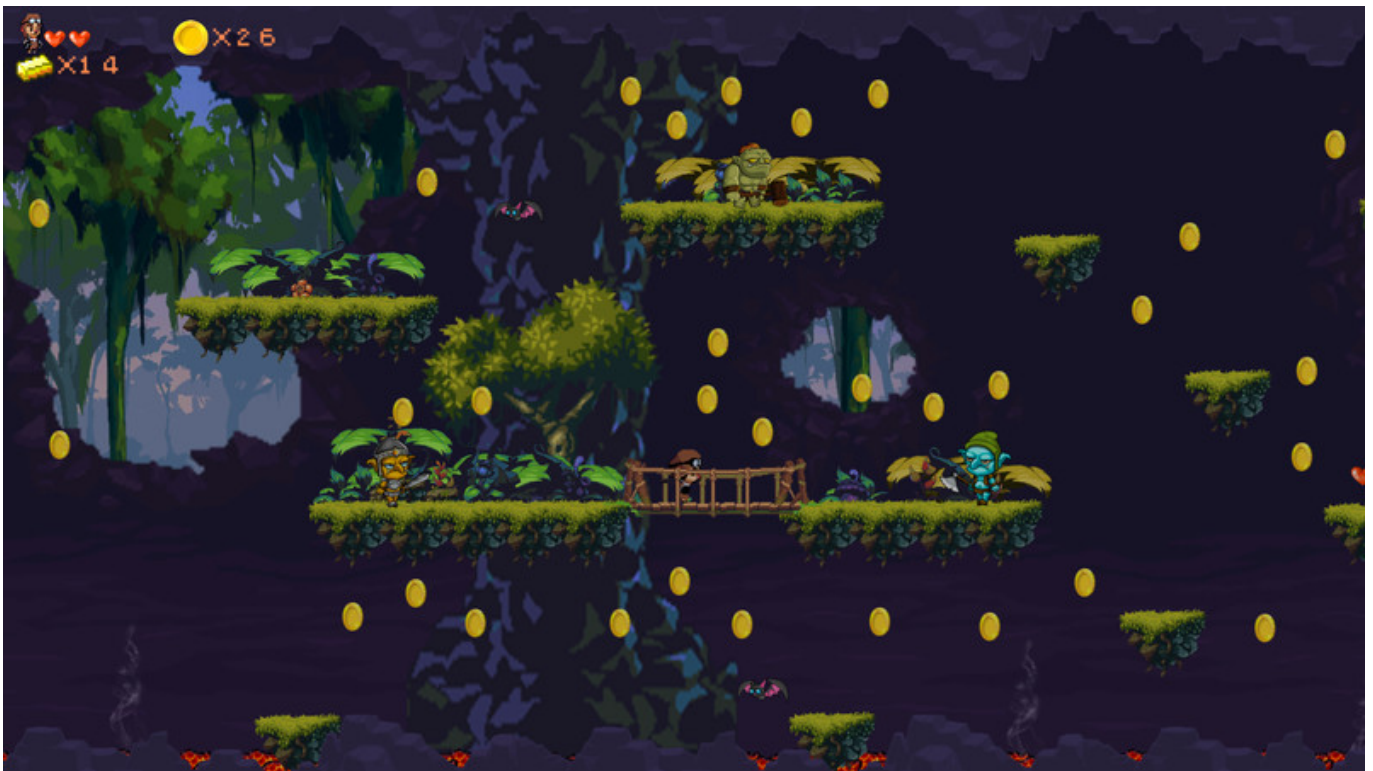


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## About This Game

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.

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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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B0259	FR 400	AS00	DIR0
N0017-G	S0250		

L/1700-N1008	10.33	FL51	238KT
B0257	FR 300	LNTA20	
N0017-H	S0220	FL70	DIR0

L/1200-P949A	10.30	A004	238KT
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FR-W049AY	S0234	A000	DIR0

L/1700-N1008	10.37		
P01450	FR 300	HELLOP 0M	
N0018	S07430		

L/1700A-N3321	10.21		
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N0300L-01	S07040	A000	DIR0

## AIRPORT Master

Airport Master V.0.3.4a  
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[Resume](#)  
[Save Game](#)  
[Load Game](#)  
[Settings](#)  
[Help](#)  
[Main Menu](#)  
[Exit Game](#)

