

## Ironclads: High Seas Download Exe File



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## About This Game

For over a year the forces of the United States of America (Northern States) and the Confederates States of America (Southern States) have fought a bitter war. In 1862 the governments of Great Britain, France and Spain recognize the Southern States to secure raw materials. The Souths economy becomes dependent on trade with Europe. The Northern Government imposes a complete blockade of shipping to the South. The Confederate Government buys warships from the European powers, to protect its trade. This sets the stage for a naval conflict for control of the Confederates trade routes. Choose a side, build a fleet and destroy the enemy.

### Key features:

- Manage financial and strategic aspects while planning your squadron's structure
- Scramble your fleet to gain sea supremacy

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- Set up battle squadron groups, their formations and management
  - Realistic ship models and characteristics
  - Advanced ballistics and weapon models

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Title: Ironclads: High Seas  
Genre: Strategy  
Developer:  
Totem Games  
Publisher:  
Strategy First  
Release Date: 10 Nov, 2009

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**Minimum:**

**OS:** Windows XP SP2 / Vista / 7

**Processor:** Pentium 4 / Athlon 1.1 GHz or better

**Memory:** 512 MB RAM

**Graphics:** 128 MB GeForce 6600 / RADEON 9600 or better

**DirectX®:** DirectX 9.0C

**Hard Drive:**

**Sound:** DirectX Compatible/16-bit sound PCI

English





03 : 13



Arizona			
current speed:	9.9	kts	
tech max speed:	10.5	kts	
group max speed:	10.5	kts	
damage:	7.1%		
fire:	0.0%		
flooding:	0.0%		
heel:	0.00	degr	

**I** Arizona

**II**

**III**





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Absolute dog of a game. It's like a cheap mobile game. The 'campaign' is the same battle over and over. The ships are really boring, and even if one of them was unique, you can sink it again and again, or own 4. Combat drags on forever. Graphics weren't very good for 2009, and haven't aged well.

Edit: While this game is still an absolute DO NOT BUY, I recommend checking out the developer's latest series which are all titled 'Clad in Iron...' They are much improved in all respects, and the price is quite reasonable.. Well, I got this cos I'm quite a nerd for ironclad ships, but I think I really wasted my money even though I got it pretty cheap on sale. The gameplay is barely there, all you can do is steer your columns of ships and tell them when to start firing. you can't target specific enemy ships, you get very little info about the status of any ships. I was very disappointed as I really wanted this game to be at least ok.. Do NOT buy this game, here is why:

- ZERO help, figure everything out by yourself, there isn't even a text help file you can read
- LAGGY interface, you never know if you actually clicked something or not
- BAD graphic, I know not to expect much, but the ships looks bad, so does the sea
- NO FUN its a really really boring game, doubt most people will finish the first battle (takes quite a while)

Worst of all:

- NO POINT - It was an absolutely pointless experience. not worth it. This game is like an early alpha. There's only one mode of play - buy a fleet of ships then set them against eachother in a fleet action. In the battle phase of the game there's very little to actually do. Your ships are grouped into three squadrons and for each squadron you can pick a speed and course, and whether or not the ships can open fire or not. And that's pretty much the total gameplay. You can't pick your targets. You can't choose ammunition types. There's no damage control or firefighting. You can't grapple and board. Because the game is set in the "High Seas" (despite using river monitors!) the battles are in completely open ocean, without so much as an island to add variety. I finally gave up on this game when a ship ramming another amidships had absolutely no effect whatsoever.

Graphics are barely adequate, music and sound effects are okay. It's like someone started a project to do a naval combat game and got the code to the absolute minimal running state before abandoning it. You might be tempted to buy this if you see it cheap. Don't. However little you pay for it, you won't get your money's worth.

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Personally I love this game, though unfortunately it doesn't get any updates or anything to add to the experience.. GAME VIDEO SETTINGS:

SteamApps Folder (for example C:\Program Files (x86)\Steam\SteamApps\common\Ironclads High Seas\Config.exe)

#### REVIEWS:

100% Wargamer. The Wargamer is pleased to present Totem Games with an Award for Excellence due to exquisite modeling of ship graphics, clean, and simple interface, and study of a neglected topic. ( <http://wargamer.com/article/2782/ironclads-high-seas> )

93% SubSim. Simple and quick to understand. No complex table and keyboard commands to memorize. Great modeling, a rare subject. ( <http://www.subsim.com/radioroom/showthread.php?t=143313> )

85% Armchairgeneral. Passed Inspection: Great graphics, challenging AI, realistic physics, nice interface, neglected topic, useful editor. Failed Basic: No multi-play, lack of weather and land. ( <http://www.armchairgeneral.com/ironclads-high-seas-pc-game-review.htm> )

SimHQ Review. Good - Value for the price/ Decent AI / Runs well on moderate hardware (and laptops) / Replayable. Could be Better - No multiplayer/ No custom missions / Water graphics too placid ( [http://www.simhq.com/ naval/naval\\_027a.html](http://www.simhq.com/naval/naval_027a.html) ). This game is like an early alpha. There's only one mode of play - buy a fleet of ships then set them against each other in a fleet action. In the battle phase of the game there's very little to actually do. Your ships are grouped into three squadrons and for each squadron you can pick a speed and course, and whether or not the ships can open fire or not. And that's pretty much the total gameplay. You can't pick your targets. You can't choose ammunition types. There's no damage control or firefighting. You can't grapple and board. Because the game is set in the "High Seas" (despite using river monitors!) the battles are in completely open ocean, without so much as an island to add variety. I finally gave up on this game when a ship ramming another amidships had absolutely no effect whatsoever.

Graphics are barely adequate, music and sound effects are okay. It's like someone started a project to do a naval combat game and got the code to the absolute minimal running state before abandoning it. You might be tempted to buy this if you see it cheap. Don't. However little you pay for it, you won't get your money's worth.. vry gud gam goty 1886 u shoukld play it lot of fun you can boat around in a boat shouting " i'm on a boat mdafrica" while eating doritos and praying for the lord gaben. I wanted to love this game. History and alternate history stories have been a hobby of mine as far back as I can remember and the US Civil war is one of my favorite periods. The idea of the Confederates gaining the naval strength to go toe to toe with the Union navy is one of my favorite What Ifs of the war and there as so few naval foused games, especially set in this period, that it seemed like a match made in heaven.

Where things went wrong.

1: You can only control the flagship of a squadron directly. In fact you can't give any orders to the other ships at all and can't even order your ships into battle formation as far as I can tell.

2: The flagship's controls are far too clunky and the flagships will sometimes switch their engines to full reverse for no apparent reason.

3: Battles take forever even with the turbo speed option engaged. I played one battle for almost an hour. Not only was the battle not over but none of the 13 ships involved had been sunk or surrendered and the most heavily damaged had only taken around 65 percent damage. This ship started fleeing at 60 percent damage but fled through the heart of my nearest squadron guns blazing rather than running away and soon rejoined its squadron for their next pass.

4: There aren't enough ship classes in the game. There are six ship classes but each side only has three warship classes to choose

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from. Though I will say that I was pleasantly surprised when I realized they didn't just have both sides using the same ship classes they really need more choices in fleet makeup.  
.waste of space  
looks good in the screen shots but the reality is a boring pointless game  
no tutorial, no options, can't even turn the dire music off  
so many way better naval games than the ironclads  
even total wars do a better naval fight than this pile of crud. I liked it....it's not a fast game....but..if you like to try out think the enemy...it's fun..and keep in mind the era of play.. Fast paced, high intensity, action packed combat is what this game doesn't have. However, it does have spelling errors. I was sunk by the Emerlad.

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