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## About This Game

**Best played with the lights turned off and the volume turned up, Black Sails is a creepy and mysterious point-and-click adventure game.**

A shipwreck. Having lost all hope, two survivors cling to wreckage, trying to survive a few more minutes in the raging sea. Until another ship appears. Hoping for rescue, they are calling out, but nobody answers. They manage to get on board. Will this be their rescue? Or their grave?

Inspired by a true story, the player experiences a journey into the darkest abyss of the human soul until he cannot tell between truth and fiction anymore.

Having been released in Germany a few years ago, gathering much acclaim for its focused story and strong plot, Black Sails is now available with full English localization for the first time ever. We hope you'll enjoy it.

## Features

- Full English speech and text

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- Dense atmosphere
  - A mysterious sailing ship to explore freely
  - Focused on the fate of two main characters, Anna and Lex
  - Disturbing dream sequences
  - Decisions affect the characters' relationship and the game's outcome
  - Classic point-and-click controls
  - Hint functionality (but not too many!)
  - Creepy soundtrack

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Title: Black Sails - The Ghost Ship

Genre: Adventure

Developer:

Deck13

Publisher:

Deck13

Release Date: 17 Sep, 2015

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English,German







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I see this game was out in 2011 but only on german, anyway I encountered with it for first time and here are my thoughts;

Game textures and models looks a little outdated, but nevertheless it is good. Dont expect too much out of it.

Sound effects are awesome and creepy, however there is no music to fulfill the tension. Voice acting acting are...hmm.. well female character did her part great, BUT her fellow companero is just ahhh, well lets just say that you will HATE him from early beginning.

Gameplay has fairly good and enjoyable puzzles and storyline, sometimes you will do it in blink of the eye, and yet you can spend hours trying to figure it out.

Ambient and atmosphere are great.

One thing I really didnt like are notes, handwriting is so awful that most of them I really couldnt read.

I cant say how long or short game is, but it took me over 3 hours just to exit the first room.

Overall;

Very quality point&click adventure with fair price, I can highly recommend to people who are in this type of games.

Graphic: 6/10

Sound: 7/10

Gameplay: 7/10. Nice game, your choices affect the ending and dialogues. Too cryptic for me. I dunno if I was missing something, but I couldn't find my way out of the first room. So I had to give up. Therefore, I didn't have much fun with this one. Some clues for dimbos like me would have been nice. ;-). Black Sails makes an attempt at being an interesting horror themed adventure game, but poor plot, presentation and mechanics, as well as some technical issues like the font they used on the notes or the problem with the audio cutting, not to mention that one part where it's possible to crash through the floor into the Mess Hall BEFORE having picked up all the key items required to advance the game and forced you to reload previous save. make the experience really hard to recommend to anyone but the most diehard adventure game or ghost ship story fans out there. The plot is bare bones and is poorly executed, the visuals are generally passable at best and artistically poor at worst, the majority of the audio is adequate but unmemorable, and the voice work is mostly poor outside of the main character, who is only okay. The mechanics are easy to grasp and work with, but positioning your character can be a chore, finding the right click spot can be a headache, and the item puzzles themselves can often be way more obtuse than they should be. There's also no replay value to speak of, as the dialogue choices offer no real variance to speak of, and between the almost wholly unreadable notes in the game and the crash bugs, this is just a game that's simply hard to appreciate or recommend. Black Sails might be for you if you're a diehard adventure game lover or just love ghost ship stories, but for literally everyone else, it's going to be a tough experience.. RALPH! This is exactly what I wanted to do within the first 10 minutes of playing. Since the game has no REAL story behind it, they use camera tricks to spin, elevate, lower, and swoop around to confuse so you don't realize there are only 8 or 10 places to go onboard. The voice acting was total crap, it sounded like two siblings bickering at each other. The text in the notes are so SMALL and CRAMPED that they are all but impossible to read, they are ALSO NEEDED to make ANY sense of what is going on in the "story". I wanted to give it a fair shake, so I played all the way through. Once. I Don't think I will do it again. Ever.. Not the best Point-and-Click game that I have played, but it does have its merits and I would say if its on special, you can try this game out. :). Frustrating. If you have a newer computer, you will need to change the game files, so that it actually starts (that info is in the forums). It crashes frequently so save often. The mechanics were frustrating, the voice acting annoying, and the puzzles were out there. The story was average, with little suspense and a not-so-twist ending.. Despite frequent crashes (remember to save frequently kids), unreadable notes, almost impossible to navigate corridors and many other issues I actually found the game some what enjoyable.

Although having to replay some sections again because of crashes and not being able to read the backstory contained in the notes didn't really help me with the immersion.

I was looking for a story-rich horror/sci-fi point'n'click adventure game and this game delivered what I was looking for... although the final product could have been a bit more polished.. Lovely game, nice story, its short game but i could live with that.

The price is on the other hand a tiny bit over the top compared to the gameplay, but yeah if u like point and click adventures than its def worth a try.. Where's the voice-over for the notes?

