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HoD: On Open Seas Download For PS4



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## About This Game

### HoD: On open seas

Welcome to the world of pirates!

The main and largest product in this pack is our new sequel On open seas. Our first release was a small game called "Hands On Deck". After a year we stand as strong as ever and we have decided to give out two games as one, why? Because we believe that this is a better way of doing things.

The following games are included:

**Hands on Deck** - Our first official release - Release date 2015. We are currently working towards making this game as great as we possible can. Old version is available today.

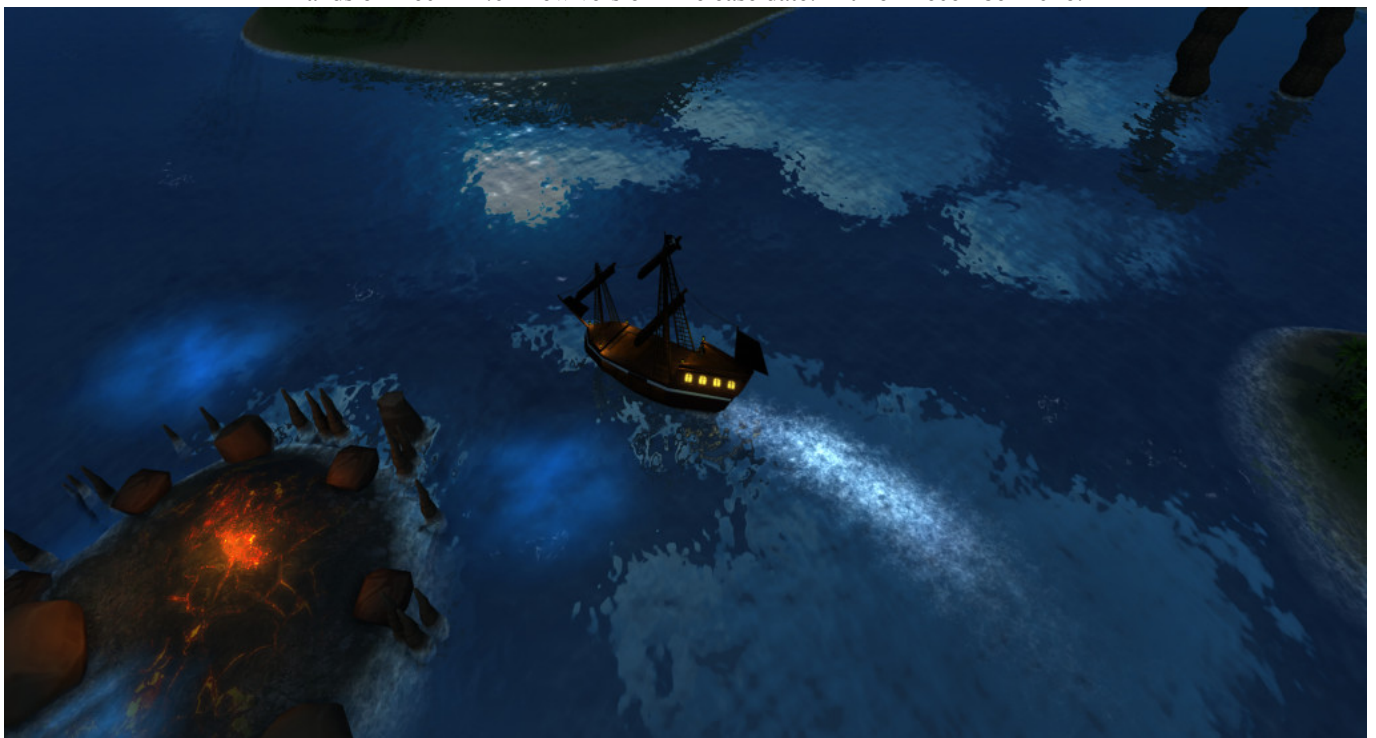
**On open seas** - Our second official release - Release date December 2016. All content and expansion packs will be included free of charge to those who purchase the game before 24th of December.

### MEDIA

Hands On Deck - Old version - Available today



Hands on Deck - 2.0 - new version - Release date: 24th of December 2016.



On open seas - new game - Release date: 24th of December 2016.





