Victory At Sea Keygen

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About This Game

Engage in **epic Real Time Strategy** warfare across the Atlantic, Pacific and Mediterranean, this is naval warfare on a global scale.

It is **World War II** and the age of the dreadnoughts has passed and naval warfare is being dominated by Aircraft Carriers. Submarines hunt convoys like wolves and the numerous and nimble destroyers rule the oceans.

Destroy enemy battleships, torpedo enemy convoys and hunt the enemy wherever you may find them.

Advance through the naval ranks from a Captain of a Destroyer to an Admiral of a vast fleet. Win medals for your exploits, and help your chosen nation achieve victory in each campaign.

Plan your own strategy

In Victory At Sea your destiny is in your hands. Once in the campaign what you do next is up to you.

- Harass enemy shipping to starve their ports of vital supplies.

- Destroy the enemy patrols and weaken their defences.

- Defend your friendly convoys and keep your supply lines open.

- Lead an assault force with landing craft to capture enemy ports.

- Go on covert operations.

- Complete special missions.

With over 80 classes of ship and hundreds of ports there are a multitude of playing options. Will you build your fleet around the terrifying firepower of the battleships, sneak around with a submarine wolf pack or look to dominate the skies with carriers?

A combination of sandbox elements and the deadly combat of **RTS naval warfare** ensures a vast number of possibilities. Slow the action down or speed it up with the time slider, allowing you to command multiple ships quickly and effectively during huge battles. Weather conditions and time of day are also major factors in the game. Will it help or hamper you? Combat at night can be an intense experience.

Other combat Modes

Victory at Sea also offers the chance to experience some of World War II's most famous battles. The Historical Battle mode sets all the victory conditions for you. You just pick a side to fight on.

Create your own custom battles from small skirmishes to epic conflicts, choosing from **Axis or Allied fleets** with ships from 6 playable nations to choose from.

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Title: Victory At Sea
Genre: Action, Simulation, Strategy
Developer:
Evil Twin Artworks
Publisher:
Evil Twin Artworks
Release Date: 8 Aug, 2014
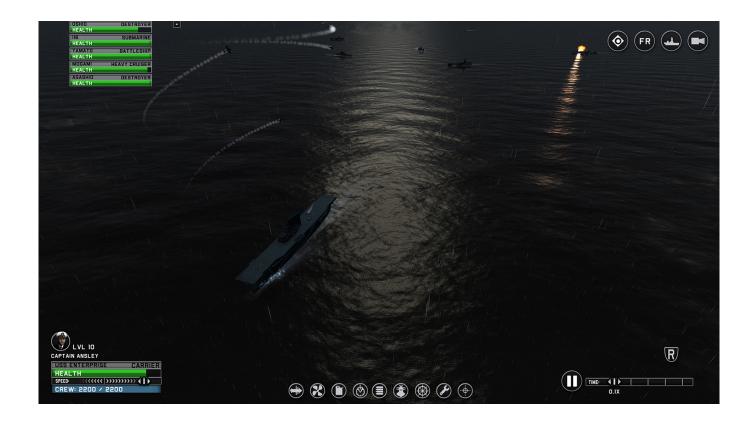
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Minimum:

OS: Windows XP SP3

Processor: Core 2 duo 2.4Ghz

Memory: 2 GB RAM

Graphics: GeForce 9500 GT

Storage: 4 GB available space

English,French,German

I have to second the many negative reviews and say that this is an ultimately disappointing title.

It's fun initially, but has little depth in terms of game mechanics and tactics / strategy.

It doesn't really deserve the "Simulation" tag (not the dev's fault) as it is more arcade like - which does make it accessible, but I found it unsatisfying.

I also found the UI off-putting - rather unpolished.

A shame really. The dev's obvs wanted to hit a sweet spot between accessible/casual play and deep/complex strategy, but sadly only managed to fall between two stools and miss both.

I bought at -75% and still asked for a refund, so I can't believe the the "RRP".