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It's like trying to read hieroglyphics.

It's still worth playing if you enjoy a good classic point and click adventure .

Just that font is terrible ,i can't remember if the fan made English patch for the original German version had text subs when reading notes as it was ages ago i played it.



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Just finished this game.

It is a pleasant point & click, use & combine item adventure, those familiar with the old Monkey Island games know the style. Considering how small the team is that made the game, quality is good. Puzzles were sensible and didn't require internet help to get through. Not obviously easy either though, still got stuck in some places every now and then. I'd say well done on that part as well. Story was good and had an unexpected twist at the end (or multiple endings, I think your dialogue choices can alter it).

Negative things are not that numerous. First one would be that it is quite a short game, without getting stuck at parts you'd probably finish it in one good evening session. Second one would be that the font used in both story-telling journals and in-game puzzles are near-illegible. I can understand this is to keep the tone of the game at the ye-olde time, but still. Last but not least is couple of crashes that seem to occur at random and always start with voice acting disappearing first before black screen that comes 1-2mins after. Remember to save every now and then.

Overall I'd say it is a good game and for the people who like this type of games, well worth the price..

<https://www.youtube.com/watch?v=aU0sipRK-6w>

This is a summary of my review video, which I encourage you to watch if you are looking for a more in-depth review.

Black Sails is a third person point and click adventure on a ghost ship...or is it? The first incident of note that happened to me on my play through of this game was that it crashed. While you can manually save, the game does not provide an auto save feature, so this crash resulted in me having to replay almost two hours of progress. An auto save feature could have helped mitigate some of that frustrated feeling, and would minimize collateral damage to the player. If you do play this game, save as frequently as possible. Other than that performance for the game has run smooth.

The gameplay centers around scavenger quests, most of which is pretty simplistic. In addition, they do provide a help bar to see items in a room, which is appreciated when there are so many small, easy to overlook items that could potentially add extra time to your gameplay as you repeatedly look through rooms for that one missing thing. There are a few times during the game where you will get stuck, and the solution might not make sense, or the character comes across a puzzle that could have multiple solutions, but instead of acknowledging that possibility, they refuse that option, saying "why should I do that?". It gets to be very frustrating, and you find yourself randomly combining things in your inventory in the hopes that you might be able to come up with a solution. The character provides no hints, no help to get you through those difficult puzzles. In addition, the in game notes that you discover throughout the play are written in small, difficult to read printing, and subtitles would have been greatly appreciated.

The story rotates around two people surviving a ship wreck and climbing aboard an apparently abandoned ship and are trying to figure out what happened on this 'ghost ship'. The story and the atmosphere combined with a questionable camera angle do not add to any sort of survival/ horror feel. The protagonist I found to be weak, and very difficult to identify with. She is supposed to be the hero of the story, but she contradicts herself by also playing the victim. This tied with the fact to say the least that the other survivor is a jerk face, that belittles the player.

At the end of the day, I cannot recommend this game, the frustrating aspects of gameplay far outweighed any immersion or enjoyment I might have gotten out of it.

Thanks for your viewership and support; for more videos click here.

<http://www.youtube.com/c/SocioPsycho>. <https://www.youtube.com/watch?v=JFUtZ-gwMnI>. I tried to play this game three times. At first, I played it a bit and, when I tried to save the game, it crashed. In my second try, I started the game again (because I didn't manage to save the game in my first try) and it crashed almost immediately. In my third and final try, I managed to play it a bit and, when I tried to save it, it crashed again. So, in other words, DO NOT BUY THIS GAME! It's just another crashing simulator, like the ones we are getting used to lately.. Decent point-n-click adventure game with some darker overtones. Originally released in 2010, first time translated from german to english, afaik. All your time is spent aboard a mysterious ship and like most story based games it's no fun to give away the end, will say it's both interesting and to an extent believable. Ultimately guessed the outcome but still had fun playing.

[https://www.youtube.com/watch?v=GFX3\\_pVJipc](https://www.youtube.com/watch?v=GFX3_pVJipc) (minimal spoilers)

Graphically looks a \*little\* dated if nitpicking at texture details but overall presentation is good, supporting 4k+ screen resolutions and anti-aliasing. Game is all voiced and reasonably well. Few minor issues with camera angles making item selection fussier than it should be but nothing game breaking. Completed in around 4-5hrs, average person may take 5-6.

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Puzzles were all logical, didn't feel like the end was rushed and a recommended game for the price-point.

Full playthrough (lots of spoilers)

<https://www.youtube.com/playlist?list=PLs1fvIJAUpsxxb85jfWx5i1rbwE9HeJoa>

@Devs.

Text size on letters/notes should be increased, can be difficult to read.. Black Sails- The Ghost Ship is well composed and does a good job of telling us a story. If I were to sum up this game in a single word it would be atmosphere. The game is rich with it.. This game is amazing! The story is great, the games and puzzles are fun. Everything about it is a win!

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