Nantucket Activation Code [hacked]

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About This Game

Chase after Moby Dick, and live through the Golden Age of American whaling in this seafaring strategy game. Set sail around the world, manage your ship and crew, and live Ishmael's story, the sole survivor of the Pequod, a few years after the events narrated by Herman Melville in his masterpiece.

Set sail and explore the seas
Set sail around the world, visit cities, and increase your prestige by hunting whales, landing jobs, and searching for new adventures.

Be the captain you want to be
Develop your character in true RPG fashion, by increasing your stats, choosing your reactions, and developing your seafaring skills.

Manage your ship and crew

Hire and manage your crew, give them tasks on your ship, and improve your ship with new compartments, expanding your ship's capabilities.

Experience the Golden Age of whaling

Experience more than a thousand unique events tailored around your choices—and face the results of your actions.

Hunt whales and fight pirates

Discover new whaling areas, hunt whales for blubber, and protect your ship from pirates using a turn-based combat system.
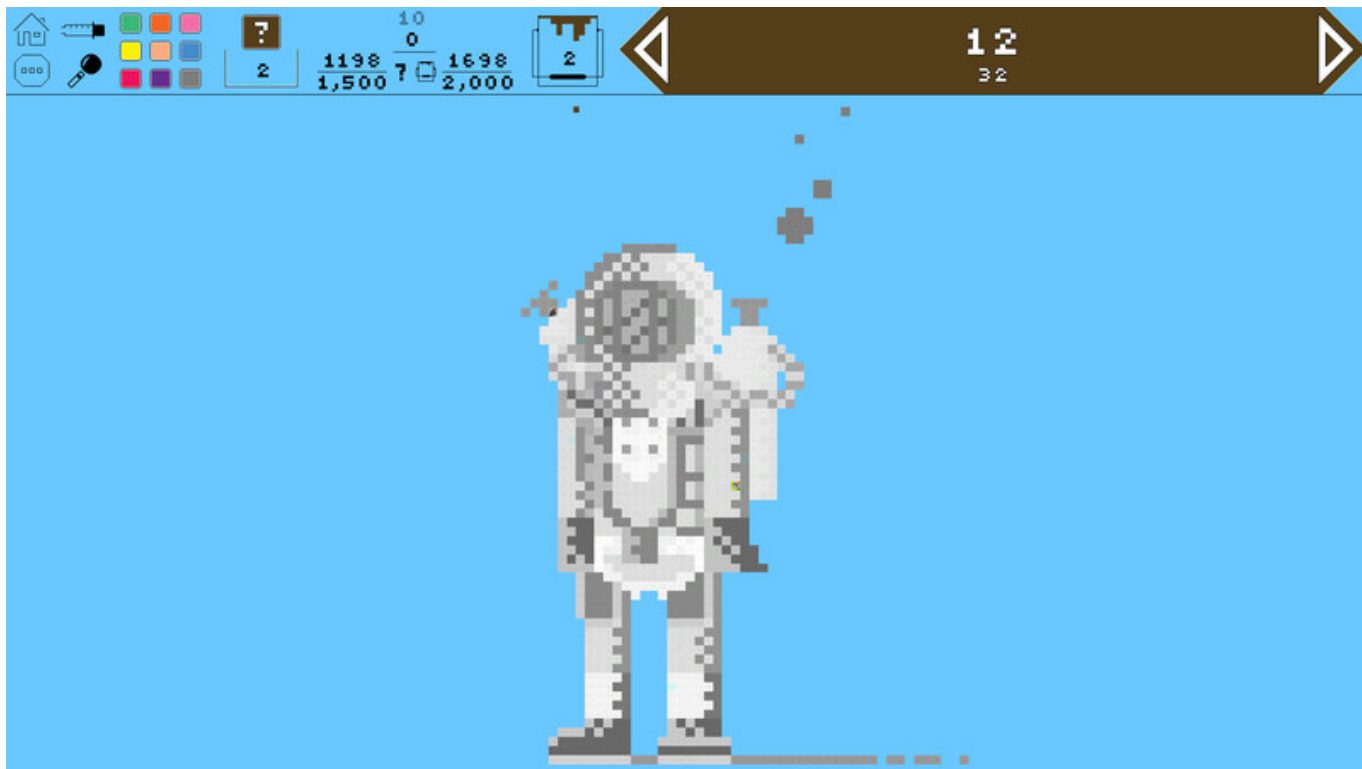
Chase after Moby Dick

Follow an original story line and complete quests to unveil the secrets behind Moby Dick and dissolve Ahab's curse.

Title: Nantucket
Genre: Adventure, Indie, RPG, Simulation, Strategy
Developer:
Picaresque Studio
Publisher:
Fish Eagle
Release Date: 18 Jan, 2018

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English

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I purchased this game, because it was only $1, and looked pretty interesting. The mixed reviews threw me off, but I went for it anyways, since it's been on my Steam Wishlist for about a month now.

