
Black Sails - The Ghost Ship Key Serial Number



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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 go 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

Title: Black Sails - The Ghost Ship

Genre: Adventure

Developer:

Deck13

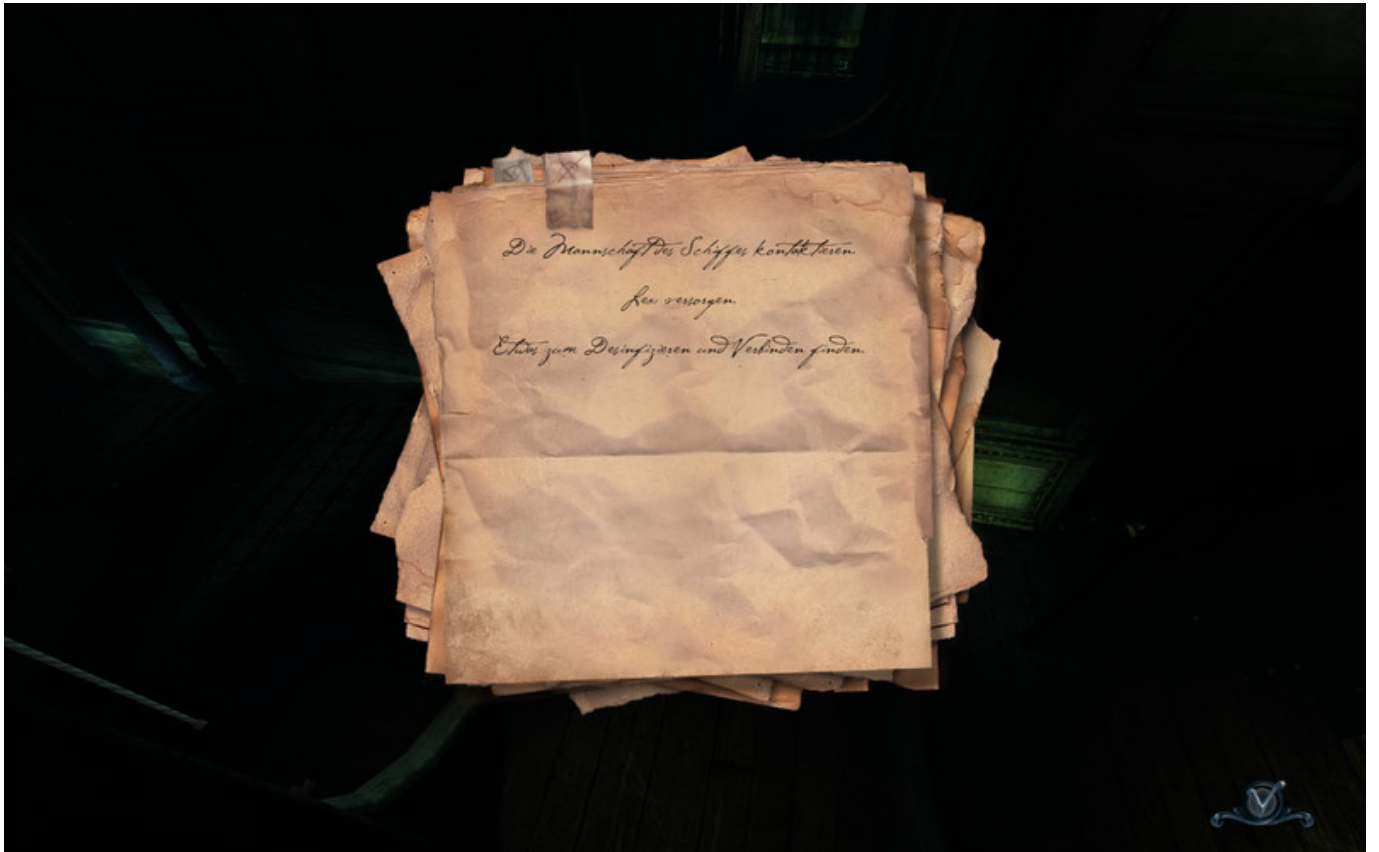
Publisher:

Deck13

Release Date: 17 Sep, 2015

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English,German







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yes so far a very interesting point and click adventure, cant wait to find out what secrets this "ghost ship" is holding. So far good atmosphere, enjoying my self.

Started a Walkthrough here.

<https://youtu.be/0b4bPaVneGk>. Decent point&click adventure game with a nice (if not predictable) story line. Every now and again the game crashes (mainly when entering another area that has to load) but if you save your game regularly (no limit to saves) you just start up again, continu and be able to finish the game. Camera angles are sometimes strange which makes selecting an certain area of object a real task to the point of being frustrating. Overall I enjoyed playing the game, however the end if very predictable, abrupt and unsatisfying.. 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.. 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 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 dissapearing 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.. i cant find the camera help. The puzzles game me some challenge. The voice actors weren't terrible, just okay. I even enjoyed the twist ending. Despite that the story as a whole seems rushed, the character interaction didn't leave me caring for either characters fate. I was hoping for so much more I suppose, so maybe this review is unfaul. However, even though you can "choose" your ending there isn't really much ending at all. Just the same brief cutscene plus or minus one element. Kind of a letdown.

