Seasteader Download Now

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About This Game

Set on the wide open ocean, Seasteader is a city building and management strategy game that allows you to develop and rule over your own seastead, a floating community.

Your aim is to create a prosperous and thriving society, using your production and manufacturing capabilities to create goods and sell them on the global market. The profits can then be invested back into improving the lives of your seasteaders or increasing your industrial capacity.

The most important resource, however, is not a product, but your seasteaders themselves. As well as paying them wages and taking (or not taking) money from them for rent and food, you also need to ensure their happiness, as measured by 8 separate metrics. Each individual also has unique skills that make them better suited to some jobs over others.

In the end, the degree to which you wish to micromanage the game or let it run its own course is entirely up to you. There are no right or wrong ways of playing.

Features

- Campaign featuring 15 missions of increasing difficulty

- System for crafting your own unique custom missions

- Sandbox mode where you can build to your heart's content

- An economic system with 17 goods to produce, buy and sell

- 30 buildings in five different categories - production, manufacturing, housing, entertainment and infrastructure

- 8 different happiness metrics for your seasteaders

- Extensive modding support - almost everything is stored in easily editable txt files

Title: Seasteader
Genre: Indie, Simulation, Strategy
Developer:
Cosy Goat
Publisher:
Cosy Goat
Release Date: 24 Feb, 2017

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English

SECTORS CAPTURED

USA   4   2   RUSSIA

RESOURCES
60   98   27 /64

SU 25
COST : 300

SU 34
COST : 500

Stated simply, Risen 2: Dark Waters is an extremely rewarding, alternately frustrating and elating roleplaying game.

There's an undefinable quality to the Risen games, I've stated this in the review of the first Risen Game. The game doesn't bend over backwards to hold your hand, it challenges but rewards the player consistently. NPCs are interesting, colorful, but not terribly deep. That being said, the game does several things right. Actually, not only do they get it right but they nail it.

They absolutely nail immersion. The music is sweeping, from quiet moments to the middle of combat. The voice actors are fantastic, giving a great feel to the world. One particular instance had my character trying to mediate an argument between two pirates. The word \u2665\u2665\u2665\u2665 was exchanged a record amount of times. Most games don't manage to actually laugh out loud, but this one did.

Visuals are great. They aren't fantastic, not necessarily breathtaking, but the art style and use of environment is spot on.

The way the do character development is interesting, and in my opinion well done. "Experience Points" are represented by a resource called Glory, which is then used to upgrade base stats. These include Bladeworks, Firearms, Voodoo, Cunning, and Toughness. It's possible I missed one, but the point is that increasing these stats then allows you to visit various trainer NPCs that allow you to purchase different abilities with gold and a prerequisite stat ranking. I really enjoyed this approach to a roleplaying game. It sounds laborious and unnecessary, but it does lend a good deal of immersion into the game world.

Murdering monkeys, slaughtering warthogs, dicking pirates all up and down and stealing their stuff. It's great! Also pirates.

It's pirate themed. To me initially that sounded fun but viewing it long term I thought it might get old. Somehow, the developers manged to keep me engaged and immersed in this fantasy pirate world.

4 Arrgs! out of 5.. Adds little more depth. Got kicked from another online tabletop gaming app for not making my players all roll non-binary quasi-gendered otterkin, tried Fantasy Grounds, and never looked back. Many such cases!. This game had promise. This game was fun. This game deserved a recommendation.

This game has not been updated in over a year with no info from the developer. This game is probably abandoned.

Don't get me wrong, it's fun for a bit. It's just not eight Euros or your regional equivalent fun. Consider it when it's 75% off.

Unnecessary update: seven months since this review was written and nothing has changed. We have reached a point where we're closer to two years of silence that we are to one.

Unnecessary update 2: well, I doubt anyone is reading this any time soon. Regardless, we have reached two years and three months of silence.. I WAS UNDER THE IMPRESSION THAT THS CAME WITH GUNS ETC.
COULD NOT ACTIVATE GUNS ON THIS SPITFIRE,AM I MISSING SOMETHING,
THANKS
PJ (82) EX RAF

Fun game!

Looks very complicated at a first glance.

After playing some rounds it looks easy.

