



Download >>> <http://bit.ly/2SHxMLw>

About This Game

After tracking a Soviet landing force bound for Iceland it is time to plan your attack. Do you silently close in to torpedo the landing ships and escape during the resulting chaos? Or strike with long-range missiles but risk counterattack from the enemy escorts? Have you detected them all, could another submarine be out there listening for you? Has the hunter become the hunted? Will you survive the Cold Waters?

Inspired by the 1988 classic “Red Storm Rising”, command a nuclear submarine in a desperate attempt to prevent “mutually assured destruction” when the Cold War gets hot and WWII begins.

You will be tasked with intercepting convoys, amphibious landings, insertion missions and battling it out with enemy warships, submarines and aircraft. Thankfully, an arsenal of wire-guided torpedoes, anti-ship and cruise missiles and the occasional SEAL team are on board to keep the Iron Curtain at bay.

Major Features:

- Real-time naval combat
- Over 40 classes of ships and submarines all meticulously researched
- Dynamic Campaign where your performance matters
 - Realistic sonar model
- Authentic Soviet combat tactics

Title: Cold Waters
Genre: Indie, Simulation, Strategy
Developer:
Killerfish Games
Publisher:
Killerfish Games
Release Date: 5 Jun, 2017

a09c17d780

Minimum:

OS: XP

Processor: Intel Atom

Memory: 2 GB RAM

DirectX: Version 9.0c

Storage: 2 GB available space

English







glista ludzka zdjęcia w kale. far cry new dawn ps4 digital code. macguffin game card. is wolfquest free. modern combat versus para pc windows 7. cold waters operations manual. dracula original book cover. shadow wolf mysteries 2. sonic the hedgehog 2 java game. the watchmaker pc download. omega ares tower. beyond the baltic sea dlc brings to euro truck simulator 2. the blame culture. download hunger games 1 full movie. the stanley parable opening. far cry new dawn download code. bonsai android. macway 9eme. gravel 4 you discount code. battle islands commanders mod apk. key hunger games quotes. spring configuration files. factory balls level 13. spring of files. can't blame the youth. lost in paradise bali. trapped full movie free download 480p. zar 1500 to gbp. dead forest botw. cursed opportunities movie download in hindi. trapped 2017 full movie online. bridge constructor medieval apk for pc. corsair void rgb download. saucisson cuit 8 lettres. falcon gold share price. gasp full sentences. jack frost full movie 1997. lway motors. korean swordsman. chroma squad 3. eye in the sky guitar tab. the invitation english movie. gta 5 parkour deathmatch ps4. hunger fish frenzy apk. new 7 wonders cities finalists. the stanley parable countdown ending. disgaea 2 cursed memories pc. hunger games english worksheets. open the door book. sky jump trampoline park. trapped full movie in hd download. trials fusion 4 player. modern combat versus graphics settings. good boy movie. frost punk canard pc. bad brake pad shims. mortal kombat legacy season 2 download. iphone xs max 1 sim. way craft apk. what does frost crack mean. disney chicken little animation. i saw the light full free movie. life is feudal forest village patch download. parkour jumpers. trials fusion ps4 custom tracks. trust no one zippo lighter. no one instrumental alicia keys free mp3 download. hitman absolution vs hitman 2. crash bandicoot n sane trilogy first level key. fall of gandhara civilization. reset factory balls. category 6 day of destruction las vegas. far cry new dawn crack megagames. endzeit bunkertracks 3

I played Sid Meier's Red Storm Rising to death, first on my c-64, and later on my Amiga 500. This was back in the late 80's, just before the Berlin wall fell. I was a teenager during the last years of the cold war, and Tom Clancy and Larry Bond books, were prominently featured in my bookshelf.

The game Red Storm Rising actually played a big part when I decided to join the submarine service.

So you can imagine my joy, and my fear when I found out that Killer Fish Games were working on the "spiritual successor" to a game very close to my heart. Can they possibly re-create this, for me, life changing game?

