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About This Content

Note! You can purchase only 1 Pack of the same value to 1 Star Conflict account.

Note! Refund is not provided if you purchase 2 different packs, which include the same ship or you already have the ship from the pack!

Includes:

- Unique pirate-themed **fighter "Shark"** 6 rank
- Unique pirate-themed **interceptor "Grim"** 8 rank
- Unique pirate-themed **frigate "Phoenix"** 8 rank
- "Black Label" **10 unique stickers**
- "Jackpot" **15 000 Galactic Standards**
- "License to Kill" **A month of Premium subscription**
- "Captain's Cut" **Permanent credit reward bonus +10%**
- Unique patterns "Titan" and "Cerberus"

Pirate ships have stronger main weapons and more powerful capacitors, which is important for potent frigates as well as for agile fighters and interceptors.

Premium ships

All premium ships don't need repairs. Such ships have "Elite" status — maximum battle parameters and increased free synergy production. All premium ships have unique appearance and are shipped with maximum synergy.

You save time and head into battle right away!

Unique stickers — An excellent opportunity to stand out among mercenaries.

Galactic standards — a special in-game currency that can be purchased for real money. With it, advancing in the game is made easier and more comfortable.

Premium license grants all pilots greater rewards for each battle.

In addition, pilots get more credits vouchers for completing contracts!

Pilots who receive premium licenses from command master new ships faster due to increased synergy gain in combat. And when the battle ends, pilots with a premium license have two bonus attempts at trophy search — this means that the chance of getting new unique equipment becomes higher!

If you purchase multiple DLC, bonuses to credits, synergy gain are added to each other. Together, they provide a greater bonus!

Premium license time and Galactic Standards are also added!

Title: Star Conflict: Pirate Pack - Dead Man's Chest
Genre: Action, Free to Play, Massively Multiplayer, Simulation
Developer:
Star Gem Inc.
Publisher:
Gaijin Entertainment
Release Date: 31 Jul, 2013

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English,Russian,German,French,Portuguese

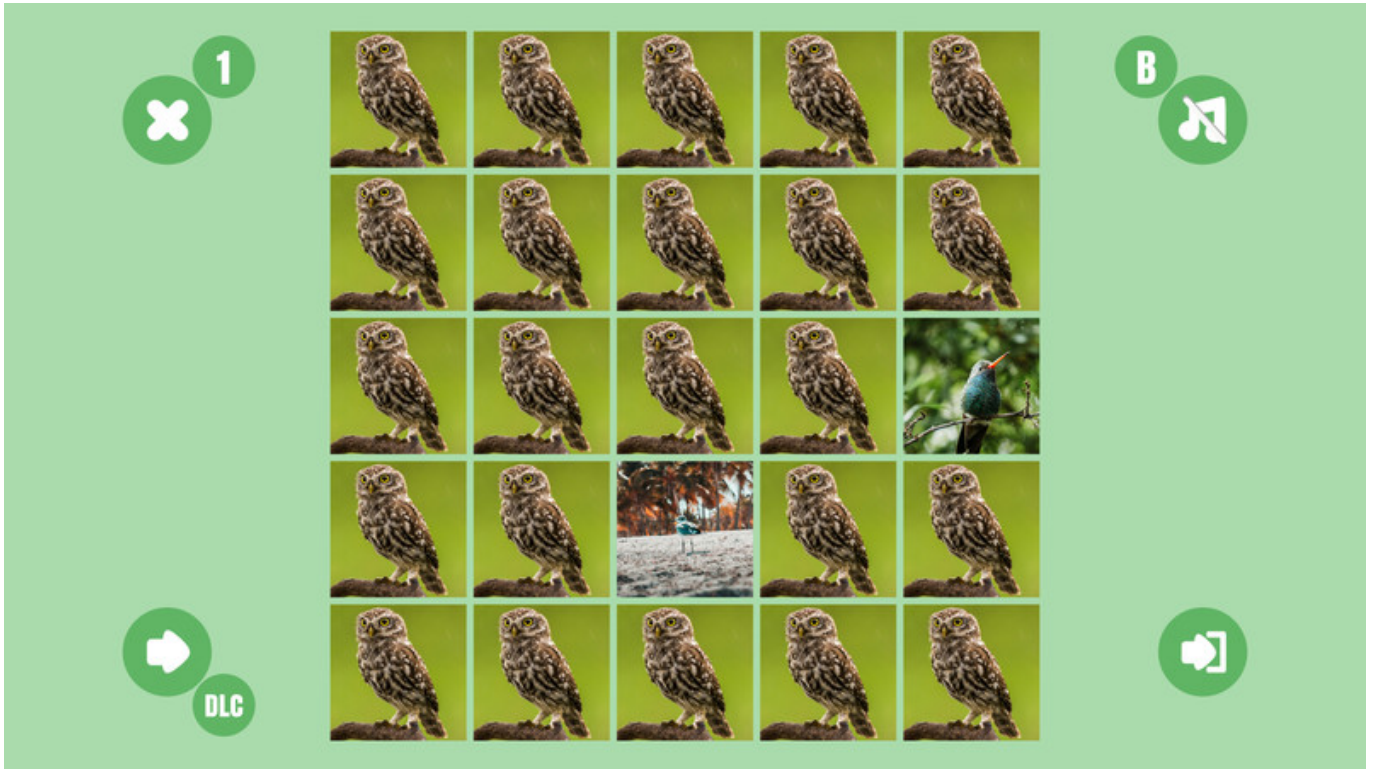


MANDY THOMPSON

RESEARCH
Once per turn, Mandy may compare 2 glyphs again before determining if she was able to complete.

