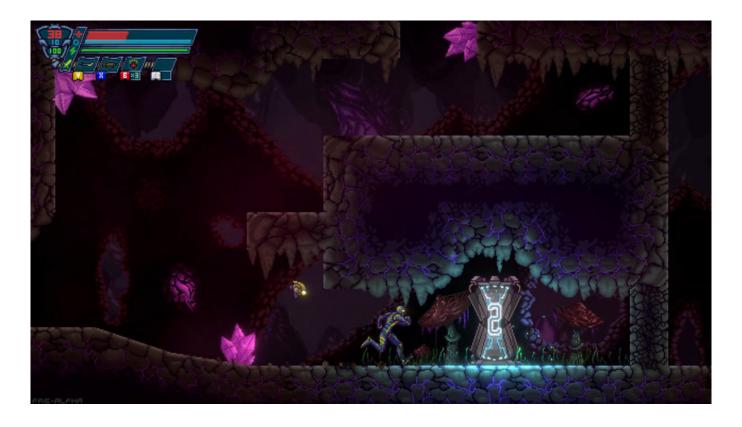Escape The Pacific Best Crack

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About This Game

In Story Mode play as a lonely adventurer in the most advanced and complex survival game to date.
Discover the cluster based endless world and face the most challenging latitude driven weather system taken from the real Pacific!
The totally customizable raft mechanism offers perfect freedom in designing and building your ideal water vehicle.
Master realistic sailing and navigate through the world using triangulation and a Sextant.
Experience the advanced dynamic fire and protect it from the wind and weather.
Immerse yourself into atmosphere of the early 1800's, search for clues and find a way back to civilization!

World

- **Procedural** generated map - map generation is driven by a random seed number given by the player

- **Endless** or ~5500 x 5500km (3500 x 3500 miles) map in story mode

- **Clusters** with bigger distances between them - players can spend days on the open ocean traveling between island clusters.
    Players must be in possession of:
    - enough food and water
    - sailing knowledge (based on wind direction)

Navigation and Cartography

- **Compass** - Used for navigating between local islands. For local map making

- **Triangulation** - Used mainly for mapping the islands in the actual cluster

Weather and Seasons

- **Real** Pacific islands weather data is used in our weather engine

- **27 different modifications** for weather engine - players can choose between different weather models: Normal (default), hot, cold, wet, dry, windy, calm modifiers. Every weather scenario results in a totally different gameplay. Imagine a calm scenario making sailing difficult whereas a scenario with lots of storms and high humidity makes managing fires a real challenge.

- **Latitude based** weather and season - the actual weather is depending not only on the actual day of the year but also from the players actual latitude. Don't like the winter season in the northern zones? Simply travel to the south for a warm summer breeze.

- **Complex temperature** system (sun, shadow, wind, rain …) - Player can experience the temperature as in real life: Hide from the direct sun among the shades. Know to use the direct sun and the wind to speed up drying when you and clothes got wet. And when it's cold and windy without protection you'll feel the breeze of the freeze.

Fire and Rain

- **Dynamic** - the fire engine reacts to the environment and to the used burnable material:
  - Wind - Wind ensures a quick burning fire process but can also make igniting a fire place much more difficult. In some cases you need to protect your fire places from the wind.
  - Rain - Rain makes the used resources wet and affects stability and intensity of fire places. If fires are not placed under a roof or trees those will go out over time because of the rain.
  - Moisture - Reliable fires depend on the 'wet property' of added resources. All burnable resources can get wet due to rain events or when those were found in the ocean. Of course, damp resources dry up fast in the sun or in a windy environment.

Building and Crafting

- **Blueprints** - Craft and build in 3 simple steps:
  - Place the blueprint of your desired object
  - Insert the required resources you see in the placed blueprint
  - Finalize your project - Some building projects require a certain amount of hits with a finishing tool

Sailing

- **Realistic** sailing mechanic - Traveling by raft is an act of art! You will need wind, an intact sail, a rudder - and knowledge.

- **Sail** - Gets the raft moving. How high up sails are hoisted and how they are oriented compared to wind direction all takes into account how the wind force eventually affects your rafts moving capabilities. In heavy storms you want to take your sails in or those will be torn apart or blown away. With many different sail types available also different sailing behaviour is to be expected.