The final days before launch, I paced my living room, probably driving my family crazy. I must have seemed like a little kid on Christmas eve, eagerly awaiting Santa's presents.

Then it was released, and all my fears dissapeared. The game looked great, and I imideately fell in love with it. Sniking my first Alfa class submarine with a Mk 48 felt even better than I remembered from my Red Storm Rising days.

Sure, the game had it's obvious flaws, but the developers suddenly went in to overdrive, and fixes and updates were coming out left and right. I found my self in september with the 1.08 c update, thinking: Why can't all game developers be like this?

The game keeps getting better and better, and the developers listen to the community, and have implemented a lot of features based on player requests. It's great.

So, what makes this game so fantastic?

Well, first of all, they pulled of the "spiritual succesor" part. For me, that was a big deal, because of what the original ment to me. At the same time they managed to merge just enough simulator feeling into the game, without ruining the entertainment factor. Because make no mistake: This is not a simulator. Simulator enthusiasts might still find them selves strangely attracted to this game, and rightfully so. It is a marvellous game.

I will end this review by saying that Iam amazed by the ammount of work the developers have put into this game after release. Iam looking forward to added campaigns, and more added content.

A fantastic buy... Just saying!. Tutorials were really confusing for me but I am slowly getting used to the game mechanics with help from YouTube videos. The gameplay in my humble opinion is good but not great but I would still recommend this for anyone looking for a cool and neat sub game. There are also mods available on the web that can be added too. The price is a bit too steep for what the game currently offers, it would have been even better if the price was \$25 or \$30.

Rating: 8V10. As a big fan of air and naval warfare simulation and strategy\tactical titles, I was naturally drawn to Cold Waters.

I came to this from a DW\SH background like many others it seems. However I was under no illusion that this is a successor\replacement\copy, this is new title doing things it's own ways. Which is excellent, Coming to Cold Waters with any assumption that this replaces "Insert your favorite subsim here" will probably lead to disappointment. An open mind is needed blinkered to the past as much as possible and you can see CW for the little masterpiece that it is.

The control system is intuitive, the game really puts you in the "Captain of the boat" situation where the crew will be doing all of the work, such as TMA, weapons procedures, Sensor processing. But leaving some of the fun stuff for you to play with such as actually being able to steer the boat, ordering the firing of weapons and classifying contacts.

I have heard some remarks about the number of keyboard shortcuts being a negative point. While I possibly could have agreed from the start, I actually find that now I know the keyboard layout, I accomplish more faster when situations are tight.

With that still in mind though, I have been extremely impressed with the open minded way which the developers have approached the product since release, the community has been actively listened too, adjustments are being made very quickly along with fixes to reported bugs. The most excellent example of the this is the call for the ability to order course and speed changes using a UI as opposed to key presses. The developers have listened and are now implementing a helm for orders to be given to the crew, while retaining the excellent more granular dive plan and rudder controls for those torpedo evasion maneuvers, which would be almost impossible to command with the helm control alone.

The complexity level of the simulation in the background is obviously very comprehensive with lots of detail in the AI doctrine, sonar modelling, weapon modelling, damage modelling etc. The game is VERY accessible, easy to pick up and start playing. But learning the tactics and procedures to be effective is difficult if you have never been exposed to this before, instead of getting frustrated though, get in touch with the community either on Steam or Subsim and you will normally get a helpful response. I also highly recommend watching Cold Waters YouTube videos made by Jive Turkey <https://www.youtube.com/channel/UC9bMgCQyFNaMPsK9GtzM5dQ>

The game comes with two campaigns, one in 1968 and one in 1984. This is a great way to present game content as each campaign required you to behave totally differently to the other. In the 1968 campaign it is still the era of the straight running torpedo for the US side and the need for, getting close, making torpedo spreads and accurate solutions are a must. Whereas the 1984 campaign has more guided long range ordnance, requiring a totally different set of tactics to get kills and to survive.

