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## About This Game

Pirates of the Polygon Sea is a high-seas adventure where you play as a swashbuckler vying for control of the Mythic Isles. You will build a bustling port town, trade with neighboring islands, hunt for lost treasure, and if you dare, plunder merchant ships as a pirate. As your reputation grows, so too will your wealth and influence; with some daring and skill you may even rise to become lord of the high seas. Be sure to keep your cannons loaded and your cutlasses sharpened, however, for rumors speak of dark shapes spotted lurking beneath the waves...

### Key Features

- Engage in action-packed naval combat against enemy ships; fire broadside cannons, throw burning oil, and outmaneuver vessels in your quest to dominate the high seas.
- Upgrade your ship from a feeble Sloop to a mighty Man'O'War, and put on your pirate sails to raid wealthy merchants.
- Build your humble coastal town into a bustling sea port, constructing docks, marketplaces, shipwrights, fishmongers, guard towers, and more.
- Hire escorts and amass a powerful fleet and raid nearby towns and outposts.
- Experience a dynamic, procedurally generated world; AI opponents, world layout, events, and objectives are randomized, creating a unique experience each time you play.

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- From mysterious shipwrecks, deadly pirates, and lost treasure to enchanting mermaids, giant whales, and even the legendary Kraken – you never know what you'll discover when you set sail!

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Title: Pirates of the Polygon Sea  
Genre: Action, Adventure, Indie, Strategy  
Developer:  
Praxia Entertainment  
Publisher:  
Praxia Entertainment  
Release Date: 30 Nov, 2018

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**Minimum:**

**OS:** Win 7 / Win 8 / Win 10

**Processor:** Intel Core2 Duo 2.0 GHz (or equivalent)

**Memory:** 2000 MB RAM

**Graphics:** NVIDIA GeForce 8800GT / ATI Radeon HD 3870

**DirectX:** Version 9.0c

**Storage:** 2000 MB available space

**Sound Card:** DirectX® compatible on-board

**Additional Notes:** No internet connection is required to play

English







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Played it a bit and its alright. the ship AI needs work with not bumping into allied ships and preventing you to turn. in VERY EASY mode the sharks are stupidly OP, you run into one of those at full speed and you're dead. attacking sharks is pretty damn hard even when you've completely very easy mode with the best ships. there is some graphical bugs when you're docked and your screen is slightly away from the island it makes the icons on land spaz out. there's also a huge problem with clipping buildings inside each other. was able to fit multiple 2x2 houses clipping inside each other in a tight area to maximize the amount of workers i can get. allied ships need work in general, if i have a 8 starred ship, I expect that thing to be a beast and not get destroyed by plowing into bad AI and instantly destroying itself. for a game that recently came out, i dont think its worth the 8\$. might be a little too expensive for a really small game that you can grind through and complete within a few hours. updates that will help would incude AI changes (allied ships keeps a distance away so you dont run into them and prevents you from turning and keeping at the same pace), hitbox changes (i get caught on alot of the ships and is unable to attack or get away), sharks to be slightly nerfed so they arent completely invincible, clipping of structures and icon spazzing, eventually after awhile of playing when you enter a tavern the game lags HEAVILY until you close it, be more flexible with upgrades.. would kind of like a ship that i can fully upgrade to whatever stats instead of a set price.

Overall needs work. Playable but there is game cheating bugs that can give you good perks. Not sure what's causing the heavy lag issues with the tavern after you complete single player mode but that needs fixed.. Great game to play while listening to podcasts!. This game is simplistically fun with great a piratical atmosphere. It is an incredibly cheeky game, so it\u2019s worth reading the quest descriptions. Although It\u2019s currently quite a small game, it has a **few actual challenges and just enough content to warrant a re-play as another character. The game has great potential to be a stand out, \u2018must play\u2019 quality pirate game.**

*10/10 In memory of the pirate ship, The Bootychaser.. Addictive for some couple of hours but then becomes repetitive and you don't find anything to do. Live fast and die fast..*

*This game needs more features.. A gem need polishing. You compete with other players on gaining fame and wealth over the seas. You need to be good at sea combat but strategies and business talents are more important. You can choose from various playstyles such as colony, merchandising, beast hunting, bounty hunter, and of course piracy. Multiplayer game would be fun and challenging although in current version you can only play with your friends.*

*Played a few rounds with AIs and felt the game still need some balance tweaks. Below are a few balance suggestions for Devs:*

- 1. Charactor balance, Scarlett with 20% speed is definitely the best starting character in the game. Loot and damage boost with certain condition are just not so worthy (except damage on pirate). Pls buff others and add more diversites such as firepower\cooldown\cargo space\trading price\manuever\skill dmg etc.*
- 2. Balance between pirate\normal mode. Being a pirate should be risky, but its just too costly in current version. Here are some easy tweaks. 1) Dock protection, the worst thing during the pirate life in this game is a dock ambush, which is stupid and frustrating, especially when you get flamed the moment you fixed your ship. Please let AI ignore docked players. 2) Ruby price should stay around 200, as a pirate you get a lot of rubies, the only luxury good in the game, which should have higher trading value than other goods. Higher price volatility is acceptable but in my case my island buys ruby only for 50 and the pirate port buys for 100, which really screwed things up cause as a pirate you cannot trade in other ports, and there is not enough storage space for hoarding in early game.. Great game for the price, passes the time quickly. As of now this game is listed as release on steam, however I don't believe that this version was ready for release. There are still obvious balance issues, problems with the building, defensive towers don't work (on your own island), sharks are too fast and built like ironman.*

