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## The Pirate's Fate - Comic Free Download [addons]



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### About This Content

An original comic adventure by Volkenfox and T.F. Wright! Find out the secret of the coin that started it all, with 20 full color pages.

To locate the DLC please follow these instructions: Right-click (Ctrl+Click on Mac) The Pirate's Fate in your library, then select Properties>Local Files>Browse Local Files.

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Title: The Pirate's Fate - Comic  
Genre: Adventure, Casual, Indie, RPG  
Developer:  
T.F. Wright, Volkenfox  
Release Date: 27 Mar, 2018

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English









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Goodnight, sweet prince.. a game that manages to be even worse than novalogic's delta force: xtreme 2! woefully inept ai! uninspired level design! wow!. RECOMMENDED for those who are achievements hunters !!~ this is a simple MAZE game with 3 level of difficulty ... yeahh... relaxing games ... but the color ... ermm.. kinda erghghhh.... nvm..

affordable without any broken achievements ..

so YEAH ! i Shall recommended ...

and the Achievements is ALPHABETS with Blue color .... ( you can use it as your steam profile showcase )

GLHF . enjoy ~ thx for the game developer. Boffest 2017. High School level is so glitchy that I was forced to close out multiple times, and, of course, the lack of options to save your progress compound this issue - makes me HATE THIS F\*\*KING game.

Why am I forced to start over? How is that mechanic helpful? Sigh.... Ok. This game scratches an itch that is needed in VR right now: swinging a club at a ball. That alone makes it worth purchasing.

With that said, there are a number of things that need to be fixed and changed in order for it to stay relevant in the future.

#1: for the love of God, add an option to disable the music. should be extremely simple to add.

#2: definitely harder than the first: add an option for fastball pitcher instead of eephus pitcher.

#3: hardest of all: fix the jumps that pitched balls have. sometimes it's like watching a flipbook because the ball just stops in mid air and jumps ahead. I have pretty much the best system that money can buy right now, so it ain't my computer.

#4: home run derby. duh.

Please, please, PLEASE add a music toggle before I go insane.

Oh, and get a sweat band or something for this game. You will sweat a ton, and if any sweat gets into your vive, it will fry. This game made me so sweaty the first time I played it, that I had to RMA my first Vive. True story. Sweat damage is dumb but it happens; be careful and take breaks.. My favourite jrpg, and I've played a lot, this was my first tales game tho. Played the story fully at least 8 times. 100% completed it on the 360 a decade ago and 100% again on PC and I'll probably be playing it again in the near future on the switch. Yuri is the best. Patty tho, she's the worst.

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It's great.. Very enjoyable.

You're the rookie inspector partner to an experienced detective off to investigate an apparent suicide.

The plot and setting are cliche in the best possible way for those who enjoy old fashioned mysteries: the setting is an island owned by a rich, slightly eccentric company owner, and inhabited by his (possibly) gold-digging ex-model wife, his younger brother (newly out of prison and engaged to the social worker who rescued him from himself), his American business partner, and the company's brilliant ex-Russian lawyer. The probably-not-a-suicide is Mark Spector, the security guard, who seems to have noticed some kind of shenanigans.

There's a ton of special handles, trinkets, and weird-shaped indentations (I always wonder how these people find anything, lol), a moderate number of well-laid-out hidden object scenes, and some puzzles that range from easy to moderate. I found the voice acting good throughout, with minor exceptions, which was nice.

And there's still a bonus episode to go! The game isn't without its flaws, but it was a lot of fun for this Agatha Christie fan. Plus, the snakes are called Baldrick and Blackadder. Just ignore some fairly iffy (er, occasionally very, very iffy) police protocol, and you're all set to interact with the wealthy and the "not as wealthy as they'd like to be".

9.5/10 for entertainment value and good art, music, and voices

Note: Wait for a sale, but don't worry about getting a super deep discount.. so cute btw.... For a first game from an small dev, it's a pretty swell point-and-click adventure. Takes about 5 to 6 hours to complete. The puzzles made sense - I only got stuck a few times due to missing an item or conversation earlier. I enjoyed learning the lore and how the bad guys were portrayed. The item combining system was a bit of a hassle to use.

#### PROS

puzzles  
lore  
music

#### NEUTRAL

that RPG Maker look

#### CONS

lack of proof-reading (will probably be fixed in a future update)  
some bugs (ditto)  
item combining could use some fine-tuning

All in all, I consider it money well spent, and look forward to seeing what One Bit Studio will do next.. Worth getting maybe as a curiosity if you're a Doom fan. The 21 included maps are official in the sense that they've been made under contract but they're not by id Software and the maps were designed individually, not as an episode. Moreover, you're stuck with a very low resolution if you play the maps through Steam. There are much better usermaps available on the internet for free.. Simple and nice game.

Font choice is ok for me :). It's basically a port from some cheap game site. That's the feeling I get from it. It runs on Java. Not worth the 14 cents I payed for it.. "This is a game you just have to play"

15 lasers out of 14 lasers

would play again

GamerGuy993 2k16. I finished all the levels currently available in this Early Access build in 0.2hrs.  
It's one of those sideways thumb games, but it edges to a No because of the below issues.

It isn't bad, but for a game that is solely click & drag the mouse to move, for it to not have the mouse cursor track with the player is unforgivable.

The camera angles in certain levels are poorly designed possibly to increase difficulty but it also forces you to seem to put the players head through walls when pretty much every other wall kills you.

A couple of the levels have what are either ridges in the ground that are either meant for difficulty or the map is misaligned,

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hard to tell, but if it's difficulty it's a bad implementation of an obstacle.

Maps 7 & 8 of this 10 level build are the same & either feature a block that should be moving but isn't making it impossible to pass the map or you are actually meant to go out of bounds, it's hard to say.

There is something here, there is promise here; but this is a really early Early Access, although the price point is low enough that I don't consider it offensive, but 10 maps (1 duplicate map) that I played through twice in 0.2hrs; the value for money mightn't be there for everyone.. Despite the typos, it's a tidy little turn-based mech game. Battles are short and sweet, you must balance three types of resources as well as research, production and crew training, and there are enough colour schemes to allow you to deploy the most garish mech squad you can think of. Short and predictable story, but still worth a spin.



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