If you're looking for a better battle experience, try Altantic Fleet instead.. There isn't many WW2 naval games out there - which is a pity. Victory at Sea does an adequate job. It is easy to learn and get into. There isn't any tech trees or the usual RTS set ups. Instead, you simply win battles, earn cash and buy better ships.

The graphics are ok, but not great. Whether you enjoy it or not comes down to how much you want to play play WW2 naval combat. As a history lover, I enjoyed it.

7/10. Such a fun game. I'd really like it if they did a Regia Marina campaign and one for the Free French and\/ or Dutch as well. Open up all the factions in the game.. Very good game, I've had loads of fun playing this game. You might have the largest fleet of destroyers but when you go and attack an enemy with only 2 destroyer and 2 Carriers they can ♥♥♥♥ op your entire fleet. You need a combination of every ship and then you might stand a chance aganst the good old Nazis. 10/10 would play again!. I am really torn on this. I love naval games, cutting my teeth on the Harpoon series, this unfortunately, offers the depth of a paddling pool. It is however quite fun, striking me as better suited for a mobile game.

I have only played campaign mode, you start by picking either the US or GB then you are given a basic destroyer. After this you simply go out and sink enemy ships...like the French and Italians...wasn't actually aware that the UK fought against the French navy, didn't they sink them at Mers-el-Kébir?

First problem, no ability to play as the German Navy or the French, Italian, Japanese or Russian navy in campaign mode.

Sinking ships involves zooming the map out and looking for small forces to take on, it's so simple, too simple no radar, no visual ranges, no sonar...hydrophones, it's naval warfare, god mode.

Battles are fought at a slightly more zoomed view, it's actually quite fun, but so so shallow, all you do is right click on the target, that's it!

There is no damage control, no distance calculations, just turn towards the enemy and flank speed, once in range (actually even slightly out-of-range) right click and keep clicking, sort of like Diablo with ships.

You keep going until you are destroyed (very unlikely), you destroy the enemy (very very likely) or they surrender (occasionally happens).

Afterwards, you get "warbonds" with which to buy ships, simply sail into port and buy a ship. The game play doesn't change at all, you just buy more or better ships.

After saving enough 'money', you get to buy a battleship, basically cheat mode, they cannot be hurt, other than buy other battleships, your guns are to accurate, i took on 6 destroyers and 2 heavy cruisers with my Battleship, all were wiped out before they even managed a single shot on target. Aircraft carriers somehow manage to be more useless than any other ship in the game, the planes are easily destroyed (automatically) and are incapable of offering even destroyer levels of damage.

It's pretty buggy, i can forgive that, Portsmouth was taken by the Germans and i was tasked with taking out the fleet (British Fleet) taking it back, despite the fact i was playing as the British, after it was taken back it was unusable to me.

It is a fun game, but it's to shallow. It is over priced for what's offered, so i would have to rate it as a 'no'. Victory at Sea put you in command of your very own fleet of warships, from the puny Clemson all the way up to a mighty Iowa Battleship. In terms of represented navies the biggest ones are all there, Kriegsmarine(Germany), USN(US), RN(UK), IJN(Japan) RM(Italy) and both Free and Vichy French navies.

I agree with the previously stated that it is similar to Mount and Blade series. With an overall world map and moving from fight

to fight. building a naval squadron, losing said naval squadron and doing things like repair and support other captains. Though however simplified in the sense you do not have to repair the ships yourself or replenish any aircrew or aircraft.

From personal experience, the tactical fight takes place in a setting similar to Navyfield and the naval action of Patrician IV. Sporting a tactical map for bigger decisions and the ability to control a single or all ships, it's weaponry and targeting.
In terms of combat it's fairly straight forward, and comes supplied with some, dubious quality videos to show you how its done. It gets you the basics.
Other than that, a typical destroyer battle plays out like heading straight for the enemy, cross the T and then launch a salvo of torpedoes and hope to higher powers they won't miss.