In Gone in November, you play the role of a man who is about to die, and you see fragments of his memory as he dies. It sounds really sad, and admitedly, it is sad, but the game doesn't really do a whole lot with it's premise to make the themes it presents powerful. At the end of the game, you pretty much have more questions, then you do answers, and a good chunk of the story is vague.

Gameplay is your standard walking simulator title, and it does everything pretty well. No real complaints in that department. The soundtrack is fitting, and I actually quite like it. The soft, sad-sounding music is fitting for this game, and the themes it attempts to tackle.

Graphically, the game looks pretty solid for a 3D indie title. Unfortunately, the game tries to fit your monitor on startup, instead of giving you an option to adjust the game yourself. There's an easy way around this, using Notepad, but it's frustrating it wasn't included in the final product.

The game is also exceptionally short, with my playtime being around 20 minutes. With this game being $1, I expected it to be short, but it felt a bit too short for my taste.

I wouldn't recommend Gone In November, unless it's at least 50% off. It's not an absolutely awful experience, but it felt like the game didn't last long enough to make an impact.

Pros:
+ Solid graphics.
+ Controls work exceptionally.
+ Great soundtrack.

Cons:
- Story is lacking, and doesn't use it's themes to it's full potential.
- No way to manually change resolution, unless you adjust a file with Notepad.
- Very short (20 minutes of gameplay)

Final Rating: 5\/10. Who doesn't love a squirel with an eye patch and bad\u2665\u2665\u2665\u2665\u2665attitude!. Easy to play RPG with entertaining combat.. I liked the concept, I bought the game. No decent controller support: partial controller support is claimed but how do you configure it remains a mystery. No online help found. Too bad.. where's World of Goo 2?. This game is a local multiplayer dream come true.

We played a lot of matches on the day I bought it, worked great with both Xbox and PS3 Controllers.

Of course it would be even cooler with more stuff, but I feel like this game is content-complete as it is. Maybe some more elements (parts of rock) added, some color variations for frogs and wheels, maybe some of them unlockable.

Great game, good fun. Get your own!. The only good part is that the one sound bank is quite good and the triggers modulate the sound with the "strength". Other than that, there's nothing else. Notice the time played on any review.

It's a static scene that triggers sounds whenever the control passes through some colliders. Much worse than an eletronic drum kit (of course for the physical feedback, but I mean it has no other attractive point that could easily be made in the virtual world).

The lack of features make this useless and not even fun. There could be at least a way to reposition and add drums, Default positions is weird and unnatural like the floor and snare drum horizontal and far appart. The ride sounds like a crash, so uncanny, and that's the only sound bank. Cymbals response\/physics are erratic and driven. The tech is clearly amateur: among other stuff, there's unused shadow casting that produces a flicker of the drum sticks that makes it hard to judge positions.

It's not even a nice VR demo. If this test was published as it is (clearly the first result of someone fiddleing with a game engine), I doubt there'll be any update to it.. Compared to the last three main volumes, You Don't Know Jack Volume 4: The Ride marks a noticeable shift in gameplay, art style, and themes. Upon starting, a question is posed to the player(s) based around some topic (ranging anywhere from the circus to death). The only answers available are "yes" or "no"; the chosen answer will set the tone for the game. From there on, the player is taken on an elevator ride of sorts, being asked the typical questions by a disembodied female narrator. A new question asks if the player has gone on "The Ride" before; if so, there may be some quirk involved in the naming section (for example, on one of my return games, I was locked into only using vowels to enter my name). This deliberate change makes for some amusing scenarios. Gameplay is also different, where players can select the amount of money a question is worth. A new mini-game called RoadKill has the player(s) finding the shared quality between two ideas\/people\/etc (e.g., the solution for "Mini ___" and "Bradley ___" would be Cooper). After every answer is given, the player(s) are asked what do all the previous answers have in common, proving to be a great test of memory as well as reasoning. Finally, it ends with the usual round of Jack Attack. The only difference here from previous games is that the amount a player receives or loses for answers is selected like the questions. Clearly the grungier entry to the YDKJ series, The Ride is certainly worth a look into for bawdy humorists, trivia titans, and those nostalgic about the 1990s.. I bought **Books after I got a 75% off voucher through steam and honestly after 1.5hrs I feel that I overpaid for it. Here's why:**

+ Books is an achievement grinding game app. If you accept it as such and you like mindless achievements grinding then it is for you.
+ You learn some interesting and some otherwise funny facts about a small selection of animals and birds.
+ The UI is so simple, a four year old could use this app (assuming they could read). Perhaps aimed to younger audience?
+ At the time of writing this review, all 4,564 achievements could be unlocked in under 2hrs.