The campaigns are dynamic in the way that they work with a heavy layer of abstraction built in. The player follows along with the war effort completing the assigned missions, which will add weighting to the overall outcome. Each different missions type is weighted to how much effect it has on the war. Dropping Spec Ops teams to the coast, or firing a cruise missile salvo will have a lasting effect on the operations of the bases they are made against.

You will need to manage your stores as you progress through the campaign, picking the right moment to return to port. attacking everything on the map which moves will either.

- a) Get you killed by attracting too much attention
- b) Prevent you from achieving your objectives with low stocks

Don't expect to win every scenario, it is a war and unachievable objectives or timelines may be presented due to ammunition levels or distance from the target. I think this is actually pretty nice and allows the campaign to continue with the notion that no-one can be perfect.

I have not personally played through the single missions, so I cannot comment here, but there are 10 of them and I have not heard much in the way of negative feedback for them.

The tutorials were good, it is VERY important though that you read the notes on the notepad dialogue in the screen, as these contain the necessary information to learn from.

The manual is included in game with a press of SHIFT-F1 which is a very useful addition. The manual contains some really useful tactical information relating to the topics it is discussing and well worth a read through before getting too stuck in.

In terms of mod making, there is a large swathe of files open to editing covering sensor modelling, weapons, ships\subs\aircraft, missions, campaigns etc etc etc. It is nice to see that some good attempts have been made and producing some good mods.

I myself have delved into the mission editing part and while at first the editing a mission with notepad++ seemed like a let down... Actually it is really easy to create a mission VERY quickly. I have already created and published three new mission myself. Now working on a new campaign for the 1985 timeline and I am overwhelmed by the number of things you can change and personalise, it is like having a bottomless toybox to play with!! And yes again Notepad++ for the campaigns, but it is very easy to do.

I have seen talk of mission\campaign editors being created, so I suggest to watch this space.

Current DLC on the horizon appears to be opening up the Soviet submarines for play with their own campaign. Which will of course mean more NATO units!

This review may come across as a bit "Fanboi"..... But I am actually quite hard to please and very rarely write a review of anything. I am so pleased with this game and direction it is going in, that I felt compelled to do so.

Anyway, thanks if you have read to this point ;-) and I hope it helps you make your decision.. When I was a young child, I played games on my father's old Commodore 64. I wasn't terribly good at most of them (I didn't even know where to start with Ultima V), but Red Storm Rising was a game I could understand, even if it's kind of incredible since it's such an unintuitive skillset to grasp. Ever since, Red Storm Rising stuck with me, because it did something that was rare to the point of almost unique in games: It made you feel your actions were important and decisive, but that you weren't the lone space marine single-handedly fighting the whole army. Sinking a convoy of transports carrying reinforcements in an invasion force should logically have an impact upon the course of a land battle, but that land battle isn't one you're fighting, yourself. It was a little bit silly that yours was the only ship you actually saw on the map while Russians were all over the place, but so far as imagination went, it was enough to make you believe you're a soldier in a war, not a one-kid-army, and that's still something a lot of war games get wrong.

Cold Waters touts itself as a reimagining of the Microprose classic, and it nails it. I'm not the game I was when I was 5-8 years old, and I generally expect more from games, now, and I'm not just talking about graphics being better than the Commodore 64, either.

With that said, the graphics are beautiful, and if you zoom in on the surface ships, in particular, you'll see they even went to the trouble of modeling little individual sailors on the decks of the ships. (They don't move, though.)

The devs are working hard on making the game more expansive, and are adding a South China Sea campaign, as well as many NATO ships, and a Russian campaign is planned, as well.

The game has some problems with just how subtle some of its mechanics can be: Ambient noise from storms (that aren't really well-represented as anything other than a number in your "Conditions" page) can have a dramatic impact upon how a battle plays out and its difficulty in general. Very subtle differences in how you approach a mission can be the difference between a mission being so routine it's almost boring, and putting you in a position where it's impossible for you to get out alive. Many elements of this game operate on a level that is basically invisible to the player, and when things go wrong, it's often very difficult for a player to understand why. The discussions pages are filled with people asking questions about what they are doing wrong.. Great game but very light on features and mission\campaign variation.