So for a diehard naval combatant, this game is really easy until you come up against something way outside of your class of ship (destroyers vs. Heavy cruisers for instance) Or the game casually puts your carrier right next to the enemy battleship. Close enough for crew to actually board. (And how it got that close to begin with is one massive miracle) Then watch your carrier be blasted to bits. Goodbye ridiculous amount of saving money! A way to pre-deploy would be nice (And if the function is there, I have missed it and blame only myself).

25.08 edit: Most of the glaring errors previously mentioned were fixed.

Reason I recommend this game, is because it is isn't in itself Bad. Or otherwise so buggy it ends up unplayable. It can become a gem with quite a bit of polish to it. It is an interesting concept, and naval action has been sorely missed for my part.

I would personally argue its price does not justify what is contained within at the time of this review. Wait for a priceslash..
Suprisingly good game. Just have been playing the campaign with Japanese for an hour or two so it's alittle early, but still already this seems like a winner. Expecially since there is not a whole lot to choose from naval combat games.
Sometype of multiplayer would be a plus.
The campaign is nicely planned. You start as a Kaptain of a destroyer and you can freely do your own operations and patrols along the seas. As you destroy enemy shipping you get more rank and money to unlock and buy new ships in to your fleet.
Just got a third destoryer and it seems fun. Perhaps I get money and unlocks a bit too fast, but then again the new destroyers dont differ so much form the old ones yet. It remains to be seen if the better ships and destroyers will only be unlocked at a historical timeframe or is it completely in players hands.
I hope it's the historically correct way.
From the freely movable world map (freely to extend. As Japanes I cant leave the pasific theatre of war and it's a good thing.) you move in to a realtime battle map where you can command you own fleet and individual ships too. At first the shooting and using of weapons in general seems a bit...childish, but on the long run I have come to see the tactical element in it.
Expacially once you get bigger ships and carriers the game will move in to another tactical and strategical areas.
The way that the campaing movement and battles have been realised brings very much a Mount & Blade cind of a feeling. But the world map feels more alive than the Mount & Blade one. In that recards they should be taking notes from this.

There are at the moment that I writethis atleas the Australian, USA, Great Britain and Japanese to choose from and atleast the Germans are coming but not yet unfortunately available.

In overal this is a very very promising strategy game focused on the naval combat of WW2 and it is a rearbreed.
It does move in a fineline between a hardcore strategygame and an arcade one so there is a little fear of it falling more in to the arcade side. Still, it's defenatly worth the money they ask if you like strategy and have wished for a naval combat game.

Sea warfare has always been pretty difficult to put into a game format; a bit like flight simulators, they can either be too arcadey (and therefore not really do justice to their subject) or too realistic (hanging around for hours in a sub with nothing but little wheels to turn). Given the vast distances involved in WW2 sea combat, where opposing fleets in the age of air power sometimes never saw each other directly during battle, Victory at Sea makes some quite good compromises. So, for example, the ocean scale is reduced so that even when you have an overwhelming carrier force it's still useful (and fun) to have a few battleships to take out some of the nearby enemy in between air strikes. Lobbing your shots over thousands of yards, anticipating where your target will be when they fall, is a skill you'll enjoy developing. It's more arcade than sim, but fun.

Graphically the game isn't up there with the best (but it's perfectly adequate for the job) - since even with a fair PC you get some lag once all planes and ships are in view later in the game when 80+ ships can be involved in battles, that's probably just as well. Carrier air groups are representative rather than historically accurate for the same reason (an Essex class carrier here has 15 aircraft, rather than the 90 of real life), but that works well in terms of balanced ship v ship action.

New units are unlocked as you progress in experience; defeating enemies earns you War Bonds to buy different ships, and there are quite a few models within each class - destroyer, cruiser, battleship, for example - each with different features; however, once you've maxed out at skill level 10 you'll find that you won't bother with most - some within a class are just so superior that there isn't much point keeping or buying others. So, for example, playing as the US I always end up with Iowa class battleships (only a Yamato outranges them), Essex Class carriers, and Fletcher class destroyers - nothing else.