### The Good

- Great pixel art
- Good game pace
- Music

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- Building system is easy to understand

- Makes time fly by  
The Bad

- Obvious bugs that hurt gameplay
- Buildings don't play a bigger role in the game
- Some creatures are impossible to beat with certain ship loadouts
- Trading system feels underwhelming

In saying all that, pretty good for a low price game. I hope the developer continues adding to the game in the future.. Overall, I'd definitely recommend Pirates of the Polygon Sea, although it has a couple points that definitely need improvement.

- First and foremost, FIX THE HIRED SHIP AI!! Hiring Escort\Companion ships is damn-near-suicide, as every time I hire them, they ram their ship in to mine and then seem to knowingly and intentionally sail against me in such a way that I can't turn any direction; I slow down, they slow down. I full-speed ahead, they full-speed ahead. I lost what should have been a won battle to a Leviathan because a f\*\*\*ing ally ship rammed me in to it as I was desperately attempting to evade.

- Some more ship customization would be nice; Being limited to your number of cannons and one special ability you have no say over beyond what ship you choose is rather annoying. With all the sharks being otherwise unhittable unless you let them eat your ship to their hearts content, it'd be nice to be able to outfit a combat ship with the merchant vessels rear-barrel-drop ability.

- Oh yea, as stated above; Sharks. Even with the fastest ship, fighting sharks is a f\*\*\*ing chore, as NO ship turns fast enough to be able to actually fire on them without simply slowing down, letting them deal their max-damage to your ship, and then turning to fire on them as they do a circle away before coming back to repeat the process. The ONLY exception to this is if you have escort ships (Who will probably just push you in to the damn things, to be quite frank), or if you are using a merchant vessel that can drop explosive barrels behind you, in which case you're probably slow enough they'll catch you anyways.

- You need to be able to get your gold back from pirate raids on your town if you manage to kill all of the vessels. The only apparent way to prevent losing gold is if you teleport back and immediately destroy the pirate ships, both of which are impossible. Unless you're literally docked in your town as they attack, it is quite literally impossible to destroy them in time to prevent losing gold. It's just a rubbish game mechanic.

Other than that, great game. The economy fluctuates unpredictably, ship-to-ship combat is trivial but enjoyable, the game has multiple levels of difficulty, the higher levels of which definitely present a challenge even to skilled players, the graphics are simplistic yet smooth and pleasant, quite a variety of enemies given the game type, and quite a few different things to do for ultimately being a match-based game (Rather than an extended strategy game like Port Royale).

7\10, would recommend. DEFINITELY needs some polish though. If the above issues were addressed, I'd whole-heartedly give it a 10\10.

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Simple, calm and funny game. The graphics are neat, gameplay feels smooth. Worth the money, however the amount of content is rather small. Ships feel all the same, since they do not gain different weapons on upgrade. There are only a few events and therefore there is not really much to explore while traveling around. You can hire a fleet, however the AI is terrible, always ramming you and getting destroyed in the first battle, because they attack everything they see and won't flee if low on health.

I'm looking forwards on updates, I like the game concept a lot.. + Looks decent

+ Cheap

+ Fun

O Grindy

O Multiplayer doesn't invite players to interact with each other.

O Raiding is near impossible due to swarms of bounty hunters combined with respawns.

O Can not steer the steering wheel

- Complicated Multiplayer setup V No Master server. Requires Port-Forwarding which not everyone is able to do

- Limited Multiplayer Character creation (Can only replace one of the ai players. Can't change my or my ships name, the ai will already have spent all the starting resources)

- Buggy:

- Textures of buildings just disappear after a while

- If you steer into a corner it's near impossible to steer out again

- Escorts getting stuck everywhere (when you have two escorts they'll literally keep on sailing away from you for hours because one wants to steer left, while the one to the left wants to steer to the right)

- Questionworthy game-balance

- AI players are very weak and slow (I used a difficulty which would translate to something like "difficult")

- The game either punishes you by random death or is no challenge at all

(- my 9-star escort dies to two bounty hunters while being stuck at a reef)

- Little content: Due to the grindy nature of the game you might extend a match to a couple of hours, after which you'll already have seen everything

Admittedly, if the devs had fixed the bugs (to which I found entries dating back a year) and given more care into the ai I would have recommended this game.. Gemime binmi\u015f gidiyordum .. birde ne g\u00f6reyim ! Dev bir m\u00f6rekkep bal\u0131\u011f\u0131 !!! Hemen verdim g\u00f6lleyi verdim z\u0131pk\u0131n\u0131 iki dakika sonra yakt\u0131k mangal\u0131 jileeeett . Sonra ne mi oldu ? Bak neler oldu :D

<https://www.youtube.com/watch?v=rL64CiAU2IM>

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