No updates or content in over 6 months and so looks like it has been abandoned.

Not worth the usual asking price but I'd recommend it in a sale.. Cold Waters strikes the right balance between study sim and simplified game mechanics. This makes it both approachable to new players and in depth enough to engross both the new players and veterans alike.

I Highly recommend this game to anyone with an interest in Naval combat. It will keep you entertained for hours trying to master the 688. Once you have a feel for the game you can start playing with 60's era boats which require a lot more thought to

successfully attack and survive the Rusikes.

9/10 Pouter, Would obstruct the boomers transit to the North Atlantic again.. Cold Waters seems to be a happy mix between a hardcore nuclear sub simulation and an arcade sub game. The controls are pretty simplistic but the gameplay is anything but simplistic. You really have to use the different layers of ocean depth, enemy ship baffles, decoys, etc to be successful.

This game is going to suck a lot of my time up.. One of the best.. well one of the only? modern day sub sims. The only thing im missing is a Soviet campaign.. This is a good game, but not a great one.

Its the spiritual successor to 688i Hunter Killer, and plays like a more modern, streamlined version of that game. There are a wider variety of subs to chose from, from a wide range of periods. There are three campaigns to date - WWII breaking out in 1968 due to the events of the invasion of Czechoslovakia, 1984 the Soviets mistake Able Archer for an actual attack, and 2000, war with China over Taiwan and the Spratley Islands.

Gameplay is smooth, and the modelling is well done, though the explosions are a little flat. If I were to pick out the problem with the main game, its the lack of tool tips. This ranges from "I know the reactor is off line, how long will it be before its back up?" to zero instruction on why I cannot access my torpedo tubes if I have a SEAL team loaded. It took me several restarts before I figured out you had to deploy them - and were restricted to the VLS until you did. There is a tutorial, but a fair amount I've had to figure out from guesswork.

The main thing keeping this game from being great is the Enterprise Effect: Star Fleet seems to have a single vessel it deploys if anything goes wrong in the whole of the Federation. So too in this game: the US Navy seems to be comprised entirely of one nuclear sub, which they use to stop Soviet special forces from deploying in Norway, an amphibious assault on Iceland and a wolfpack of diesel subs deploying out of Murmansk. One after the other - you v. the Soviet Union, caged death match.

There are certain things subs just cannot do. This is why most world navies are not made up of only subs. For instance, I cannot do a damn thing about those pesky helicopters hovering right over me, dropping homing torpedos on my head. I would really like, say, the USS Enterprise (CVN-65) to launch a few flyswatter sorties so I can sink a few troop carriers without being mobbed by sonar pings from three seperate destroyers and their ASW helos. It breaks the sense of realism, which is key in a sim.

So, its fun, its engaging, but its just good, rather than great.. It's like Anthem, but only worse! I've never played a game that has so many issues! And lately it's only gotten worse! Either the sonar doesn't work, causing me to use the radar mast, exposing my sub, or the noise maker doesn't deploy, or, and this just happened, the computer sets my depth at 50 feet, but somehow I'm at 20 feet, giving off a nice big signature to the DD's and cruisers to lock onto! If the issues didn't ruin the game this would be a great naval strategy game, but it does! Oh and I forgot about the intel reports too! Saying there's a wolfpack or a surface battle group that's PREPARING to set sail, but as soon as you get out to sea, at flank speed, you fail the mission because the enemy has Captain Picard and the Enterprise and they used warp speed! -_-

A post WW2 submarine game many of us have been waiting for! The game is simpler than 688i, Silent Hunter, Dangerous Waters, or Command Modern Air Naval Operations. I think it manages a good balance between fun and realism.