As others have said, many of the missions are same-y; capturing a port is routine to the extent that once you have a competent, balanced fleet you can just leave it to the AI to capture them if you don't mind taking a few more casualties, which are easily replaced (if you lose a ship you don't lose the captain and his experience). It gets to the point that you just sail around on the vast ocean (in map mode) for ten to fifteen minutes waiting for one of the invasion challenges to pop up, which involves your dashing over to defeat a fleet typically two to three times larger than yours before it captures one of your ports (there is a way of defeating an 80+ fleet with your limit of 20 units per engagement, but I'll let you find that out for yourself). Put together, this makes for low replayability; typically, I'll play it for a week, end up with a fleet of 80+ including 60 carriers (as I say, more arcade than historically accurate), delete it, then come back six months or more later.

But the real problem with this game is the AI, which lets the whole thing down. Leaving aside the enemy's "charge straight at 'em every time" fleet formations and willingness to allow lone puny destroyers to wander into the range of your big guns long before the rest of his main body can punch you back, it's your own AI support which really sucks. For the game to be fun, you want manual control of some units while leaving others under AI but executing your tactical battle plan (as with admirals and captains in real life) - so, for example, I want to bring my battleships to the fringes of engagements under my control to catch enemy ships with my guns, while my carriers stand off and pick off priority targets, wear down their air groups etc, maintaining formation and distance from the enemy as they do so.

Fat chance - it's total manual (too fiddly, constant pausing to see what's going on with every ship, or all AI - nothing in between. Put your carriers under AI control, take your six battleships up to the enemy to have a bit of fun, turn around three minutes later and the carriers are all over the shop and heading in different directions, sending aircraft to their own idea of a priority target - which often lies right at the far side of the enemy fleet, meaning that you lose half your aircraft to shipboard AA fire as they overfly it straight away. Meanwhile, one of your battleships has been disabled and you need air to take out the Yamato class brute which is going to sink it - but your carrier captains have their own agenda, and by the time you have taken them back under manual control it's too late. They also like sending out every single one of their fighters to shoot down a few enemy seaplanes when you've already wiped out the enemy fighter cover to allow your bombers in, so they all get shot down by the ships for nothing.

If anything it gets worse when your whole fleet is under manual control. You can create groups, but they are so poorly designed that they are useless. For example, every battleship fleet commander since before Nelson has dreamed of "crossing the T", bringing his ships in line across the head of the enemy's column, allowing each ship to fire broadside on at a single target at a time, which cannot reply with its full armament; so you need to keep your ships in line, evenly spaced. Absolutely standard naval practice, which captains would rehearse over and over again. Not your captains, though. You want it, you have to fiddle with every ship individually - all of the time; bearing, speed, distance, the lot. Not only difficult, but tiresome. I'm an admiral, for goodness' sake; what a shower my captains are.

Worse yet: you place your precious carriers in two well spaced lines, set their speed (individually, arghh), group select their

bearing, and send them off to keep distance from the enemy. Five minutes later one of them is being sunk - whaaa? What happened? What happened is that one of your brilliant experience level 10 captains bumped into another, bounced off at an angle, hit another, ditto, ended up sailing straight towards the enemy, bang.

And finally, when you do have them all in the right place and sailing in the right direction again, if you want them to attack your own choice of target you have to select every single carrier, plane, and target individually - so, if you have 16 carriers and want to dive bomb the Musashi, that's one click per carrier, one click per dive bomber (six per ship), one click per target per carrier. That's 128 clicks. Select all (or groups) of carriers, all planes of a type, and target, and get your captains to do the rest? Apparently admirals can't do that, don't be silly. (Yes, you can order entire groups to attack a target in map mode - but then they will send off every aircraft and type, leaving nothing in reserve, and manoeuvre to where you don't want them; and 100% losses are common among torpedo bombers unless you've already taken care of their CAP).