STARTING ITEMS:

BUILD THE PERFECT TEAM



If you were/are a fan of Master Of Orion 1 & 2, this might be something for you! The game makes a surprisingly good mix between RTS elements and the traditional TBC elements of the genre.

Perhaps not many techs, but the fact that you level them up to increase the benefit, makes research a little bit more straightforward and clearer, easier to balance.

Extremely large galaxies, unlimited amount of ships, this game can take your PC to its limits! :). The long dark. A title that perfectly describes its journey through early access.

This game bleeds atmosphere. Its tremendously easy to get immersed in the world. The environment is cold, and tense, and the tone is melancholy. Surviving It feels stressful and dangerous, like a survival game should.

Unfortunately, the game mechanics make the game more annoying than challenging. Surviving the cold is not a challenge at all. Finding wood or food isn't really a challenge. Keeping warm isn't really a challenge. Keeping your gear in good repair isn't much a challenge either. The fact that the game is set in a frigid post-apocalyptic Canadian tundra makes for wonderful aesthetic but provides nearly no challenge whatsoever

Somewhere along the lines the developers must have figured this out, and that is when they decided to add wolves and bears. The difficulty in this game comes from predators. Full stop.

The first thing you may notice (especially if you have any wilderness training) is that the wolves and the bears don't act like wolves and bears should. They roam around like World of Warcraft mobs waiting for a player character to agro them. We are expected to believe that a huge geological event (or something) causes them to be overly aggressive because of reasons. They are usually where you don't want them to be, and they beeline right for you as soon as they see you.

There are ways to get rid of them (shooting them in the face is my favorite), but unequivocally, the predators make up the bulk of the difficulty curve in this game.

You will spend most of your time in this game running from predators while you make your way from one shelter to the next, where you will spend the next little while managing an assortment health bars until you are pressed out into the cold to go find more resources. Once the salvageable supplies run out, there is a system to hunt/gather/craft, but that gets boring fairly quickly.

It's a good thing the immersion is fantastic in this game, because the game mechanics themselves are lackluster. The game is riddled with wonderful ambient sound effects, and artistic game design, which initially will pull you in to this icy hellscape. But once all that wears off, and you start seeing the game mechanics without the pretty veneer, you will start asking yourself: "Why am I doing this?"

That brings me to story mode. I have a theory that the developers contracted the story out to George R.R. Martin. As a result, we may never see it actually finished. Maybe HBO will take it over.

In the mean time, buy this game on sale. It is highly polished sizzle on a mediocre steak. It's probably worth a few bucks.. I'll be the first to write a review. Had some issues with the download but the developer fixed it within 12 hours. (def brownie points there). I am not one to judge for horror because nothing scares me. I'm sure others would think creepy maze games are scary, but I have yet to find a game in VR or PC that actually "scares me". So if you're a person that gets creeped out easily, you would like this.

Must give props to the developer though. Its not some big A+ studio creating it. He's a single developer and I respect that As an artist I know that creating stuff for others is tough!

Overall, for the \$2.59, helps support the artist. Hes got a great idea-just need to expand it. Well worth the 3 bucks. There are games that are \$9.99 that are way worse!. Risky Rescue is a game that needs keyboard skills and high concentration. Campaign is quite simple but endless mode is very challenging. Reaching lvl 200+ is not so easy and needs a lot of patience and a bit of

luck ;). I shot up weed smoking aliens as a hotdog, I relished the experience 11/10 .. Very interesting concept. I've been waiting for something like this to come along. Unfortunately for \$9.99 it's not as polished as it needs to be. Perhaps in the future.

The controls are very strange as others have said. I opted for the touchpad movement and I found that often the movement would get stuck and I couldn't stop my character. The pressing on the pad and trigger is awkward and took some getting used to. Also very buggy collision system. If you walk into a tree you will be shot forward several feet and if an animal crosses your path you jump up a few feet.

The voice acting is just strange and maybe unnecessary. It was funny (not on purpose), but got old and I found that the lines were overlapping when several things were happening at once.

I'll say that the game has potential, but has a long way to go. I cannot recommend it at this time and at this price point, but I hope the Dev(s) keep working on it and make something beautiful.

I really enjoy this game!! It's true that it's very difficult but... I love when I can pass to the next level. It's a great success for me xD The editor seem to be cool but I need more time to play :-)

Great work and keep improving!!!. piece of sh*t. Very enjoyable extension to the base game, bringing cool new units and well put together missions.. Interesting similarity to Carmageddon-style genre. so, as steamdb graph says, I am the only player for this game today :V That sick, because this game is nice though. Achievement Spam

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