Gameplay

-The game plays out as a small scale tactical game. The player assumes command of an individual SUB and seeks to engage maritime and land targets. Movement like rudder, diveplanes, and ballast are controlled by the WASD keys. Some skill is needed to set the diveplanes and ballast to make desired depth and course corrections. Be careful to level out or else you'll broach the surface!! The weapons are all modelled true to life. Wire guided torpedoes can take human inputs or they can find targets of their own. Cruise missiles launch themselves out of the water then skim at high speeds over the ocean. Weapon employment is very easy and is as simple as setting a waypoint for the missile to go on the 2D map. Damage control and reloading are also very simple and similiar to Silent Hunter. The player assigns damage control to various compartments.

The game also has an added component of sound modelling and sound signatures. The crew automatically identifies targets as the submarine moves closer to the target but the player can manually identify targets by matching frequency bands to known frequencies of Soviet ships. Much like you would on a real submarine! The manual explains underwater acoustics fairly well and water temperature, pressure, and wave bending are all explained and modelled. May be the most detailed I've seen underwater acoustics modelled in any game.

The game comes packed with around 7 tutorial missions, single player missions, and dynamic campaigns. The tutorials are text based and allow you to go at your own pace as you process the information at your own speed. The game is missing multiplayer but the devs have stated they may implement it at a later date.

Graphics

-The graphics are quite good and comparable to Silent Hunter 4 or 5. The waves reflect and behave realistically, explosions are bright and contrast water, smoke belches and looks black and menacing against the horizon. The unit detail is very nice and you can make out individual bolts, lifeboats, guns, and other details on the ships. It's a joy to zoom in and see the detail of all of these Cold War era units.

Audio

-The audio is very very nice. The music sounds like something out of a Tom Clancy film or game. Serious with a tone of grandeur. The active sonar pings are very eerie and atmospheric. Explosions, gunfire, and missile motors all feel very impactful and appropriate. Kudos to the devs on their audio. One thing the game is desperately missing is crew voiceovers. Crucial information like depth passing and speed changes are all shown as text. Crew voiceovers would be much more immersive.

Criticisms

-The UI could use some improvement and hotkeys are desperately needed at the time of this games release. Many of the buttons lack labels and could use further explanation as to what they mean. It's tiring to go back and forth between the in game reference material and playing the game.

-The WASD navigation could throw some people off. Some people are micromanagers while others may prefer to set a waypoint and have the sub automatically navigate there (which is something you can't do right now). Personally I like the WASD navigation as it imitates what an Officer of the Deck or Commanding Officer would have to do. That is giving orders to the helmsmen to make bearing, depth, and speed changes.

-Lack of multiplayer is a bit glaring. In this day and age people like to play games with friends and a game that's missing multiplayer stands out. I'm really hoping the devs add this in as it would greatly enhance the game.

Score

8.5/10

The game is very fun and enjoyable and a much needed and welcome throwback to naval sims of old. The game has some UI issues and is missing multiplayer but those issues can be improved on in the future. I think this game scratches the itch that people have for something that's more complex than a Jane's videogame and is less complex than something like Command Modern Air Naval Operations. The devs are EXTREMELY responsive and I believe they'll give this game support for years to

come. The game will feature moddability and I'm excited to see what the community can produce. Games like these often hit their golden years way after they were released.. I played Red Storm Rising a lot when I was a kid. My father flew P-3 Orions in the US and Canadian Navies so I already had an interest in naval warfare, especially ASW (Anti-Submarine Warfare). This game filled the void I missed from a good fairly modern Naval game, Wargame: Red Dragon was such a letdown with its almost arcade-style naval play that it doesn't count. Here are my pros and cons:

Pros:

- +Great naval simulation of real equipment of the time periods portrayed.
- +Great equipment realism as far as capability and capacity (no unlimited airdrop torpedoes like 688)
- +Great campaign storylines influenced by your actions
- +I love how they included a campaign from 1968 when US submarines were behind the Soviets.
- +Biologics like real life. Whales are detectable and at first I targeted more whales than I care to admit.

