
Caramel Port Download No Survey



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About This Game



Sea strategy with elements of Tower Defense. Protect the Caramel castle from the attacks of pirates. Get resources and build ships, improve your buildings and create new ones.



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- building Construction and improvement
 - Real-time battles
 - Creation of warships in automatic mode
 - Use of unique skills that change the gameplay.
 - Rock-paper-scissors combat system

Caramel port Protection

Your port can be an easy prey for pirates, so you should take care of the defense of the port, the construction of defense towers and their subsequent improvement will be a good solution to this problem.

Strong fleet

To destroy pirate structures should create a strong fleet, building a shipyard, you can start building ships. Different types of ships are suitable for different tasks, fast and maneuverable corvettes are suitable for lightning attacks, while the heavy Galleon is better suited for the siege of the enemy base. It is also worth considering and what are the ships used by the pirates in order to effectively devise a plan of attack.

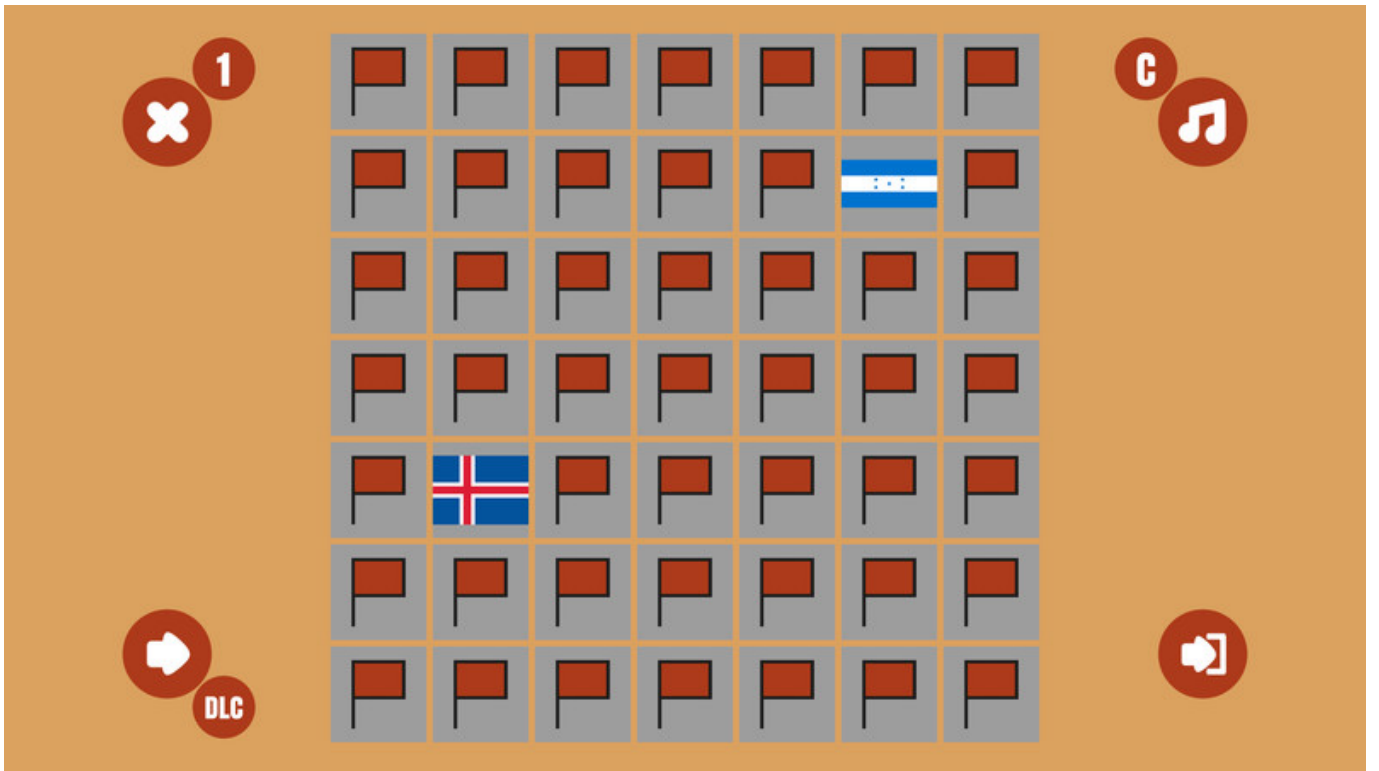
Laboratory

By building a laboratory, you can use unique skills, cause an Armada of Ghost ships, the rain of caramel fragments, or a volley of cascade guns.

Title: Caramel Port
Genre: Casual, Indie, Strategy
Developer:
MyDreamForever_Old, Life Jumb DT
Publisher:
MyDreamForever_Old
Release Date: 16 Feb, 2019

b4d347fde0

English,Russian





MONTH: JUNE MUSIC: UNDER THE STARS



CLENA:
D. Circus?

HIDE



cant change seated position so i had to stand. graphics suck. all by guns were going off and i wasnt pulling the triggers. controls in general are horrible. pretty sure a 5yr old made this game. Wonderful puzzle clicker!

This game is a great little puzzler, a few "collect piece and put in things" bits, a few lock puzzles, a few pattern and number puzzles and a couple of really interesting maze locks.

Really short, but really fun!. Good gift for New Year. I've enjoyed this game.. Good

The art

The music is haunting, reminds me of NEO Scavengers music.

