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About This Content

Roam the oceans and sail into famous ports worldwide with the **Fishing Trawler** vessel "**Sigita**" and take on no less than six specially created bonus missions for this vessel, adding to the simulation fun.

Includes 6 New scenarios:

- **Business as (un)Usual:** Take the Sigita to respond to a distress call from a nearby yacht in trouble.
- **Changing Fishing Grounds:** Gather your crew and sail the Sigita to new fishing areas.
- **A Hot Day:** The Sigita runs into trouble during one of her fishing trips. Make sure you evacuate and then take control of the coast guard as you try to find crew in distress and put out the fire on board the fishing trawler.
- **First Fishing:** During one of its voyages, the Sigita trawler is called upon to use all its horsepower and navigational skills to tow a colleague back to a nearby oil rig.
- **Meet and Greet:** Sail and manage several vessels at the same time as you try to berth them in a busy harbour.
- **Unexpected Operation:** Deliver spare parts for the Sigita's damaged sister ship and help the repairs in the midst of a very heavy storm.

Title: Ship Simulator Extremes: Sigita Pack

Genre: Simulation

Developer:

VStep

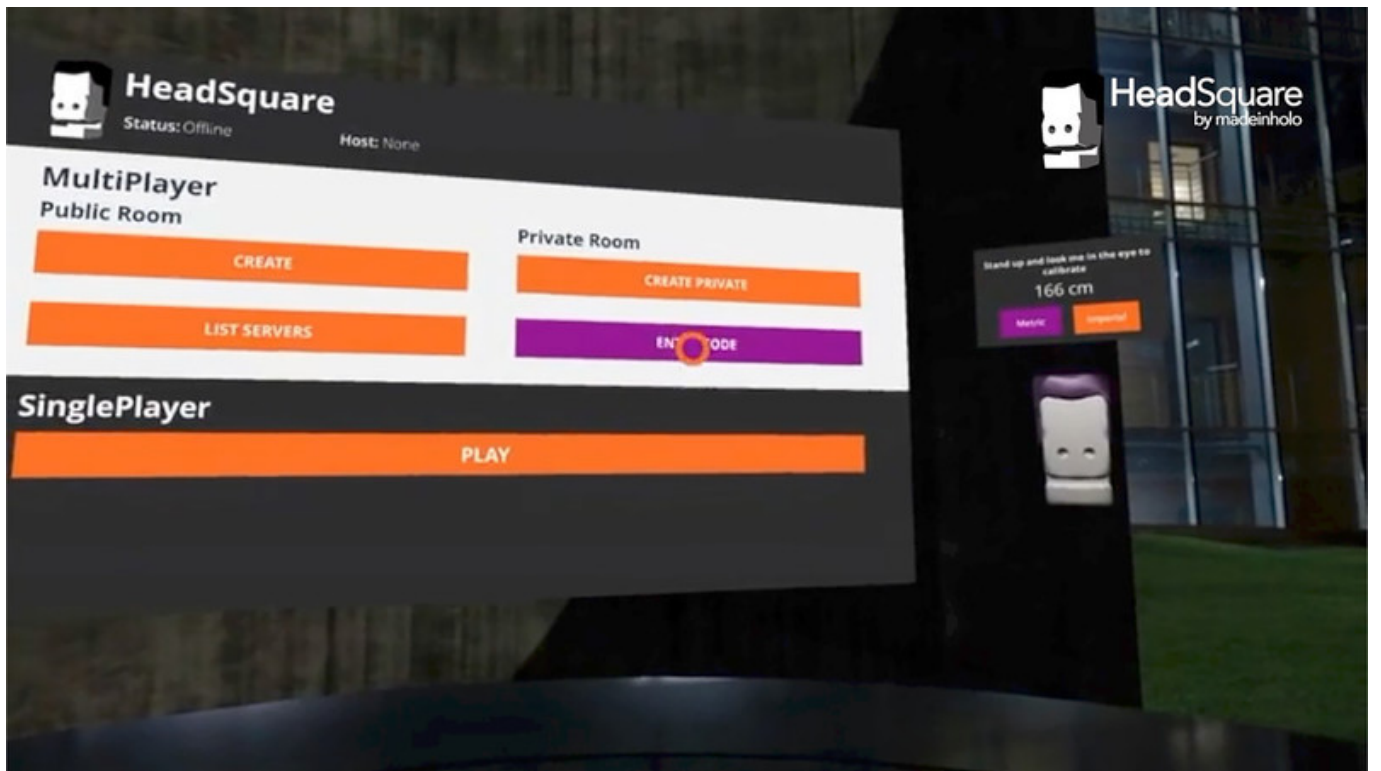
Publisher:

Paradox Interactive

Release Date: 26 Jan, 2011

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English,German







#WHY U BUY SEASON PASS. There ought to be something wrong with a game if you don't feel bad resorting to infinite money cheats after just a couple of hours.

Why? Because this game can, by and large, be characterized as Farmville in space. You need money to buy expensive ships and weapons to do story missions, but the only way to get it reliably is by mining asteroids and trading, which have about the same degree of complexity and player's involvement as Cookie Clicker. Now, do it again, again, and again for several hours. You can also grind the same 5 mercenary missions over, and over, and over again, or just fly around and shoot other ships, but that will be just as much of an underwhelming and repetitive chore. Also, if your ship does get taken down (usually by a group of pirates suddenly appearing out of nowhere and catching you unawares, sleepy or AFK after several minutes of flying through empty Space with nothing happening), you'll lose some of your precious equipment.

Star Nomad is not atrocious, and could be an OK distraction if you're listening to music, or thinking about something, but that's about it it.

It is also true that the game harkens back to other space sims like Elite and Star Control, but it has so little variety, and the combat system is so simplistic that it fails to keep one's attention for any significant period of time. (the realisation that you've got nothing else to do in the game happened in Elite as well, mind you, but it came much, much later than here). Bland writing, lame, sometimes sexual, jokes and no memorable characters does not help the case, either.

Sexy (if not sexist) art tho.. This is an amazing game about the only thing its missing is some form of multiplayer option or even just a two player coop option it would be the extra step in making an amazing game ground breaking. Decided to buy this game because of the love put into it. And the developer's backstory of how this game came into being.. Restoration is an Anime styled RPG games which plays and feels like older RPG games such as Pokemon.

The gameplay is very smooth and fluid with a very easy to use control scheme, character movement is done via the directional keys and you interact with NPC's and objects using the enter key. The game feels like more nostalgic older RPG styled games such as pokemon and the layout and gameplay is very similar, random battle encounters take place seemingly randomly as you are walking through different areas of the game such as woodlands.

The battle screen is laid out like most other RPG games and utilises turn based combat where each person takes it in turns to select an attack style and then carry out their attack, the battles continue until either combatant(s) have reached 0 HP.

The game features a very nice soundtrack throughout which I was impressed by, during normal gameplay when you are traveling between areas the soundtrack is quite tranquil and relaxing. Once a battle begins however the soundtrack takes a turn into a more aggressive and upbeat tone which I really loved. The soundtrack really does add to the game overall especially during battle scenes. The limited voice acting that is featured within the game mainly in battle scenes is good however it is very limited so you often find that the same line of dialogue is always repeated.

The graphics are very minimal which I actually like with this style of game, the game has such a rich story that it does not need to be overshadowed by over the top graphics and animations instead favouring simple art work and simple yet smooth character animations. The character animations once in a battle are a little bit more advanced than those in regular gameplay with different movements and animations depending on which attack style you chose to use within the fight.

Overall I think this is a very fun, quirky game and I would recommend that you give it a shot, especially at such a cheap price you really have nothing to lose, the developer clearly has a very creative mind and I look forward to seeing what they produce next.

Although this game may only appeal to a niche market it should not be overlooked by the general consumer, definitely give it a shot and you may find a new style of game that you love! People who miss the old style RPG's like pokemon are sure to love this game too as it really does give off that nostalgic feel.