- **Rudder** - Steer your raft in an old fashioned way

Raft

- **Modular** rafts - Rafts can be modified and dismantled any time. Their components can be reused then again to build a better, faster, heavier water vehicle

- **Building** on rafts - Build your own shelters on rafts or convert a plain raft to a houseboat (used also by native people or indians at those times). When traveling long distances it is essential to have a shelter on the raft to protect the player from direct sun, rain, wind, ...

Custom

- Realistic sun, moon and celestial bodies movement based on latitude and the season - Can you spot a total eclipse of the Sun or Moon? (Achievement)

- Different **difficulty levels**: easy, normal, hard (realistic)

- Different **time flow** constants (how much real time is 1 day ingame): 30 minutes, 1 hour, 2 hours and - for hardcore players - 4 hours

- Complex **player statistics and experience** system - Every value is dynamically developing over time to level up after all. Choose which statistic you want to spend level up points for.

- **Tiredness** and 'need for sleep'

What is planned for implementation:

• **Sextant** - Used for navigating between island clusters or for finding interesting spots on the world map. For global map making
• **Story** driven or **sandbox** survival
• Material **aging**
• Building **repair**
• Building **degradation** by weather
• Different **island biomes**: rocky, mixed, "green", maybe forest
• Fauna and flora dependant on actual latitude
• Realistic tides based on moon movement
• Tsunamis, typhoons and wide variety of atmospheric and oceanographic weather elements
• **Illnesses** and craftable **cure system**
• Achievement system
• Refined UI
• 2 player coop mode
• Third-Person game mode
• VR support

Title: Escape The Pacific
Genre: Action, Adventure, Indie, RPG, Simulation, Early Access
Developer:
Gamers4Gamers Team
Publisher:
Gamers4Gamers Team
Release Date: 23 Feb, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 or higher

Processor: 2.5GHz Intel quad-core and above

Memory: 8 GB RAM

Graphics: NVIDIA GTX460

DirectX: Version 11

Storage: 2 GB available space

Additional Notes: Escape The Pacific is an Early Access game, and minimum specifications may change during development

English,German,Russian

bought the game like forever ago on a whim and didn't have very high expectations at first it was a very baron game but they've added a lot of cool stuff it it's looking like it'll turn out to be a pretty good game in the end. Excellent. Deserves its high reviews. This is a point and click style casual adventure game, with some "use the item \/ shape" type hidden object scenes.

I found it entertaining and well-designed. When I was done, I wanted a sequel.

Note: there are definitely a few jump scares, and the atmosphere is creepy at times; nothing I'd classify as horror, but something to bear in mind

I liked the title song - very cool.

There were a few places with dialogue choices, but I couldn't tell if the answers mattered (except for one easy achievement). That aspect felt unfinished, somehow - as if they'd planned for more complexity, then decided against it. That said, it was nice to be able to choose my character's overall personality through those choices.

A very solid 9.5 out of 10 for me for this type of game. I still want a sequel - is there one?. this game is alot like chess and is a big do you want to take a risk or not type game

as the usa your trying to hold off germany until reinforces get there

as germany your trying to get to the other side of the map before then

makes it a very enteresting card game with defrent towns and units

as for the others talking about bugs i have played 3.8 hours and not seen a single one

thats not to say there are though but i have not noticed any

this game also might be hard to pick up and play but once you get the hang of it its really fun. Part of a cheap bundle I didn't expect much of, yet it's a surprisingly fun shooter that needs to be remade.. The game looks nice, funny and promising, except it's ABSOLUTELY IMPOSSIBLE TO UNDERSTAND who's going where, what he do, what your upgrades do, how to buy or install it, where will waves come from, etc.

Why some creatures pick the orb, but their followers don't pick it after their death? Instead, it running to other side of field? Why nobody can see invisible units and then - boom! - everybody sees them? There must be logic. I know it. But it's toooo much unknown and unexplained details and behaivors to understand. I'd say, when I win it, I'll still have questions. I don't even believe that tutorial (non existing) can explain it. Ever.. bought the game like forever ago on a whim and didn't have very high expectations at first it was a very baron game but they've added a lot of cool stuff it it's looking like it'll turn out to be a pretty good game in the end. It's a fun little shoot them dead arcadish tank game. My favorite part is simply running over enemy soldiers with the tank. I feel guily, but it's so much fun.

Psyonix sold to Epic. Trash scum bag game don't buy. This game is still raw even for early access. It shouldn't have been released in this state.