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Title: HoD: On open seas  
Genre: Action, Adventure, RPG, Strategy  
Developer:  
HJO Creations  
Publisher:  
HJO Creations  
Release Date: 24 Dec, 2016

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**Minimum:**

**OS:** Windows 7

**Processor:** 1.8 GHz Processor

**Memory:** 4 GB RAM

**Graphics:** DirectX 9 compatible 3D graphics card

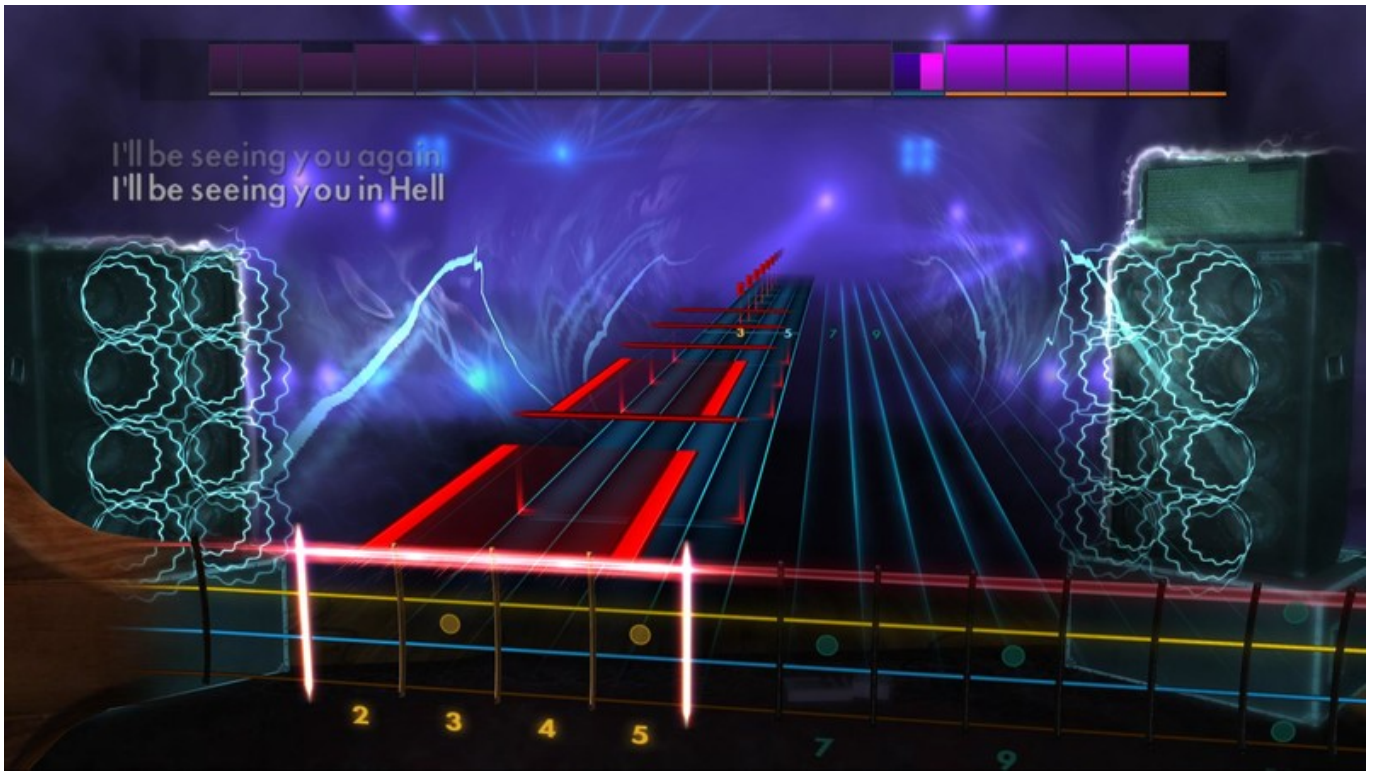
**DirectX:** Version 9.0

**Network:** Broadband Internet connection

**Storage:** 2 GB available space

English









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Creepy, disturbing, unique, very short.

Must be the only VR game where you never really feel comfortable. Once you get used to one area the next one is even more ... interesting.

Great sound design.

Looking forward to new chapters!. Not much to say. It's a fairly simple and straight-forward tactical game. Each of the 20 levels gets a little bit harder than the last, but not by much.

There are a variety of different units (warrior, archer, mage, necromancer, protector) each with slightly different abilities, which require a little bit of thinking and tactics to complete certain levels. However a very effective tactic in many levels is simply kiting the enemy.

It feels like this game is just someone learning how to program a basic game. Because the graphics and overall UI/UX are not great, and could be easily improved, but it gets the job done.

Overall, the game doesn't have a great deal of depth or replayability, but it is easy to learn and a good way to kill a few hours for a dollar.. When this game was loading, it said

"TIP: You should do great with all that hand exercising you do."

...Let that set the tone for this game.