Overall I would rate this game a 7/10

. This is one of my favorite games of all time. It's hilarious to the extreme, clever, and seriously fun. IT is also probably the absolute best entry in the Zork series. I played this so many times as a kid that the discs wore out. I was ecstatic to see that Steam had ZGI available, and even more so to find out that it WORKS! It doesn't crash, there's no errors (that I've found anyway), and it plays smoothly.. A juicy-looking platformer - that's what I thought first seeing this game. In the end, that remains true. But if you start to "dig deeper" - the game feels very repetitive. You will say - well, it's a digger. But even if it is - the map shouldn't feel like empty place. And it is. Besides the city there is Oasis. The rest is monsters and resources. Devs tried to fix that by presenting few different zones, but they feel the same. Sooner or later if you are trying to get achievements, not just progress through the story, you will get that grind feeling. If there would be NPC throughout the world, with special interactions and quests, mini-games with valuable rewards to make grind easier and faster - the Steamworld Dig 2 would be a better place.

But then again - why bother with all tasty rewards and equipment if you can complete the game with basic upgrades? I see no logic here. Grinding gives me better equipment to dig deeper and faster, but there are no exclusive zones to use that equipment (ok, 2 small zones in the whole world). Why bother? Just to complete Ultimate Trial? Oh, yeah, whoever thought of Trial of Rockets should burn themselves! He must be a sadist.

So, yeah, in the end, I'm leaning towards not recommending this game. It's well made visually, but there is no clear understanding what experience devs want players to feel.

Fun little platformer. Took around ~2hrs to 100%. Worthwhile experience for \$0.99. Wowsers did I hate that ending. Such a shame, because Clandestinity of Elsie is otherwise a fantastic survival horror game, with genuine scares in the darkness mechanic and what was an engaging story until roughly the last three minutes or so. The "foreshadowing" throughout the game ends up amounting to nothing as the game grinds to a halt with a finale that comes out of nowhere for the sake of shock value, then just...ends. For a game so heavily oriented towards storytelling, the extremely abrupt and deliberately alienating ending just felt like a giant middle finger.. It took me 30 minutes to beat the game. Punching is slow so you have to get the AI to beat the♥♥♥♥♥out of each other. The only thing I like in this game besides the stupidity is the graphics. They look amazing. Anyways, don't buy this game, even for \$0.49 (thats how much i spent. im probably gonna get a refund). this game is powered by physic and i am powered by peanut BUTER. Did it for the cards. Really really cool platforming puzzle game. I would give five thumbs up If my character hadn't been torn into pieces just now.

If you have the guts to retry and retry and retry a level for the sake of finally beating it only to notice you did not get max star rank and need to retry faster, then this game is a good choice for you.

Oh, and opposite to many other games on steam, the time leaderboards for each level are fair and not hacked to death.. stupid but fun

ez perfect game. Bought the game on release to try something new. Not normally a hack n' slash player, and still not a good one, but I found fun in this game. The game rewards players for dungeons that they complete, with each succeeding one being harder than the last. Combat is typical of the genre, and very straight forward, but there are some special attacks movement abilities that make it unique to itself. The bosses are unique and fun to play against, albeit a bit simple. The randomness of the layout of the dungeons as well as the weapons and possible enchantments make each run unique, although I still have my favorite items and weapons to use. The rewards come in the form of chests which contain armor, weapon enchantments, armor dyes, or weapons which are given to the player as rewards for defeating a boss at the end of a dungeon, and are purchasable in game from a merchant with ingame currency. (Hooray! No microtransactions) The story is present throughout the dungeon runs, but this is not a story centric game where each interaction will impact or progress plot. The game is not very long, but has a lot of replayability and will require more than a few runs to unlock everything the game has to offer to the player.

The graphics are simple and unique and a bit stylized. They make it feel like like you're playing a comic book, and add to the light nature of the game. The music that is always silently humming in the background also keeps the game relaxing while still setting the mood properly for the dungeon or boss fight that you are in.

Overall a fun that I enjoyed playing, and plan on continuing to play. Perfect game to unwind with. I would reccommend picking it up and having a good time as you slash your way through mobs and bosses alike.

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