terms within the context of the world.

This leads us to level two: the author misses the chance to both worldbuild and character build. Is the non-binary gender commonplace or rare? Is it widely acknowledged and accepted? Or persecuted? Or an exotic oddity? The author spends zero time inviting the reader to understand these terms. The first character with non-binary pronouns that I ran into was a random minor character. There was little description of said character's appearance, mannerisms, or how they were treated that played into this gender identity. My player character then never ran into this person again, though ze was suddenly referred to as he later on. Why the change? A coding error? Did the other character misgender? Was it an accident or on purpose? None of this is explained or explored.

And this ties to level three: because of the previous levels, it misses its mark with regard to representation and inclusivity. All of the previous levels culminates in a bevy of missed opportunities to build empathy for non-binary people, to build full-bodied and human characters. It fails to represent the people behind the pronoun, and to invite the reader to understand why these pronouns exist.

So, overall, I don't recommend buying this game. Other games published by Choice do much better with regard to strong protagonist motivations, sense of closure and choice impact, and non-binary representation. The Heroes trilogy, in particular, does well in establishing a major genderqueer character and grounding queerness in the fictional setting. This game could have been much improved if the author could have sat down, and followed the many gaps in the setting and followed them to their logical conclusion, then circled back to explore the impact on the characters in the setting, and showed these effects happening around the main character.. Surprisingly confusing dungeon crawler, with very few of the types of options you'd expect in a PC release. Seems like it has a lot of potential and nice graphics (very nice though repetitive dungeons and well animated enemies - haven't I seen that rat guy before in other games???)

In the end I can't recommend an \$8 game with such little polish. I love how you can have pets makes game even more fun each pet does different task

so it helps out. DO NOT GET THIS DLC

I REPEAT, DO NOT.

This DLC is probably the longest dlc I have ever done. So frustrating and the boss is so horrible.

You attack the boss then you quickly have to run to the wall to hide behind it. If you're too slow you die instantly.

This DLC probably took an hour and 30 minutes and this DLC is extremely short and the rewards you get from it are crap.

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