Come on, Evil Twin; this is basic stuff which has existed in other games for decades - set and maintain unit formation and speed, set stance to aggressive, reactive, keep distance etc, deploy only some weapons, prioritise target types. More to the point, it's basic naval warfare - it's why every ship has a captain: to fight his ship while executing the strategic and tactical orders of his fleet commander, not bugger off bumping into everything and kamikaze-ing his air group at every opportunity. Court martials all round.

In the end this flaw prevents you from getting a lot more out of the game; it means you cannot set complex traps based on multiple elements of your fleet operating independently but under your overall control and to your plan.

This is therefore one of those games to buy at £3.99 or so; I would need a lot of persuading to buy a Victory at Sea 2 at even a tenner unless Evil Twin addresses these basic flaws. So recommended, yes - at a low price.. I like it! Torpedoes armed destoyers are dangerous. Crusiers with big guns make things go boom. Carriers.... ya... see historical refference for "Midway.."
While the game is new it has a desent level of polish. I highly enjoy the 'sandbox/free roam' elemants. fleet development is nice. If I had a complaint it would be a somewhat lackluster challange. Which, by my readings of the devs comments and forums, is not likely to last long.
If you ever watched "victory at sea" or just love classic naval warfare. get this. $25 is the cost of lunch where I live. Support people making inovative games.. It mixes gameplay from the standard world of RTS and throws in what feel like a bit of the Nexus The Jupiter Incident.

Starting off you have three ways to play the game. The Campaign, Historical Battles, and Custom.

In Campaign you pick a theatre of war, a nation, your own Captain and then you disembark to change the course of the war. You start off with but a single destroyer, but as you complete missions, harass enemy convoys and sink subs, you slowly gain experience points.
These are then used to unlock different classes of ships, and during missions you earn vital war bonds. These are then used to acquire more vessels and expand you fleet.
The game has a brilliant selection ranging from destroyers, cruisers, patrol boats, carriers, battleships, subs, and even convoy ships.

The campaign is fairly simple, and so are the missions, but things slowly become more difficult and your tactics become extremely important.
You have the ability to simply control your flagship and let the AI handle the rest of your fleet, but opening up tactical mode brings up a grid based top down view. Something rather essential for large fleet encounters. Issue orders, set waypoints, determine fire arcs. You do all this from there, while the game is paused.
Pressing spacebar resumes gameplay, but you can press it again to pause and issue orders, choose which ships are AI controlled or which you manually want to manoeuvre.

The gameplay is fantastic, it's rare to get a naval strategy game and the developers are rather ambitious. Although so far I've been greatly impressed.

Moving towards Historical battles, it simply is what the name suggests. Although on a smaller scale sadly. Whether this is due to engine limitations or simply because the content has not been fully implemented at the time of covering the game; it wasn't actually too much of an issue.

There's something epic about taking part in sinking the Bismarck.

The visuals aren't stellar, although the ship models are well done and have good detail. The only time you'll say otherwise is if you happen to fully zoom in right against the side of the ship. Although if you'll have the time to bother with that during full combat is up to you.
The fact that the majority of the game world is covered in water helps, as it cuts down on lots of extra rendering, meaning it should be easier for older systems to run.

The sound effects, now those are Loud, and powerful. Having the Hood and Bismarck go at it with headphones on might be a mistake as those guns and explosions can be deafening. It certainly sounds amazing!

Sadly I'm a terrible captain, easily failing at the campaign for forgetting that the more plusses/stars on an enemy fleet the more dangerous they are. I've often lost my ships against a measly german patrol for not paying attention, and forgetting you can pause the game with spacebar to issue commands. You can't just play this like a normal RTS, you have to constantly pay attention.

