
Naval Action - Admiralty Connection Full Crack [Xforce]



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About This Content

Admiralty connection is a consumable premium item that will unlock extra warehouse space, building and docks.

One of the lords of the admiralty is a known supporter of shipbuilders and is looking for patrons to help him support new Navy improvement initiatives. Funds will be used for applications of scientific methods in shipbuilding, improvements of the current vessels of the Navy and introduction of the new models. Patrons of this initiative will be able to use more facilities in the National ports in the Caribbean.

As an admiralty patron you will receive access to:

- 16 Extra warehouse slots (in every port)
- 10 Extra docks for your vessels
- 5 Extra building permits

All content will be automatically added to your account on purchase. Restart of the game will be required.

Title: Naval Action - Admiralty Connection
Genre: Action, Adventure, Indie, Massively Multiplayer, Simulation, Strategy
Developer:
Game-Labs
Publisher:
Game-Labs
Release Date: 21 Jun, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: 64 bit Windows 7 and above

Processor: Intel Core i5-4570 3.2 GHz or AMD Phenom(tm) II X4 B60 3.3 GHz

Memory: 4 GB RAM

Graphics: GeForce GTX 460 1GB or AMD Radeon HD 6850 1GB (must support shader 5 model)

DirectX: Version 11

Network: Broadband Internet connection

Storage: 2 GB available space

Additional Notes: 32bit OS versions is not supported

English







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I'm updating this review as of March 30th, 2019.

If allowed, I would classify this one as neutral based in the recent changes done by devs, but since Steam has only thumbs up or down I will keep it down for the time being.

Please read the review below for more details, I will be very straight to the point:

The warehouse space is not that critical since you can buy it with in game currency.

10 additional ship dock space is worth it only if you want to have a lots of ships (30 plus), which realistically is not that necessary unless you are your clan's crafter.

Keep in mind you can buy additional dock space with in game currency (Reals) and these 10 additional dock spaces will add to the top of it.

Now regarding the 5 additional buildings, making a total of 10 buildings:

With the new crafting system you will use 4 slots right away to build Academy, Workshop, Forge and Shipyard. You will need all these buildings to craft permanent ship modules, books, repairs, cannons and ships.

If you don't have this DLC, you are left with one building slot to produce resources, and since you will be consuming oak log, fir log, stone blocks, iron ore, hemp, coal, lignum vitae log and provisions as basic resources, it will be impossible to make it happen.

Some people might say you can buy resources at ports, and yes it is possible, but is a very time consuming task in pve server, and a very risky business in the pvp server as you will have to sail around a lot!

The 5 additional buildings allow you to get additional resources, and you can leave one building slot open to juggle between stone blocks, coal and lignum vitae as these resources have less consumption.

The hours and Real cost to produce the building have been better balanced, but I don't recommend you to upgrade your production buildings to lvl 3.

Keep them at lvl 2, as you will not be able to keep up with the resources generated by five or six lvl 3 buildings. You will never have enough hours and money to fully produce them daily to the maximum of their capacity.

Final verdict:

I've been playing on pve server only, so my perspective is given based in this server's game model.

If you play solo you need this DLC, otherwise get into a clan and work together with other people to get resources, so make your decision about buying or not.

Keep in mind this is a very overpriced DLC, considered by some as pay to win, released still in the development phase of the game aiming purely to get money. Basically the worst business practice you will find in the market.

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