- Books is not a game per se, so it is a waste of unreal engine's power. There are many other apps\/educational tools which are suited much better to this type of Q&A application and on top can provide stats and graphs for the progression of your learning.
- Each answer right or wrong regardless will net you in between 9-14 achievements! Often you have to wait before proceeding for the achievements to catch up!!
- Achievements are abstractly named and have nothing to do with the Q&A (except for a handful of miscellaneous ones). At the 4K mark, I could not keep track of which achievements were missing without a guide.
- UE4 glitches galore and erratic frame rate (locks to 62fps! Drops to 40fps for no reason on static scenes). It spawns the Oculus store when starting and exiting the app! (why use VR functionality?)
- Bad assets scaling on full screen (UHD mode, 4K mode or anything above 1080p); frequent crashes.
- Non existent\/audible sounds or music; even when the volume is cranked up to extreme levels you can barely hear a pop sound here and there (at that level other games rattle the house windows). Bug?
- Quite a few spelling and grammar mistakes. Some questions make no sense at all (Google translate?). Best part of the app, seriously!
- No Steam trade-cards, backgrounds or icons

TL;DR: If you are a completionist or on the hunt for steam achievements and don't care how you get them, then Books is made for you. You could be watching your favorite TV program while clicking away to earn 4.5K+ achievements on a $1. Otherwise, steer clear, as Books feels like a highschool project experiment at best with its elementary level of Q&A and it is not worth your valuable time.

Oh wow.. been so long since I played a Sierra game. I did all the quest games.

A beautiful game with it's gameplay mechanics built on a fart joke. Things get pretty low brow throughout the game.

You play as two tube connected aliens (or one in co-op) who have to navigate though levels to solve puzzles. One is large and can push object as well as pull the small one behind him. The other is small and can fit in small spaces and bounce off the top of the big guy. The two aliens can shift thier sizes so the big one is small and the small one is big which you need to do alot in order to get both alien through most of the game.

It can be managed mostly as a single player game but probably would be alot easier as a co-op experience. The one bonus level I played seemed so hard that it probably demands to be done in co-op.

I've been able to play the game just fine on an underspeced PC as I am playing on a 64 bit dual core processor and in Cinema 4K. There is still the dreaded possiblity that the later levels will be unplayable due to slow processor. At least I had the chance to play the demo to see how good or bad it would be.

Also recommended that you play with a gamepad as it's a more natural fit for it.. Alas, I must confess that this game is almost certainly not worth your time and money.

First off, let us be clear: this is NOT a rogue-like, in any sense of the word. Your character is immortal, and if you are defeated in combat you get a tiny slap on the wrist (which may not be anything at all, depending on how many items you found on that particular adventure).

Speaking of "adventure," the game has only one mechanic: click to start the fight. Each fight is automatic, with zero input from you. All you have to do is decide whether to fight the next enemy or to run back to town and heal. That is the entire game. I have played far more complex high-school coded flash games.

The list of reasons not to play does not end there, though. The enemy design and "animations" are exceptionally poor. English language errors appear on nearly every sentence (this was NOT proofread), Sound frequently swaps left\/right channels. A skill which purports to do damage does not do damage.

I have no idea how such a one-dimensional, thoughtless, sophomoric title got the Dark Eye name behind it, but your time and money are far better spent elsewhere.. It seems like KOEI is learning how to port the games on PC. From technical point only down side is that, there is no M & K support. I would recommend this game everyone who enjoys Warriors games.. A rare game in which you play as a reptile character that does not have a human face. If you want a cheap game to kill some creatures with some character customization then this is a fun one to play.. I beat the first boss so only a partial review. I had to make sure there was more than just the one environment and there is. also different types of enemies start to appear.

The is a magic RPG. Been playing a while and in a weird way it's been hovering between terrible and addictive. There are some bugs and some jankyness but at the same time glimpses of awesomeness. The graphics are pretty awesome. Enemies look great. Spell casting feels great.

Only teleport so if that bothers you then turn back now. For me it's not big deal. It would be hard to add any other type of locomotion because the boss is to dart around quickly to avoid his attacks.

The addictiveness also comes in the upgrades. There's a perk system but you also find new wands, claws, and robes each with different stats essentially allowing fully customize your equipment.

If little bugs and weirdness and Chinglish bother you, turn back now. Othersize if you've played Children of the Collosus this is from the same developer so think that game mixed with something like Orbus VR and you get the picture.. Thought I bought Fallout DLC. Accidently bought Call of Duty.
11\/10. *Man, I wish there was a "meh" option for reviewing games sometimes, because this definitely falls into that category.*

 - *Story was all right-ish, judging on the standards of RPG Maker games (and I have played some BAD RPG Maker games), the plot twist was probably pretty predictable if you were paying attention . . . which I was not*

- They use a familiar-looking RPG Maker VX Ace tileset, which don't necessarily look bad but communicates a certain lack of effort?
- Random encounter rate was awfully high, at least in dungeons, and it put me off exploring, which is not something that I often say
- Game is so-so challenging at the beginning, but the difficulty falls off a cliff when you unlock your elemental sword moves
- The translation . . . speaks for itself

Overall they probably shouldn't be charging money for this DLC, as it feels an awful lot like something that was cobbled together over a long weekend, but if you're a collector of RPG Maker stuff and it's on sale I guess go for it?. Seems like i have to remake my review.
It remains negative.
Lack of content for editors.
Very underwhelming.

thank.