And after you understand the full mechanics its complicated (and very fun) again.. It gives you seacret 5 kills scorestreak and it's a Great Panda that has red bandana and L.M.G. akimbos and it kills all living things on the map. 10/10 would recommend IGN. BTW panda is celebrating 420 blazin' it...Just look at it's eyes.... Runers is a top-down, may-as-well-be-twin-stick shooter with roguelike qualities, including permadeath. Contrary to what you might have expected after glancing at the screenshots, the game does *not feature traditional loot, consumables, equipment or an inventory system, other than what's required to craft spells. With this in mind, I didn't expect it to have much depth but was pleasantly surprised to be proven at least partly wrong.*

The main attraction here is the magic system that lets you combine a catalyst with one to three runes from eight elements to create 285 different spells. Most results are unique in both animation and effect and generally fall under buff, debuff, direct single-target damage, area of effect, or some combination thereof. Spells can be further upgraded in power by dragging duplicate runes of the same element onto them, which augments their damage, knockback, cooldown, bullet size and speed. Runes, and the catalysts needed to combine them, drop from enemies and destructibles and are presented as a reward option when descending floors.

Spell quick slots are limited, maxing out at six after you've beaten a few minibosses, and excess spells must be in one of two storage slots or discarded. Two primary spells can be set to autofire so that they blast toward your cursor each time the cooldowns are up, which really makes casting feel like a twin-stick shooter without actual twin-stick support. Spell quality varies wildly with a few feeling overpowered, many feeling useless, and most falling somewhere in between. Casting does not consume resources and is only limited by cooldowns, so it's fun to experiment with different builds.

Adventuring begins with choosing a difficulty, a racial passive ability, a class that determines your activatable special ability, and a starter spell (or, in roguelike fashion, just hit "random" and let the game decide these things for you). After this, you'll be placed in a ten-floor dungeon with a toggleable map overlay that shows which rooms you've visited and any items you've left behind.

Enemies often feel just as, if not more, powerful than you because they cast the same spells available to you and can quickly fill your debuff bar. Combat involves a lot of running in circles as a result, dodging projectiles like you're in bullet hell while slinging your own spells toward the pack of enemies that's chasing you. Emerging as the victor will unlock the exits in that room and let you progress to the next. Rinse and repeat. The bulk of Runers' depth and imagination went into its magic system and there isn't much in the way of surprises outside of that. There are really only three room variants in the game: rooms containing a throng of enemies, a boss or miniboss, or a challenge (which is often just another throng of enemies whose conditional defeat rewards you with a perk).

Upon leveling up or completing a challenge room, you get to choose between four perks that are drawn randomly from a huge pool. With a few exceptions, these bonuses are more about augmenting your spells to be as deadly as possible and less about traditional character stat building. Even though death is permanent, a runedex keeps track of all the spell combinations you've unlocked thus far and a bestiary does the same for all the enemies you've encountered. There are also leaderboards for each difficulty and 30 optional, standalone challenges.

As long as you delve into Runers with an open mind and no expectations of it cleanly fitting into a particular genre—and you're prepared to deal with the difficulty of projectile hell—you should enjoy the ride.. Really fun Tower Defense game with easy controls and nice graphics. It reminds me of the old original Warcraft game. There are three islands where you fight in multiple rounds. For the price, it is a great game and fun time waster.

Battle of Kings is a tower defense strategy game in which you take the command and use your strategic skills to defend the siege against your fortifications. You can't win only by defending your Kingdom. Develop your economics, assemble and upgrade your army to defeat the enemy forces in a real Battle of Kings.. I played this game on floppy disk on my Amiga 500. It had 13 discs and before every fight you had to switch between 3 of them (no the Amiga 500 didn´t have a hard drive). Never thought I would see this game on steam, but I´m really glad it made it.. Lucid Path is surprisingly entertaining for what it is. It's somewhat of a mix between an RPG and an idle/clicker game. Your character goes through room by room, killing everything in sight, without any kind of interference from you. The only thing you can do during the sequences is use tomes you either loot or buy to intiate special attacks or abilities. It's not exactly difficult, but it does surprise you a bit with a few mini games throughout the story. The story itself isn't exactly compelling, but it's somewhat interesting and has a few nice twists and turns. The pace of the

game, both gameplay and story wise, picks up considerably after about an hour of play. The randomly rolled stats on much of the equipment is a very nice touch, and you can decide, more or less, how you're going to approack the game.

On to the more neagtive- unfortunately, the final boss fight is part mini-game. An unresponsive, unpolished and annoying mini-game to boot, and rather unenjoyable to play. While this mini games do breka up the monotony, they feel odd after playing the regular game. The graphics aren't bad, but there's nothing special about them. I love pixel art, and it can look great sometimes, but it was pretty run of the mill here. It worked, and it wasn't ugly, but theres little here to catch the eye. A few of the sprites looked like they had been stretched or resized too.

Overall, this game is a pretty solid quickie in spite of a few bugs and awkward spots. There are quite a few little surprises that make the experience stand out a bit, and there's more to this game than I initially thought there would be. I got it on sale, but I'd say it's worth the 5$