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Naval Action - Painter Download For Pc [key Serial Number]



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## About This Content

Naval Action - Painter DLC

Painter DLC is a consumable premium item that will give you access to ship paints.

The obscure flemish painter had unfortunately won the duel over the matter of horses. Long story short - he is now in hiding in the Bahamas. He still thinks he can pay off his court debts and is collecting funds to do so. He is ready to paint certain ships in your docks for an advance fee, once a day.

Total number of paints available: 49 paint schemes for 12 commonly used ships.

Painter can create 1 paint per day.

New paints, if created, will be added to the selection free of charge.

How to activate

- The Painter DLC will be added to your Steam account on purchase
- Paints will be available from the port interface, Click [R] to access DLC content
- Click a painter DLC button; select the ship and paint you would like to receive in the drop down menu.
- Paint will drop into your warehouse or ship hold.

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- Drag and drop the received paint to the ship paint slot in equipment window (click [E] to access it)

Ship list (12 ships currently)

- BellePoule - 5
- Bellona - 5
- Bucentaure - 2
- Cerberus - 4
- Essex - 5
- Niagara - 2
- Pavel - 3
- Renommee - 2
- Santisima - 7
- Trincomalee - 6
- USS United States - 3
- Victory - 5

GL reserves the right to change the DLC by adding or removing some paints during early access. After early access paints are only going to be added to this DLC.

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Title: Naval Action - Painter  
Genre: Action, Adventure, Indie, Massively Multiplayer, Simulation, Strategy  
Developer:  
Game-Labs  
Publisher:  
Game-Labs  
Release Date: 21 Mar, 2019

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** 64 bit Windows 7 and above

**Processor:** Intel Core i5-4570 3.2 GHz or AMD Phenom(tm) II X4 B60 3.3 GHz

**Memory:** 4 GB RAM

**Graphics:** GeForce GTX 460 1GB or AMD Radeon HD 6850 1GB (must support shader 5 model)

**DirectX:** Version 11

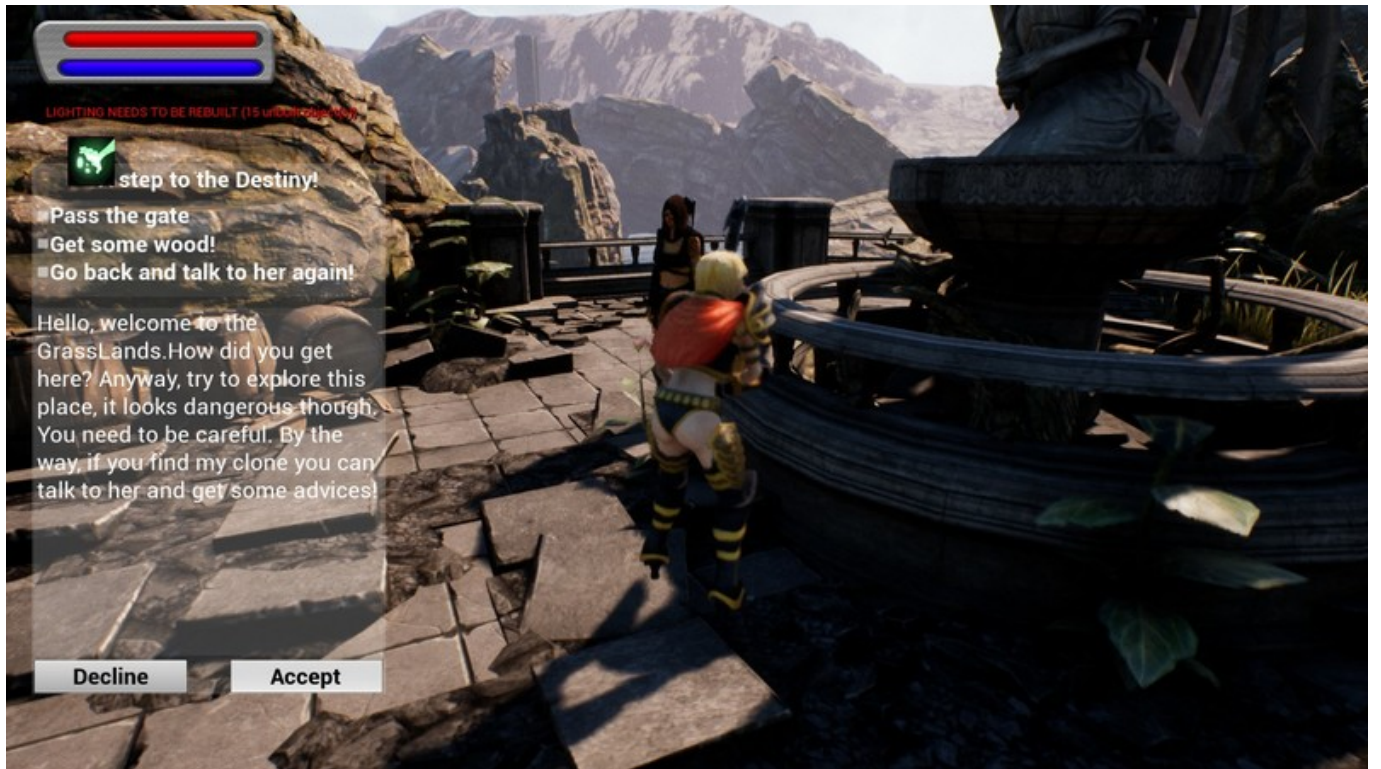
**Network:** Broadband Internet connection

**Storage:** 2 GB available space

**Additional Notes:** 32bit OS versions is not supported

English







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naval action painter. naval action painter dlc

Almost walked out of the house in full Gestapo uniform with shaving cream still on my face! 10/10!