Black Sails - The Ghost Ship is a point and click game where you actually take on a character that moves around, somewhat in a similar fashion as Grim Fandango.

The gameplay itself isn't terrible, as I appreciated the fact that you can actually move your character around instead of some point and click games where there is just a screen and you have to click stuff. However, there are quite a few notable flaws to this game. First of all, the voice acting stops after a certain point. I actually don't remember when it stopped exactly, but it just stopped for me. When there was voice acting, I actually didn't mind it. It seemed as if a lot of people didn't like the male character's ♥♥♥♥♥♥♥♥y, annoying voice, but I was okay with both of their voice acting. Also the camera panning is quite awful in certain parts of it, to the point where it seems to just move in an arbitrary way. In point and clicks games like this, when the camera angle gets so bad, it makes it hard to actually keep clicking on what you want to click on.

Aside from the main two flaws, the game adds a lot of areas with unnecessary sound effects. They loved using a creepy sound effect, when there really wasn't anything creepy at all. Like, nothing at all that was creepy. Aside from that, the story was surprisingly pale and dull. I won't lie when I said that I used a guide to get through this game so that it would be faster, but the story is very sub par.

Overall, I like this game better than some other really bad point and click games, but the game just simply wasn't appealing enough to me.

Rating: 5.8/10

Recommend Price: \$0.49 or below (its still worth a shot cheap). Looks a good game graphics 9/10 but already annoyed by the two people in the game, keep raising their arms and shaking their heads identically every time they talk...no one does that in real life everytime its getting very wearing. Game is pretty good, if short.

First thing that stood out, was the voice acting. It wasnt very good (in my opinion anyway). Anna's wasnt too bad, but Lex's was a bit off. It got better as the game went, so it certainly isnt anything to hold against the game. I read in another review that in the original German version of the game, that Anna is reading some letters in the introduction that sets up the game's time frame. Would have been great to know, but if you read all the notes you find and check out the ship's cabins, you can get an idea of the time frame. I also read somewhere that you can use the original audio with English subtitles if you mess around in the settings? I havent tried it, but its worth looking into.

Speaking of the notes, whatever font they used was awful to try and read. The text itself was insightful and very worth reading though.

The story of the game really stood out considering the length of the game. Story in general is that you and another person end up surviving a sinking ship, only to end up on another ship that you quickly learn is a ghost ship (and in bad need of repairs). You spend most of the game exploring and trying to do some light puzzle solving like finding bandages for your friend, trying to find ways to unlock doors, and finding clues as to where the ship is heading (and how fast).

There are some minor spooks in the game, which I wont spoil, but they really helped the game keep its "creepy" vibe. The ending was a fairly nicely done plot twist (for me anyway), and I really did enjoy the story of the game.

The main thing I didnt enjoy though was the camera angle and controls. The controls are simple, just mouse clicking, but combined with also using the mouse to pick up items/check items, moving, and the camera being fixed, sometimes it was hard to find certain clickables, and once I even missed an entire wall because I couldnt get the camera to angle just right to look that direction. If the game used wasd (because sometimes objects block where you can click to walk), or let us adjust the camera, the game would have felt much smoother. That said, outside of a few janky areas, the game is more than playable, but every now and then, Id run into trouble.

As far as bugs, I didnt find any. Another reviewer mentioned they got crashes when they alt-tabbed, but I didnt have any problems doing it. Something to be aware of though if you do start crashing.

Graphics were pretty well done, and much better than I expected for a point-and-click game, as was the audio and audio effects. My only complaint settings/audio/graphics wise, is the lack of windowed mode.

Overall, the game is pretty good. Some minor annoyances and an iffy camera, but a highly enjoyable story. Well worth a buy if you're into point-and-click adventures, or even if you just want to try them out.. The story line had real potential and honestly was the only thing that kept me playing the game til completion. We had a total of 11 game crashes. Verified files yada yada everything was fine. The lack of an Auto-Save in the game made the first couple crashes all the more frustrating, but once I found the Save feature we were good to go. I just made sure to save after EVERY new occurrence. 11 crashes for 5 hours of gameplay. Even for a point and click the character control was quite wonky. Some decent voice acting, but the dialogue was very repetitive and sometimes got very annoying. The Diary Notes and other written elements of the game were a bit maddening. They are all in Script and while the font chosen certainly helped with immersion and gave a true feeling of belonging in the scenerio, it made it quite difficult to maneuver some puzzles. I am going to recommend this game SOLELY on the storyline, if you are willing to go thru the extra crap, you will certainly enjoy this. If not, save your money and watch a playthrough.. 3 strikes: Two crashes and one hard lock. 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.. I wish somebody out there can tell me why the heck this game will not even start , much less run!! The cursor will not move from the get go and the keyboard is useless also with one exception . I can press P which is for pause , instead I at least get a picture inside the ship. Isn't there a patch somewhere? I have tried to contact steam, valve and the maker this game with no replys or results. I never heard of a company the will not reply to emails or have a phone contact number. And no , even if they did or do, I am not paying for support when it is there fault. All my other games play just fine and are a lot more demanding than this one.. It is a good and atmospheric game, though rather short: eventhough I had to redo one part (since the game glitched) and I still finished the game in 6 hours. I really liked that actions (well conversations anyway) had consequences though I haven't replayed it so I don't know how big a difference it makes.

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