Cons:
- Control bugs and glitches (like mouse being at 0 sensitivity by default)
- Problems with fps
- No decent introduction or tutorial
Thinking about returning it.

Pros:
+ Cheap at the moment
+ Its idea looks interesting.

Consider this an early access game released by mistake, or just pass by.

this review is subject to change if the game gets to a state consistent with its trailer (currently it is not). Wow this game has some flaws but makes up for them in spades with style. If you are a fan of fighting games try something werid and different and play TZOMPANTLI!. I bought both Smugglers 5 and Smugglers 5: Invasion before they launched on Steam. Both games are great. When I was a child I got Smugglers 2 as a gift. When Smugglers 5 came out, I immediately bought it for my own child. This expansion adds a lot of new content and playing an alien race for the first time in the series is great.. That was... weird. I am really curious how this game ended up being released on Steam, or why Steam Store page is in English, while the game itself is only in Russian. The game itself is something you could expect to find on the very first mobile phones (though this one is in color): there is red square in the middle of the screen, with T-looking think (allegedly, a shield), which is used to protect the red square from smaller squares flying towards it from 4 directions. You move the shield thingy with a mouse (there is no travel time, if you slide the coursor through the square, shield will "jump" through it), and every blocked projectile will give you one point, and...
Well... speed. At the begining of the session, Speed is set at 1. Every blocked projectile decreases this number by ~0.002. Countrary to expectations, the lower the number, the faster the projectiles. Out of curiosity, i tried to see what happens when Speed reaches 0. When doing it, I discovered that if projectile reaches red square, my score gets reset, but speed remains the same (and at approximately Speed=0.3 you only manage to stop at most 5 projectiles, due to their speed). When Speed reaches zero, and you block another projectile, the numbers become negative, and keep decreasing with each projectile stopped - making this solution are really bad one, not to say stupid.
There are 4 options in menu - one of them is Play, last one is Exit. I have no idea what remaining two are, since I dont know Russian, but i don't really think they contain any more content. Overally, this game has neither cards, nor achievements, and gameplay itself is bearable for 2 minutes at beast. Plus, so called "Pleasant soundtrack" is an electronic tune, appearing to be taken from some crappy club at the outskirts of Novosibirsk. Store page describes the game fairly accurately, but I can't really think of anyone who would make informed decision to purchase this product.. Shattered Realms is a fun twist on what would have normally been Crucible.
Story could have been a bit longer. AoM was a better expansion in terms of content.. Despite being very interested in the subject and having high hopes for this game I can't recommend it.

The gameplay itself is forgettable and repetitive: Go to each territory, recruit whomever is ready to join you and fight the enemy. Always picking the weakest enemy guarantees that you will win. There is no character development or any choice, aside from who you recruit and fight.
There is no dialogue with the other characters, they will just give you a quote (which is sometimes cut off mid-word at the end as if there is a character limit)

But then again this game, like other games from Locomotivah is not about gameplay, but about the story and about reflection. So does it deliver on this front?
Well, as stated before I was pleasantly surprised at seeing the title but my excitement was replaced with worry as soon as I saw the protagonists name as Miala is not a Congolese name. It made me worried about the research behind the game and unfortunately this worry proved to be justified.
None of the Congolese names are actually Congolese, they range in Culture from Southern African to Western African and anything in between. This made it very hard for me to get into the game, as I never got the idea that I was anywhere near the Congo, the Belgian names were reasonably accurate though.

You get virtually no background information before you get started and even if you click on "learn more" there is very limited information, including a 5 book Bibliography of which only one is from the past twenty years.

I also find it strange that one of the locals would compare Leopold II's riches to Rochefeller in one of the quote's. What would they care about Rochefeller? The story about Miala himself, which progresses whenever you kill a district commander, is also rather classic and unimaginative. And why in the world did the writers feel the need tohave him schooled and taught by a white man in matters of philosophy and warfare before he could rise to be a hero and rally his people? Every one of his ancestors probably knew more about those subjects than the average Belgian...

Anyway, to summarize: This game is a shallow execution of an interesting topic.

Pro's:

+ Interesting topic
+ Attempt to bring a lesser known part of history to attention

Cons:

- Poor immersion
- Very limited roleplay
- Hardly any strategy
- Sometimes text is cut off
- some spelling mistakes