
Pirate Code Serial Number

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About This Game

Take command of your rag-tag fleet to defend your island from blood-thirsty pirates! Engage in deep tactical decisions, balancing attacks with repairs while keeping your mo 5d3b920ae0

Title: Pirate Code
Genre: Adventure, Indie, RPG, Strategy
Developer:
Circuit Hive
Publisher:
Circuit Hive
Release Date: 24 Apr, 2018

Minimum:

OS: Windows 7

Processor: 1.0 GHz

Memory: 2 GB RAM

Graphics: Ope

English

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Pirate Code 1.5.2 - The UI Update! : Pirate Code has new Combat User Interface!. Pirate Code 1.5.1 Released! : This is a minor update to respond to user feedback at the beginning of the game. Most of the changes are geared toward keeping you on track in the first chapter. Here's the list: Tightened the ship turn radius on world map for easier controls. The ship will turn much faster, but an instant U turn is still not possible. Decreased cost of map locations for Haven Cove, Snake's Den and Hope island. The tutorial now forces you to purchase the first two of these to get you started. Increased the tutorial to cover the Map Shop, the Inventory, missions, bounties, and ship ring colors. Challenges are now hidden until the first mission is complete. The mouse can be used to advance the dialog Fixed the display of cost information when selling a single item. Fixed a bug with the fishing contest on Haven that would allow ships to start on land. Added a "Helpful Hint" that will give advice to players in the first chapter to keep them from getting stuck. The hint appears when arriving at an island and only appears if the game thinks you might need a little direction. Hopefully these changes will keep players from getting lost at the starting line. If you already finished the tutorial but had trouble it might be a good idea to start a second game just to listen to the sage advice of Swanson.. Sneak Peek for Pirate Code 1.6.0! : A Brave New Ocean. Pirate Code 1.5.4 - Bugs and Speed! : Pirate Code 1.5.4 is now live! Most of my time on this update was spent reworking much of the underlying code for the world map. My main focus was improving performance and I feel like I succeeded. There's not much more I can do to make it faster. If you still experience problems, please feel free to reach out to me. I've also found that running the game in window mode and using a smaller window helps with performance. Hopefully that won't be needed by most of you. Although the world map should feel about the same, much of the code changed under the surface. Naturally, a bug or two may have been introduced. Please let me know if you find one. This update also fixes a few bugs discovered by the community. I'll list them out below.. Pirate Code 1.6.2 Released! : It's been over a month since I announce that another big update was coming to Pirate Code. It has arrived. Pirate Code 1.6.2 is now available and it is by far, the best Pirate Code yet! What's new this time? Ship upgrades.. Happy Birthday Pirate Code! : Pirate Code was released one year ago! Since then, based on feedback from you, the players, major portions of the game have been improved. I didn't want to pass up this opportunity to give an update on the next release. It would have been nice to release the update today, but the real world doesn't always work out perfectly like that and I didn't want to give you a half-tested update. What I can do is tell you what's coming.. Pirate Code 1.5.3 - Hotfix Released! : This was a quick release to fix a few bugs. Most importantly, achievements were broken in the last release. Here's the quick list. Achievements were broken. As a result, if you sunk an enemy ship it wasn't recorded. All is better now. Balloons did not display correctly in the new UI. This has been fixed. Certain clockwork ships were leaving their "ready" brackets behind after a battle. This has also been fixed. Gold, experience, and liberation now display what they are in a tool tip. The dialog hint now appears after 30 seconds instead of 12 seconds. This Hotfix is live for windows. The Mac version will be live tomorrow. As always, please report bugs promptly for their swift and violent removal.. Pirate Code 1.5.5 Released! : This update brings to an end the reign of terror that a handful of bugs have had in the open seas. It also aims to improve performance during battles with larger fleets. As always, please post to the discussion area if you find a bug. Here's a quick list of what has changed: Decreased the number of images needed for many of the larger ships. This will hopefully increase performance in battles later in the game. Fixed a bug with the camera zoom when catching mythical fish. Fixed another camera bug that occurred during the final boss fight. Also in the final battle, fixed a resurface bug. Botany tools now correctly display their level. Fixed a bug when the enemy would resurface a ship and then the ship would move off the screen, causing the AI to stop. Fixed a bug where the AI would attempt to use the Torpedo attack on a non-target. This would also cause the AI to stop. Built a fall back for the AI. In the event of a bug similar to the two above, the AI will only wait for 10 seconds and then return to business as usual. This will prevent future loss of progress. Fixed the display of attack range on molo ships after they have used torpedo boost. Made it less likely that the AI will use Full Sails. Returned a few missing patterns and emblems to the world. This was released as hot fix 1.5.4b. And there you have it! Go get those pirates! And if you find any bugs, please let me know.. Pirate Code 1.6.2 Released! : It's been over a month since I announce that another big update was coming to Pirate Code. It has arrived. Pirate Code 1.6.2 is now available and it is by far, the best Pirate Code yet! What's new this time? Ship upgrades.. Pirate Code 1.5.2 - The UI Update! : Pirate Code has new Combat User Interface!

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