## SETTINGS

VISUAL

Detailed Objects Draw Distance

Clear    Normal    Farther

Toggle Fullscreen: >> Windowed

AUDIO

Master Sound Volume

Mute user interface sounds  
 Mute notifications & alerts sounds  
 Mute ATC sounds  
 Mute Time Skip ticking clock sound

INTERFACE

Info Window Display Delay

0.5 sec    3 sec

Use large cursor     Leading zeros in balance

ALL FREQ: ATIS DELIVERY GROUND TOWER APPROACH INTERCOM

118.100 taxi holding point HGM via G, FlightCool-3A

118.100 FlightCool-3A, taxi holding point HGM via G

118.100 vacating via G, going to 118.100, byebye

118.100 vacate right on G, contact Ground on 118.100, bye

118.100 FlightCool-3A, landing at 24 minutes past hour







GAMEGEEKRU

766 200  
544

# PUBLIC TABLE



## TABLE SETTINGS

Quick game     No gadgets

## BET

100

500

3K

10K

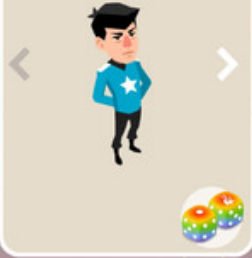
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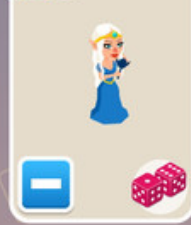
500K



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KKate



## Friend list



ZDAMAGE

Online



HITMAN85

Online



KARAS

Online



KKATE

Online



NIFERURE

Offline



HERZOG

PLAY

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Absolutely a must try if you're a fan of the series--read the other top reviews.

One other thing to note is the developers: they are very diligent and produce a great work product within the scope of what they promise. The patch notes and manual for this game are meticulously updated, which reflects Illwinter's dedication. This is part of what makes the price point worth it to me.. Fantasy wars is an underrated gem for those who like the genre.

This is pure turn based, strategic combat. This game is difficult, and especially in the later scenarios there is no shame in turning the difficulty down if it's too much (it can get brutal).

Good tactics are rewarded and the turn timer puts pressure on you and forces you to take chances. The progression system is actually surprisingly deep and if you try to play this iron man style - you'll find some of the less appealing abilities suddenly become far more useful (especially vision range).

Protecting your high level units while still making a gold level victory can be really intense, and if you pull it off, very satisfying.

My suggestion is - don't save scum. Play it straight up and give your brain a little exercise.. If you go into this game expecting a grand and complicated experience, you'll probably be disappointed. The Nightmare Cooperative is a compact game, a roguelike distilled to its base elements. You won't find complex skill trees, or a multitude of loot to collect and equip, or expansive environments for you to explore and perish in. That's not a bad thing; if you're looking for something simple but challenging, simplified yet also strategic and tactical, The Nightmare Cooperative excels.

The set-up is simple, a framework for the action rather than an extended narrative. Your village is in disarray; go out, gather gold, fight monsters, survive. The core of The Nightmare Cooperative is its gameplay and that aspect proves to be much deeper and more engaging than the story. If you've familiar with Michael Brough's 868-HACK, you'll feel right at home among Nightmare's enemy-filled rooms. Similar to that game, your goal here is to amass a high score, the amount of gold you collect equaling your final score. Opening chests rewards you with gold and spawns enemy so choosing whether to rush for the exit or increase your score is a crucial choice. Enemies move when you move so each step forward is a strategic decision that, when combined with the game's mechanics and varied foes, gives The Nightmare Cooperative a methodical, puzzle-esque vibe.

You don't control a single hero in Nightmare, but rather an entire group at once, each hero moving and using their special abilities simultaneously. Each hero is unique and positioning and formation is important since their abilities are only effective under certain conditions. The Archer can only shoot enemies directly ahead, the Mage can hit enemies on diagonals, the Warrior can perform two strikes in one move, the Ninja can pass through enemies, and so on for the other seven heroes. Supplementing these abilities are items that provide special perks, such as extra life at the expense of mana or not spawning enemies when opening a chest.