But seriously, the artwork in this game is beautiful, and attention to detail is very well thought out! However, gameplay itself is a little on the slow side (I haven't finished the game yet as of this review, I will update if anything changes).

I think it would help the player to know a little German history from the WWII era, the narration goes into a lot of detail about specific personalities from that time.

Overall, I would recommend this game to anyone who likes adventure/quest games.. The only complaint is that there were only 50 levels. Well worth the little money.. If you like platformers, puzzles and/or goats, this is the game for you.. When i first played this game i thought it was bad, but after my grandfather locked me in the basement and forced me to play it for 12 hours i started to like it.

-good game 20/10-. Never have crops been dusted with such grace or finesse.

10/10 - a work of fart

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Im upvoting, no to be a prick, but for the moment the game has NOTHING to do! NO available games, no bots, nothing, just running and jumping around...i got this as a random key, and thought i'd give it a try, but...well...i might come back when you add...something!. Zuma Deluxe does not run at all on my new iMac. I have found no troubleshooting tips that would fix this. You'd probably see a lot more negative reviews, except that most frustrated buyers aren't willing to start a program over an over when it is going to crash instantly just to get up to 5 minutes of instant crashes so that Steam will let them warn other buyers not to waste their money on a broken game.. It's generally not a good sign when you see the words "Made with Unity" come on-screen before anything else, but at least this is one effort which was clearly made with a bit of love. Which isn't to say that it's "good", exactly - it's not - but at least someone cared enough to spend longer than four-and-a-half hours putting their "experimental" masterpiece (read: tech demo) together, and had enough respect to make the resultant "game" free for all bar those who choose to make a donation. A donation, one presumes, mostly intended to show support towards whatever project the dev decides to undertake next.

My own assessment of the developer's potential? Yeah, there's definitely potential here. The graphics are spiffy - even if you feel a bit like a dwarf running through a forest at times, despite no clear indication that your character is anything of the sort - and the sound is generally well-realised (though some differentiation between paved footpaths and the surrounding grass would have been nice). The sounds of the legion of weeping female voices following you in the caves is especially effective, if a tiny bit shoddily mixed. The atmosphere, on the whole, is really quite applaudable.

The gameplay, unfortunately, is not. Wander about semi-aimlessly, stumble upon a map to some caves you're supposed to visit, find what you're looking for in said caves, die several times trying to escape said caves, then die several more times running around in circles once you're outside again. I didn't see the very ending due to my impatience with this latter part of the game - you really do get thrown back quite a ways when you die, just to end up getting lost all over again - but I have a strong suspicion I saw virtually everything on offer anyway, in well under thirty minutes. Other reviews claiming to have finished the game certainly seem to back me up in this assumption.

So why the recommendation, you ask, for a short game I couldn't even be arsed completing? Well, it's free, and given that Steam only gives me two thumbs to choose from, it doesn't really seem fair to choose the downward-pointing one. I've certainly PAID MONEY for far, far worse, especially on Steam. Take this product for what it is - a brief, atmospheric experience predominantly designed to show off an aspiring game-maker's potential - and it's not "bad" by any stretch of the imagination.

Would I go so far as to call it a fully-fledged "game"? That's a bit of stretch. It is what it is, really, and I would at least be interested to see what the dev gets up to in the future. He's already half-way there - only the mapping leaves a LOT to be desired - and if people insist on inflicting their half-baked learning experiences on the general public, the least they can do is not charge people for it.

Recommended, if only barely, and only for the genuinely curious and/or financially destitute.

Verdict: 5/10.. this game is amazing

10/10. so far so good i love it for what it is however.unless its essentially to the story id love to see a little charecter creater however thats just me being picky. i do love it and congrats on getting something mlp on steam i hear hasbro can be asses about anything slightly related to mlp however do get fooled so far this to me is just a game that has ponys in it and its pretty creepy and the controls arnt so bad either il update once im done :). Run rooms was a let down for me, because me and my friend both got into VR for the first time. We was both looking for an Online co op Horror game. We both jump on VR for this game and was let down, when you can only play online co op for desktop mode only. So the VR version is a singleplayer game, never saw any of this on the store page!. No any key hints in tutorial. I don't know how to control the car in the game. while i understand the game is in early access state, i fail to understand how am i getting 5 to 10 FPS with a decent rig, and what's worse is the fact that you can't even disable some graphical settings to make it run a bit smoother.

i'll go back to it later, but currently it's a big laggy mess.



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