Ship modules can be damaged, and although some can get repaired by you crew, severe damage means you need to return to a port for proper repairs and outfitting. A nice addition to the game, which keeps you on your toes.

I've not done well in the campaign, but I really enjoy Victory at Sea. It's certainly a game I'll go back to again, and again. It's shaping up to be something fantastic.

First impression video
http://youtu.be/M3hWAxtCjyo. Overall an enjoyable game, but by no means is it 25$ worth, it just feels a little steep for what it is. You can find this game somewhere in the realm of 5-10$ which is definitly worth it.

The fun is definitly aquiring a nice big fleet of ships over time and taking the fight to various enemies about the map and pushing your side to victory. Its very much like "mount and blade" in that sense. I like the freedom of floating about looking for ships or ports, and its not just scripted chain of events or battles. I think it works very well for these type of games.

The biggest anoyance though is the attrocious AI, they can somewhat shoot but you can manually click shoot way more accurate, it would take you a minute to sink what would take the AI 3-5 minutes. But the bigger issue is the torpedo avoidance. If you want to loose a good number of ships, then by all means use the AI. Any time ships fire torpedos you need to manually adjust course and wait till they are clear before putting AI back on because inevitably they will steer the ships right back into them for some stupid reason. Look at it more like total war games where you can battle or auto resolve. If you battle you might loose 5% to an easy enemy, if you auto resolve your going to loose about 30-40%. Same idea just AI or manual control everything (which does become tiring)

Theres a bit too much arcade to this, hit points, vague differences in what appear to be the same outfitting but on an entirely different ship for a different price. Some other much needed things, auto sinking convoys once all escorts are sunk, just annoying to mop them up Port assaults too are quite garbage feeling and feels like it needs a complete rework or just toss it in the bin and let it be captured when theres no support left and theres no fleets nearby.

It could also be greatly expanded in the support and supplies area as opposed to random convoys moving about. Actually make supplies mean something to strive for and give way to help support and move convoys along or actual patrol options. i dont know, theres many possibilities.

If this company continues to develop games along this line and adds a good bump to realism, and more depth and AI mechanics, immersion, etc, then it would definitly be a must buy on my list.

Dont let the negatives steer you away, For what the game is, its fun, and simple enough and it feels like a good base that could turn into something much more fun if the idea is further developed.

Again for the 5 to 10$ you can find it for, its definitly worth it.. Recommended, but if you're a rivet-counting naval warfare nerd you might want to look elsewhere, as the game is fairly arcade-ish. Very easy to pick up.

Certainly more of a shelf life (and according to Steam I've wasted 32 hours of my life on this!) than - for instance - any of Totem Games' offerings.

My gripes? No interaction with land (apart from attacking or defending ports), and no real historical context or narrative.. Some interesting bits and pieces but without doubt the worst interface it has been my misfortune to come across. The campaigns are an excercise in frustration. Fleets on the map bounce off each other like dodgems, intercepting an enemy fleet often becomes a clickfest as you try to get your fleet to head where you want, airstrikes are launched a ranges of a few kilometres, messages interrupt the action instead of appearing somewhere in the foreground while your fleet carries on in the background, you are given missions hundreds of kilometres from where you are often passing friendly fleets as large (or larger) than yours that are doing nothing about this impending disaster .... Aaaaagh! It could be a great WW2 naval game but not without a lot of work. Not recommended.. Not too complicated or hard, but fun. Anyone looking for a hardcore sim or realism will probably be underwhelmed, but for anyone looking to sail around the WW2 seas sending the enemy to the bottom of the seas, this offers a large selection of ships, some fun tactics and enough choice to keep things interesting for a while.. A great game so far has i have played my first few hours just having a blast hunting what enemies i can kill so I can build my fleet to take on larger enemy fleets. Alot of different ships for the nations including thier allies ships or ship u capture. Large maps for each or the theaters of action. (MED, Atlantic, and Pacific) Just a great game to support for either the casual player or those that may like to manage each and every ship in thier fleet. +++