Cold Waters Torrent Full

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About This Game

After tracking a Soviet landing force bound for Iceland it is time to plan your attack. Do you silently close in to torpedo the landing ships and escape during the resul 5d3b920ae0

Title: Cold Waters Genre: Indie, Simulation, Strategy Developer: Killerfish Games Publisher: Killerfish Games Release Date: 5 Jun, 2017

Minimum:

OS: XP

Processor: Intel Atom

Memory: 2 GB RAM

DirectX: Version

English

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The game is a good mix between realism and "fun". Don't listen to : A- Elitists who thought this was a totally different game and are now complaining despite having received a refund. B- Idiots who can't be asked to comprehend a simple tutorial and are callint it "too hard" It's good looking, it's fun, it's running well. What the hell is wrong with you people.. This game is awesome. No two engagements will be the same, some will be so easy you sit their wondering what that ships crew was smoking, other happen like this: "New Sonar contact designate Sierra 1" "New Sonar contact designate Sierra 2" "New Sonar contact designate Sierra 3" "New Sonar contact designate Sierra 4" "New Sonar contact designate Sierra 5" "New Sonar Contact designate Sierra 6" Alright easy pickings I am only outnumbered 6-1 how bad could this be? Alright bring the ship to periscope depth and raise the ESM mast then the Radar mast if they are too close together. "Aye bring the ship to 45 feet aye sir" "raising ESM mast" "Raising the Radar mast" "Sir Sierra 1 is classified as Kiev" "Sir Sierra 2 is classified as Udaloy" "Sir Sierra 3 is classified as Sovremenny" "Sir Sierra 4 is classified as Kara" "Sir Sierra 5 is classified as Kanin" "Sir Sierra 6 is classified as Krivak I" "SONAR, TORPEDO IN THE WATER, TORPEDO IN THE WATER" Well gentlemen it has been an honor to serve with you. *BOOOM* "SIR REACTOR HAS BEEN DAMAGED TIME TO REPAIR 7 MINUTES" "SIR PROPULSION HAS BEEN DAMAGED TIME TO REPAIR 7 MINUTES" "SIR PUMPS HAVE BEEN DAMAGED TIME TO REPAIR 4 MINUTES" "SONAR, TORPEDO IN THE WATER, TORPEDO IN THE WATER" Okay so now we die.. This is a good game, but not a great one. Its the spiritual successor to 688i Hunter Killer, and plays like a more modern, strealined version of that game. There are a wider variety of subs to chose from, from a wide range of periods. There are three campaigns to date - WWIII breaking out in 1968 due to the events of the invasion of Czechoslovakia, 1984 the Soviets mistake Able Archer for an actual attack, and 2000, war with China over Taiwan and the Spratley Islands. Gameplay is smooth, and the modelling is well done, though the explosions are a little flat. If I were to pick out the problem with the main game, its the lack of tool tips. This ranges from "I know the reactor is off line, how long will it be before its back up?" to zero instruction on why I cannot access my torpedo tubes if I have a SEAL team loaded. It took me several restarts before I figured out you had to deploy them - and were restricted to the VLS until you did. There is a tutorial, but a fair amount I've had to figure out from guesswork. The main thing keeping this game from being great is the Enterprise Effect: Star Fleet seems to have a single vessel it deploys if anything goes wrong in the whole of the Federation. So too in this game: the US Navy seems to be comprised entirely of one nuclear sub, which they use to stop Soviet special forces from deploying in Norway, an amphibious assault on Iceland and a wolfpack of diesel subs deploying out of Murmansk. One after the other - you v. the Soviet Union, caged death match. There are certain things subs just cannot do. This is why most world navies are not made up of only subs. For instance, I cannot do a damn thing about those pesky helicopters hovering right over me, dropping homing torpedos on my head. I would really like, say, the USS Enterprise (CVN-65) to launch a few flyswatter sorties so I can sink a few troop carriers without being mobbed by sonar pings from three seperate destroyers and their ASW helos. It breaks the sense of realism, which is key in a sim. So, its fun, its engaging, but its just good, rather than great.. Overall, fun to play and integrates enough real sub warfare principles to satisfy those interested in the naval warfare genre. But even accepting the more casual style of play compared to other sub games, it needs some work. The WASD-controlled navigation is useful at times but generally a bit odd for those of us used to telgraph-style navigation from Sonalyst games or Silent Hunter. There are a few bugs. The campaign map navigation uses an awkward style of getting around and offers few options for planning, and the save-game feature is lacking. I also think the mission mode of play should have a clock. I'm happy to see that the developers seem to be listening to customers about these types of issues; I hope they keep that up, as this is a very promising game.. Yeah, okay - I only have a few hours logged - but I am a COMPLETE submarine nerd, and I'm not afraid to admit that. I'm proud of it. Anyway, this game is GOOD. It has it's quirks, but, it just got released - It still has a few patches to go through. Anyway, here's the lil' list: Pros -Realistic-fun mix. It's not too plexing, but is also realistic enough for people like me to appreciate it. -Variety. A large variety of ways to hunt or avoid being HUNTED, and not to mention a large roster of ships. -Sound & Graphics. It's really good, I love hearing my torpedo hit that enemy Typhoon, or the chilling sound of sonar tracking me, not to say the graphics to watch the ship blow up. -2 Campaigns. A more small mark, but it can be nice for a better challenge once you beat the more modern campaign in 1983 to a hard campaign in 1963. -Plenty more I can't even list. Cons -Nothing really, except just a few bugs here and there. [By the way, the Hunt for Red October (both book

& movie) is my favorite book & movie of all time!] TL;DR Perfect game without nearly any bad things except bugs. 10/10.

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