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## Ironclads: High Seas Torrent Full

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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 t 5d3b920ae0

Title: Ironclads: High Seas

Genre: Strategy

Developer:

Totem Games

Publisher:

Strategy First

Release Date: 10 Nov, 2009

#### Minimum:

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

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

**Memory:** 512 MB RAM

English

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a very nice game. for those who complain that there is no tutorial, i suggest that you consult the game manual. its brief, clear and does the job. for those who say its a slow boring game i suggest that realistic naval wargames are obviously not your thing. this game is very tactical and rewarding.. 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 dissapointed as I really wanted this game to be at least ok.. 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

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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.. Really boring ship real time strategy. having played now a littl eof this i think it is an okay game to get if on sale perhaps but its appeal is going to be restricted to only the few diehard fans of the period who like their battles to move at a snails pace and also to how a limited role in activity of the battle itself you can direct the ship column and you can alter its speed and tell it not to fire if you want, though i cant see any reason ever to do so - there is no way to change formations in battle or even to detach a ship from you column - these omissions i find strange perhaps the biggest gripe i would have are the non-existent collision physics - for a historical game like this where the close quarters ship firefights happen alot as the AI will come right in to fight, there are frequent collisions, but the ships just bounce of each stutteringly until one a bounce enough to move away - this is ridiculous when the pointy end of an ironclad civil war gun ship rams into the side of a wooden sailing vessel - there is no destruction occurring at all, except for the slight percentage damage added to the ships damage stat - but this sometimes doesnt occur at all - ram a ship like this would certainly sink at least one of them outright i will recommend the game because it is easy to play with and i think the graphics are nice enough, but with the above caveats about its shoddy collision physics and limited player controls. Personally I love this game, though unfortunately it doesn't get any updates or anything to add to the experience.

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