Cons:

- Torpedo realism is a bit low. For example, 1968 campaign the SET-65 torpedo would have snapped its wire if a Romeo went 26 knots away from you so why is it still able to steer into your ship?
- Detection realism is a bit unrealistic
- If you go into port for repairs you shouldn't fail a mission while repairing and refitting, yet you do. ***CLARIFICATION: This is after being ordered back to Holy Loch then getting orders while waiting for repairs and refit, sometimes you'll fail the mission. If you go back on your own well that's understandable if you fail.***
- Where is your friendly air and naval assets? At least if a P-3 is flying overhead when you're attacking a wolfpack it should be able to drop sonobuoys, detect using a MAD boom, drop torpedoes and depth charges, and report submarine positions like the Il-38 and TU-142 does for the Soviets in their waters.
- Campaigns are fairly short.

Overall the gripes are minor. I highly recommend this game and I hope there will be more campaigns and units soon (*WINK WINK DEVS*) as I will buy it without question.

UPDATE: Devs are working on an updated campaign involving the south China Sea! Until then, there is a fan-based mod that lets you play the Soviets, NATO Allies, unaffiliated countries, and the original Red Storm Rising freeplay campaign! 15/10!. When my best friend told me about this game he described it as an updated version of the 1986 Microprose game Red Storm Rising, which is exactly what it is. If a Commodore 64 could track play time like Steam you'd see the teenager me with hundreds of hours split between that, Silent Service, Gunship and Project Stealth Fighter. (Those were they days, my friends...) So, I bought the game, largely sight-unseen, because of a handful of pre-release videos and the developer's state goal of exactly what I said above.

First what this game is NOT: It is not a station-simulator like Janes 688i, Sub Command or Dangerous Water. Don't buy this if you want to play out fantasies (or recall the good-old-days) of the minute of operating a sonar set on a nuclear submarine. This isn't an underwater Falcon 4.0.

Nor is this Harpoon or Command: Modern Air-Naval Warfare. It is not a rigerous simulator of operational-level actions. You are not COMSUBLANT giving orders from on high to defeat the Soviets in the North Sea, you are more like Commander Daniel X. McCafferty of the USS Chicago hunting fleet oilers and Kirov task forces or firing Tomahawks at Soviet airstrips in the Kola Peninsula.

This game is what I stayed up late playing in my teen years with a closed door and towel under the crack so my parents wouldn't suspect. It is the game that at my 20th high school reunion classmates I hadn't seen since I was 17yo recalled me playing. This is the game that got me into reading Tom Clancy, Larry Bond, Michael DiMercurio and playing the GDW tabletop games Harpoon and Twilight 2000. This is the game that I consumed gallons of Mello Yello at \$0.49 per 20oz bottle playing. All of the fun of those memories, but with reasonably modern graphics and a decidedly better interface (as of the 1.07 patch).

Like it's 1980s predecessor this game has non-player crewmen operate stations like sonar, torpedo control and ballast control while you concern yourself with tactics, weapon choice and employment and the decisions of command during combat. Like the older game the most useful screen is the map view and the 3d cinematic is mostly for vanity's sake. The updated UI allows more of a "giving orders" feel to the game and software like Voice Attack is compatible with many of the game commands if you want to play out your fantasies of standing on the bridge giving orders.

There are two campaigns – one set in 1968 and another in 1984. I've only played a small amount of the 1984 setting, but the scope is about the same as the older game, but no more than that. Essentially, it is your single American boat against the Soviet Navy. There's no support from other NATO units. The available US boats are the Skipjack, Permit, Sturgeon and Flight I Los

Angeles-classes and a handful of sui generis testbed boats like the USS Narwhal. Though there's been no announcements yet the developers has openly stated their intent to add friendly units, more campaigns and allow play as other NATO (and even Pact) members.

Modding new ships and weapons and adjusting the values of existing units is trivially easy, they're all plain text files, but the game engine's middleware makes adding new 3D models virtually impossible. The developers have it on their long wishlist.