The game is super difficult but the bosses are well designed and fulfilling to defeat. Also it has a pretty cool perk/score system that makes it very replayable.. I've done a first look/review of this game on my youtube channel.

<https://www.youtube.com/watch?v=Lp001fiecRE>

[Even though this was made with Rpg maker which always make me hesitate a little, Dancing Dragon games has excelled at making a classic 90's rpg.](#)

[Brilliant story, great soundtrack and user friendly battle system it is very hard to find a fault with the game.](#)

[Highly encourage all old school rpg fans to give this a try, you will not be dissapointed.](#)

[. Surprisingly difficult! I had fun playing this game, but you only have room to mess up very few times \(1-4 usually\). Which means that you'll have to restart multiple times to complete a single level. The soundtrack is pretty good and the English translation is impressive!](#)

[7/10. Bounceball is more funny than this game. Surprisingly awesome.](#)

[I'll be honest, I initially HATED this game, but back then, I played it on a keyboard. \(it's definitely intended for controller play\) and had no one to play with...](#)

[But recently, I rediscovered this game, and I've been having a blast. It's just fun... It's easy to pick up, with the right amount of stakes, so that when you lose you don't become frustrated... Though it can get rather competitive.](#)

[Great little game!](#)



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Fun little side scrolling shoot em up. Easy achievements, basically just beat the game and you unlock them all. I honestly figured I would beat the game in an hour or so but there are a lot more levels then I thought there would be. Overall I'm happy with my purchase.. Hardcore mode still bester than easy mode. I WAS UNDER THE IMPRESSION THAT THS CAME WITH GUNS ETC.

COULD NOT ACTIVATE GUNS ON THIS SPITFIRE,AM I MISSING SOMETHING,  
THANKS

PJ ( 82 ) EX RAF. Out of the 119 games I own, this is definitely one of the best games.. The entire reason I bought this resource pack was for the character generator which claims to generate character busts, as well. Upon downloading, I found this not to be true. While it has a section obviously made for busts, there are no resources whatsoever.

After a couple of hours of following link after link, I found out through a forum post buried in the support thread for this DLC that the bust generator is virtually useless. **By Archeia's own words "... there's no busts resources. Only sprites." I consider this horrible false advertising, as when the average person looks at the beautifully-drawn character busts in the screenshots and the video and reads that they, too, can GENERATE those lovely works of art, what do you think they'll do? They'll do exactly what I did, which was waste \$30.**

**As a side note, the sprite generator is awful and full of bugs. It is unusable.**

Some more browsing of the official thread gave me a link with an updated version of the character generator. Sadly, this version was also barely-functioning, and to get it working properly, you have to download their resources and use your own knowledge of image editing software to basically make a generator of your own. Ironically, this is available for free, though to use it commercially, I'd assume you'd have to own this pack.

I'm appalled that NOWHERE in the description of this DLC do the words "Work In Progress" appear, nor any allusion that this content is anything but in a finished state.

#### Sources:

[RPG Maker DS+ Support Thread](#)

[Archeia's Post. This video game reminds of the time i stupied. Preeety good challenges. \tThe movement of the game is fine for the most far in being responsive but the physics in the jumping in the game can be iffy with the second jump. I also don't really understand the purpose of having knock-back with the collision on the second jump with various objects. There is slippery collision on the second jump that can be abit annoying. The shooting mechanics starts off underwhelming but becomes decent later on with upgrades. I wish there was a way of knowing how many upgrades I had. I'm fine with a stamina meter in games but I didn't see much added to the game. There is also a fun "bug" with the Omnistar where you can charge a shot with one button and still shoot with the second "shoot" button.](#)

[\tThe design of the stages were mostly good for the first 6 worlds. I didn't really feel like I got lost in the earlier part of the game and always kinda had an idea of where to go next. However, the later part of the game didn't too good of a job giving that sense of direction and it felt too much like a maze. Some of rooms did seem like there wasn't much thought into the design and did seem abit jarring. Puzzles in the game are pretty amusing for the most part and the enemies mostly do what they should do. Bosses are okay but could use some more interesting patterns with certain bosses. Carrot placement in the game were well placed and didn't really strike me as obtuse to figure out where and how to get \(outside of a couple\).](#)

[\tThe music ranges from okay to underwhelming. I was fine with the choice of sound-font but it just felt wasn't properly utilize. It was my least favorite part of the game.](#)

[\tThe art design choices is mildly interesting but for the most part consistent with its kinda "crude" \(not a bad thing\) presentation. Like with some of the later part of the game, some of the areas just look meh.](#)

[\tOverall, its decent metroidvania type of game but pretty flawed.](#)

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