Muh/it depends

Everything is 1 weight & size and you have 150 inventory limit, it's more than enough to be a hauler. On one hand it's unrealistic but on the other hand, it prevented players from fighting the inventory management system.

Same as crafting, everything is made by two items.

I played middium difficulty, I don't craft much and gone through the game no problem. Thus I find the game is rather easy.

Certain locations have fixed loot chance, so you can get semi decent equipments there consistantly early on.

Everyone is one/two medkits from fully healed and it takes no time.. Heighten your soul and play the original instead.

personally, i think this game ♥♥♥♥♥ING SUCKS. Momo is a dirty♥♥♥♥♥and i hate how she tries to send me nudes. I don't recommend playing this with your parents. Marine Sharpshooter II is a masterpeice of a game. It has very intelligent AI that give real people a run for their money. The AI displays advanced knowledge of Guerilla warfare, such as hiding in plants, switching stances repeatedly, running away from the player (Misdirection). I also love the diversity in this game. Just in the first level we have French speaking African militiants fighting in a rain forest.

You know how sometimes in school, you would try your best and end up with terrible results, but your teacher gives you a good mark because you showed a lot of improvement? That's kinda the way I'm giving this the thumbs up for this game.

I've had this game in my library for years, and never been able to play more than a few hours before rage-quitting. And yet every time I picked it back up, the issue that drove me off had been fixed. Last time it was power networks getting mixed up every time the solar panels kicked on/off. I came back today and saw it was working. But now my game is crashing every time I get more than a few minutes in. The save file is years old, I'll start a new one. So is the game playable? Meh. Maybe it gets better later in the game, but fighting 3D rotation issues every time you place a meter of pipe is a pain now. But every issue I've ever found was (eventually) fixed.

If this game looks good to you, make sure you've looked at Factorio, Factory Town, Satisfactory, or any of those before sinking money into this, because honestly, I think they're better. On the other hand, there's lots of abandoned early access games out there, and it seems like this dev stuck with it. And in an underdeveloped market of factory games, we need every respectable developer we can get.. Bought collector's edition for myself and a friend

did not include DLC maps

very disappointed

My actual thoughts, after playing through the campaign (Not DLC campaigns, just the base).

1) This game is FUN with the RIGHT people. I definitely draw similarities to Left 4 Dead. The core gameplay is a beautiful, easy to appreciate, mix of graceful rat-slaying mixed with moments of absolute, sheer panic. I can't stress enough just how fun it can be. Playing through with a good set of friends is a blast - but, like anything that is 'stress-inducing', public matchmaking is hit or miss. I have publicly played with some fun players, and some that act incredibly nastily.

2) The artwork is GORGEOUS. The attention to detail is very impressive, and this is all-inclusive. Stepping into the Marketplace for the first time and looking around, it's hard not to be immersed. I got killed the first time I ran through, because I was just looking up at all the skaven pouring over the castle walls in awe. The team nailed the essence of what I always visualized with regards to the universe.

3) I appreciate the dedication to replayability. I don't know if or when I'll pick the DLC campaigns up, but that doesn't mean I'm done with the base game after beating it once on hard. No, no no. I've played through the base campaign twice already (some of the missions 4-5 times) - on hard - and I plan on tackling it in the two higher difficulties - I'll expound on the downside to the higher difficulty levels soon enough -- as soon as I am able to.

I do have to bring up what I feel may be downsides for potential players. And I can't think of much, as I haven't achieved 100% so I don't have a comprehensive knowledge of the game. I hope, if I'm wrong, someone can correct me.

Playing on anything above hard is absolutely brutal. That, by itself, isn't a bad thing. What is, is that it seems to me the difficulty SPIKES as soon as I toggle a setting above hard (veteran or nightmare). I have NO idea whether that is tied to level, or the gear I have equipped -- or if, perhaps, I'm just a middle-of-the-line player that will probably never be able to play on the higher difficulties. I feel very strongly like the scale ramps up so quickly that whatever it is I'm doing wrong on higher difficulties is punished so exceedingly quickly, that I'm not able to figure out "where it went wrong".

On this second note -- I don't personally think it's a bad thing at all, as I grew up praying to the RNG gods. Some may, however, so it's worth mentioning -- sometimes, due to the (calculatedly) random nature of enemy spawning, you can find yourself absolutely \u2665\u2665\u2665\u2665ed during a mission. A good example is a personal experience, in the very first campaign mission. There is a segment where you need to cross some rooftops. Our team had, in one spawn, a globadier, packrat, and a Rat Ogre. It ended quickly. But, again, YMMV, and I only mention the random spawns because some may not appreciate it. I thought it was brilliant, and I laughed and laughed and laughed. One of my friends however had the opposite reaction and got very upset about it.

OVERALL\TL;DR: I'm really incredibly glad I bought this game, it's very fun. Very replayable. I'd recommend it to anyone who thoroughly enjoyed the chaos "Left 4 Dead", some of the head bashing of "Mount & Blade", and the replayable campaign style\weapon unlocks of "LOTR: War in the North". It's a nice little gem that's got a lot of content within, and I look forward to playing more of it myself.. A mildly entertaining distraction, but I'm pretty sure this will never be finished. I'll take down this review if it happens, but I'm not holding my breath.. Great game!! I like that you can switch characters in this game. Very good.. Epic Store sell outs.

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