Gameplay: 8/10

This is essentially an improved remake of my second favorite games of all time. (My #1 favorite, the 1984 space sim Elite, already got its improved remake.) The game has a learning curve, but it's not as bad as many of the pure-simulator games out there. It's not quite an arcade game, but it's a game first and simulator second. I'd compare its complexity and authenticity to Microprose and Janes simulators from the 1990s – complex enough to require reading the manual (and making real-world knowledge helpful), but simple enough to be approachable by interested laymen.

The knocks are partly because the interface still feels incomplete and partly because there's still some balance issues that need to get worked out. I've not played a huge amount and with the updated interface the controls aren't terrible difficult to learn if you're used to similar games, but even with the recent (1.07) updates there's still a bit of bugginess.

Graphics: 6/10

Serviceable is the best way to describe them. They're not bad, per se, but nor are they top of the line. Of course, this is also a good thing because it means I can play it on my Surface Pro 3, but it also means it doesn't look astoundingly better on my high-end gaming desktop. Each enemy boat has a single (or a small number of) 3d models showing damage and objects like crates on the deck don't fall off when a boat capsizes. I'd compared the graphics to a top-of-the-line game in 2001 or so, and with vehicle-oriented games that means they look pretty good until they get damaged and then the flaws in the simplicity start showing. Ignoring 3D, the game's map and interface graphics are decent for getting the information required across. I could certainly suggest improvements for information density and availability, but again, it's serviceable.

Sounds: 7/10

I've never served on a nuclear sub, but the game at least gets the Hollywood version of it across with the hull creaking, pump noises, wooshing of torpedos firing and, more recently, the crew responding to orders. The only real downside to the recently implemented crew voices is I can't figure out if there is a single voice actor doing them all, if a handful of actors provided voices for different words or if a given actor plays a specific position on the boat where helm, diving control, sonar, weapons, chief of the watch, etc. are different people. The sounds are good enough for what they need to be, but won't be winning game awards.

Controls: 5/10

The controls in the game how it originally shipped were crap (or maybe I'm just spoiled by my mouse). The original game was 90% keyboard driven and unlike the 1980s version there was no custom-cut keyboard overlay in the box. The keyboard commands were also oddly organized with one command toward the top of the keyboard meaning "up with ballast" while another command toward the bottom meaning "up with planes." Yes, it makes sense in context of how the stations actually work, but it's confusing if you're not well versed in it.

Since the 1.07 update the game is a lot more playable with a mouse-driven interface for dive control and engine room and the ability to click on the screen to steer the ship along with a panel for operating the masts and clicks for countermeasures. (I wish you could manually set the bearing with numbers instead of clicking, though and as of this writing there is no "up periscope" button I'm aware of.) The interface just gives me the feeling of needing lots of work, though it is decidedly better than many subgames from years ago.

Social/Community/Developer: 9/10

First off, there is no multiplayer and it's a far-off goal for the developers.

Second, the community for the game on Steam and SubSim Forums is generally friendly, though I've had no direct interaction. (If I have an account it's only to gain access to members-only downloads.) The Developers, however, are extremely active on those forums and listen to requests and respond as to why they will, won't or can't do it. For example, the interface changes and crew voices were due in large part to community requests and the voices are actually members of those forums.

The developers are willing to help with modding to the extent they're able, but there are some technical issues as to why their assistance is somewhat limited. The Unity engine the developers used makes it difficult to modify 3D models without a recompile of the game assets. (Kerbal Space Program uses Unity as well and 3D modding is trivially easy in it, so the problem can be overcome but it is still a future goal.) Having said that, nearly every settings file are in plain text and the developers are

friendly to modders changing them and adding new content.. This is the game I wanted since Silent Hunter 3 !

Featuring deep and complex combat,sonar,dive mechanics, yet totally accessible for the beginner, and with a good -to-the-point-documentation that will let you want even more.

You will feel a **STRONG** connection with Tom Clancy's work on Red Storm Rising and Red October.

You will enjoy a large quantity of mods adding hundreds of playable subs and solo missions.