The enemies you face are equally varied and cement the game's strategic puzzle atmosphere. Some enemies travel along predictable paths. Others mirror your movements or move extra spaces in a turn. Turrets rotate and fire in intervals. All this knowledge is always at your disposal and define how you position your heroes, which heroes are best for a given room. Managing four heroes at once, while timing and syncing your movements to evade enemies or get into formation to attack a desired enemy with a specific ability, is a satisfying challenge. It's best to approach each move in The Nightmare Cooperative slowly and carefully, taking the time to plan out your next steps, thinking about where you are and will be in relation to enemies and hazards. A poor decision can easily find your heroes scattered across a level, cornered, a beneficial move for one character being dangerous for the others.

The colorful distinct art style rounds out this compelling package. The Nightmare Cooperative is all about the gameplay, the turn-for-turn decisions that make the best roguelikes so satisfying. Those looking for something with more depth may find the game lacking, but the strategic gameplay, varied heroes, and one-more-go appeal makes The Nightmare Cooperative a worthy

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addition for fans of the genre. The developers plan to add a challenge mode that will feature rooms with predetermined heroes, enemies, and layouts designed to test your strategic prowess. A mobile version is also in the works, with an estimated release time frame sometime later this year.. My Favorite game !!!! Still the best popCap Puzzle game... you guys srsly need to work on your weapon types and the core shooter flow. there is no gameplay around regening your HP and so far the weapon types are quite dull. the flow of the game just gets a bit obstructed by the fact that the only way to regen energy is to kill and there is no way to regen hp (at the start atleast).

also your default controls are not so comfortable (I didnt use dash at all since it is on middle mouse button - how do you expect me to fire from both weapons and press the 2nd mouse button?) Yeah - i could change my weapon controls - but having bad default weapon controls is not a great idea.

also you should work on your aiming controls - you have a limited distance you can draw your cursor and that feels really off and so far the default mouse sensitivity feels RLY uncomfortable, add that to the fact that the camera rolls around like mad (yeah it looks funky at start, but later starts to get annoying)

the llama theme and the pun density setting rly made my day. at first it was cringy af, but after 10 minutes i got hooked.

visuals are nice. not the problem spot of the game.

if you want any detailed tips on twin-stick top-down game design you can pm me. i happened to work on a twin stick shooter myself atm and could share some insight.. Reggie the Raging Bull Berserker

Adam the Flaming Pyrotechnic Firebug

Dave the Healing Doctor Field Medic

Peter the experienced Assassin Sharpshooter

This character pack is at least better than 2 but in the second Scully looks badass.

11/10 would recommend this pack.

. It is free, it is very fun, and it will always make you feel like a badass.

Just download it. I cant in good conscience give a thumbs up for this game since it still seems to be broken and buggy in regards to the achievements they seem to work fine ingame but they dont register properly on your steam page and this seems to have been an issue since 2014 so that indicates that the developer has no interest in fixing the bugs in this game, the game itself is fun to play and if you dont really care about the achievement part of it then buy all means buy the game but wait until it is on sale for super cheap.



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Feels like a step back from the original. Unit selection is still small, but customizability took a hit - you can't choose their armaments. Units frequently spaz out and shake from left to right while moving like they're on Ecstasy. The AI also cheats and runs on infinite resources.

On to the good, there's more modes and things to do. The world of Meridian looks and sounds as amazing as ever for a one man project.

Overall I'd say get the first Meridian and wait for this one to get some fixes.. The sound track isnt showing up in my steam music library so i cant even play it. Very disappointing - I was hoping that all the glitches had been fixed before this game was released on Steam but apparently not. The dialogue has no spark, the story telling is boring and game is extremely slow- paced. There is no dash button to use as in other games. Some of the side quest do not activate, some do not show up in the mission log and some are still shown even after they have been done. Very frustrating. Glitches very noticable are the fact you can walk through walls, over buildings etc and this becomes very annoying to say the least. Considering that this is a very old game, it would have been nice for the Dev to make sure it was free of all bugs. Also the ending says that there will be a continuation but that has never happened. In a nutshell. Freedom Cry looks cheap and amateurish. would not recommend this game.. Once upon a time,

Came a broken train,  
Then it got fixed,  
If you buy it again.

Now DTG have your money,  
They thought it would be funny,  
Enjoy your new train,

Because it's exactly the same.. This game isn't as bad as the other reviewers make it out to be. It's actually a fair bit of fun :) Well worth the \$5 it costs (I got it for \$1.69 on a sale yesterday, though I played the retail CD version prior). Graphically it won't blow you away, but the animations and music are very nicely done and it's a decent hunting game. Overall, I think it's good!

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