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About This Content

Roam the oceans and sail into famous ports worldwide with the **Fishing Trawler vessel "Sigita"** and take on no less than six specially created bonus missions for this vessel, adding to the simulation fun.

Includes 6 New scenarios:

- **Business as (un)Usual:** Take the Sigita to respond to a distress call from a nearby yacht in trouble.
- **Changing Fishing Grounds:** Gather your crew and sail the Sigita to new fishing areas.
- **A Hot Day:** The Sigita runs into trouble during one of her fishing trips. Make sure you evacuate and then take control of the coast guard as you try to find crew in distress and put out the fire on board the fishing trawler.
- **First Fishing:** During one of its voyages, the Sigita trawler is called upon to use all its horsepower and navigational skills to tow a colleague back to a nearby oil rig.
- **Meet and Greet:** Sail and manage several vessels at the same time as you try to berth them in a busy harbour.
- **Unexpected Operation:** Deliver spare parts for the Sigita's damaged sister ship and help the repairs in the midst of a very heavy storm.

Title: Ship Simulator Extremes: Sigita Pack

Genre: Simulation

Developer:

VStep

Publisher:

Paradox Interactive

Release Date: 26 Jan, 2011

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English,German







I will be honest, i saw this game and i said to me: It's trash don't buy it. Second time i saw it, i wanted to buy 4 copies. I played it alone, ok, i played it with one my friend, i bought other copies. I think i bought it 8 or more times, well, it's worth.

Now i need to buy some friend.. Though it make a nice change to the characters, I don't think it worth it. It's just a different outfit change that's not focused in the game.

If it was an extra story then that would have been different.

But strangely, I didn't need to buy it when i just brought the game after it came out. So guess i got it for free.. Short but fun!

(But seriously, why is the "Go to" menu placed over the right-side marker?). okey, somethings.

1- DEVS, PLEASE dont let this game die.

2- IMPROVE AI , too easy to kill them, maybe a bit more challenging (more accuracy or something like that)

3- MORE AI, feels a bit lonely =\

4- Much more maps

5- Random generated missions (and spawn zones too)

6- more equipment. AKA customization of u and ur team

7- More movement of your team (they can go to A or B or whatever place, maybe not in straight line all the time). AKA, improve AI in general

8- REALLY REALLY well done so far.

(extremely cool graphics btw, really really polished)

If you can improve this little things this could be an amazing game.A really really good one srsly.. Just out of curiosity, mainly because there is no trailer and i like to try new things, i bought this game. It is right now nothing more then a small sandbox with three tiny maps (but one is not working because you start under the map) where you can beat and shoot enemies. It is all very barebone, the enemies looks all the same, the main map is empty with a few huts and you can fly a bit in a helicopter. I do not know, in which way the dev want to go, but right now, it is not fun. The whole game is in chinese, but you can play it without knowing the language. There are lots of buttons in the main screen which do nothing, maybe the dev adds cool stuff in the future. Until then, i can not recommend the game, but i will come back, when there is more to do.

Gameplay-footage:

<https://www.youtube.com/watch?v=qjoJJ5XOEaA>

[.this is a nice and relaxing and entertaining game. Played for 8 minutes and got a bad ending. 10/10. Pop bubble game. Fun but get it on sale. it's old but still good type.. If you like this game and already playing it a lot you should totally get it! The new units are a good choice to fill some holes in the factions and allow for new tactics. Especially the Land Raider was really needed because a Space Marine Superheavy unit was kinda missing. The price of 4\u20ac seems also pretty fair to me.](#)

[.Yea Great plot. Nice Gameplay. Multiplayer mode really good](#)

pros:

- +british english
- +most poetical dialogs I've ever seen (in british english)
- +imaginative cursing (in british english)
- +puns (in british english)

cons:

- audio is a bit low quality
- not challenging enough. Died a million times. 10/10 would die again.. I've played the game for 83 minutes and i can say that i've been sorely impressed with the devs progress. I've been following the game since Alpha 1.01 and i read every review to see if i wanted the game and i decided to wait for the game to be better; which it really has.

The tongs is no longer a grab-able thing, but an equipable thing(sorry about my bad english) - Positive

I've yet to encounter any game breaking bugs but have tried to lose some of my stuff in transit from the shop. - Good and bad
The hammering/forging is also a good thing, but i've had a few swords being "close" instead of done despite the fact i've hammered and reheated it 5 times.

Grinding is kinda odd, when you hit 100, it starts going back which makes no sense so i've made quite a bit of money on that so far - mostly bad.

Last but not least: The textures. Love them and i'll definitely look forward to more!

I hope you'll keep updating devs. Love the game and your hard work! :D

. Fun concept with lots of scope for create output. Also great documentation, although the game/toy itself is fairly straight forward to figure out. It would be nice if you could scroll and zoom around a little faster, but this doesn't affect the enjoyment of playing with the software. Would recommend to anyone with a musical streak.. how I read the comic? or do something with this?. 3 hours down and I can put to rest that this game was NOT trying to imitate 'Alien: Isolation' as some others have claimed. It looks more like a clone of 2 other indie sci-fi horror games I'd recently played. Namely Syndome and Hollow.
(I know that the two games have a large amount of hate heaped on them so if you're not a fan don't bother with this one).

Whilst not being anywhere near as good as either of those (it was way shorter and has no combat system), it did have the same kind of look, feel (and ending) as both and its pretty much what I was expecting before even starting it up. Level design wasn't bad, the randomly spawning single enemy in each level was rather irritating at times but it was easy to outwit if it wasn't directly behind a door you go to open.

The stealth system wasn't perfect but it seemed to work every time I was in the dark so can't complain. The whole staying off infection concept was neat and all but it was too easy to keep the toxicity levels down and therefore made it kind of superfluous.

To sum up...good job, could've been better. I look forward to anything similar the devs can produce.. My brain dead

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