The last update to this date brought a random customizable mission generator with the ability to setup any fight you can think of.

Still, the quality could be improved:

- Be aware that the vanilla game offers only USN subs as playable vehicles, up to Los Angeles class Flight 3 + Seawolf
- The campaigns are too short and the scenario too predetermined.
- The campaigns could feature more random situations and large timetables to accomplish the primary objective.
- MODs cannot add new 3D Model
- No US flattop nor surface ship to escort or defend.
- No navigational waypoints, you do it all manually (its good, but can be tricky when using time compression)
- Fixed wing air units are **ALWAYS** 99% accurate in locating you, it can be frustrating.
- No workshop support, mod install is manual.

I recommend this game without any hesitation if you love the genre and can afford it.

I sincerely hope the devs will use the money to step up quality and content and scope before spawning paid DLC.

Edit: At this date, the devs have not given any sign of life since last year and the latest update with the mission editor.. As someone who knew nothing about submarine combat, getting started took a few hours. You can't just jump in and start shooting everyone like in most games.

Admittedly, first I was about to give up and refund. There was so much new things I knew nothing about. Maybe different for someone who has played submarine games prior to this.

But after reading the in-game instructions (not overly long, couple of pages of text) and completing the tutorials, testing controls, I started to get the hang of it. I learned about active and passive sonars, wire-guided torpedos, underwater acoustics, and how sea water temperature affects the direction of sound waves. Fascinating stuff.

After 5 hours of studying and dying several times, I was able to sink my first Soviet sub. You can create endless amount of custom or randomized missions, or play one of the 3 campaigns from different time eras, with different technology. There is several playable submarines, with different strenghts. Developers have added plenty of post-launch content including totally new Pacific campaign set in the year 2000 with totally new Chinese vessels, all for free.

It's a game between arcade and simulation. You make the decisions, but details are handled automatically by your AI crew. It seems to be fairly challenging though, so not "arcade" in the typical sense of the word. If you're looking for a simple submarine themed action game, look elsewhere.

Very appropriate music, graphics are okay for the most part, I just don't understand why they used low resolution videos that loop behind the Main Menu screen. When the game itself can look very good compared to this, should have used 1080p videos.. This is a good game and with a little effort it could be a bloody fantastic game. Here's a couple of suggestions that would make it much better.

1. Spoken Crew call outs, not hard for the devs to do a little voice acting, and will add a lot to it.
2. An ability to move the camera where I want, and a hot key to go back to my boat when I want.
3. An ability to make the right panels full screen like the map, especially the sonar display. It's a real pain not being able to

maximise it.

4. SONAR NEEDS SOUND: It's what it is. Steal it off Silent Hunter who cares lol, but give it sounds of the ships.
5. HOT KEYS for everything. Ask yourself how would a player use this and most times it'll be a hot key.
6. Display missiles on the map, you launch them and they just disappear sometimes then 5 mins later you hear an explosion. Sometimes it follows it to the boom, but sometimes not.
7. I loved Red Storm Rising, and as long as this is the same ideas it'll be great.
8. Let us control the towed array.
9. How to make a sim great? Give the player more options, and more immersion. Oh and lots of sound.
10. Let us hear the biologics. There's plenty of public domain whale sounds out there.
11. Most Important: MOD SUPPORT!!!

Definitely recommend this, it's an awesome game.

Awesome!

[Lost Chronicles of Zerzura patch 8 download pc](#)
[Free Download Abduction Prologue: The Story Of Jonathan Blake .rar](#)
[Mayhem Above \[hack\]](#)
[Answer The Question Torrent Download](#)
[Aliens: Colonial Marines Sawed-off Double Barrel Shotgun \[PC\]](#)
[AquaNimble Torrent Download \[PC\]](#)
[VR Escape The Puzzle Room activation key download](#)
[OST and Art Pack - Just, Bearly \[key\]](#)
[Darkstone Torrent](#)
[Rocksmith - Cheap Trick - Surrender crack patch download](#)