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About This Game

Brace yourself for swashbuckling puzzle action as you pillage your way to glory across the briny deep! Create and customize a pirate, collect booty, and join a player-run crew of cutthroats! Every activity in Puzzle Pirates is a uniquely fun puzzle: be it sailing, gunning, or hauling treasure, your own puzzling skill determines your success!

Key features

- **Co-operative Piracy:** Sail the seas with your friends and pillage brigands and merchants aboard your very own pirate ship!
- **A Plethora of Puzzles:** Play more than 20 puzzles and mini-games, representing various piratey exploits, such as Swordfighting and Sailing!

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- **Sail to Adventure!:** Explore a living world filled with thousands of other players! Hunt dangerous Sea Monsters and voyage to lost treasure-filled realms, such as the Haunted Seas!
 - **Booty!:** Customize your pirate with a bounty of different clothing items and equipment!
 - **Player-Run Economy:** Run your own shop and produce weapons, ships and other goods for sale. Band crews together under a mighty “Pirate Flag” and become governor of a pirate haven.
 - **Free to Play!:** Puzzle Pirates is free to play, no subscription is required to enjoy everything the game has to offer!

Title: Puzzle Pirates
Genre: Adventure, Casual, Free to Play, Massively Multiplayer, Strategy
Developer:
Grey Havens, LLC
Publisher:
Grey Havens, LLC
Release Date: 31 Aug, 2011

b4d347fde0

English,German





PUZZLE PIRATES

Searaven

Dismiss

Status Chat Ahoy!

Order Queue (1 total)

	Saber	Basic	
		Skilled	

Reserve Labor: Basic Skilled Expert

Searaven says, "Aye aye!"

Redherring says, "Be ye ready to smith a fine sword?"

Speak Send

PUZZLE PIRATES

Round 1 0

+ Vilya 283

+ The Enlighte... 35

0

Blockade!

Auto

x1 x1 x0 x0

Pirates aboard

- Piratebill
- Sarah
- Redbeard
- Thomas
- Sawypete
- Cutthroat
- Dreadsam

[Back to deck](#)

Your crew member Dreadsam has logged on.

Dreadsam says, "Ahoy mateys."

Piratebill says, "Sink that Sloop!"

Piratebill says, "I need more cannons."

Savypete says, "I'm on it!"

Crew

[Send](#)

Very odd game concept in my opinion. There is pretty much zero tutorial (only a brief introduction to the UI) followed by some introduction pages for the games one can open. The introductions are insanely confusingly written, most I've read twice or three times and was still not clear how the game works. So I learned the rules pretty much every case finally by trial and error. Not good.

The individual games are either puzzles (just click on the one you want and it just opens) or missions (it asks to do something, bit like a mini-quest, sometimes it ports you somewhere for this). The minigames are diverse but rather pointless besides "play a game, get a little bit of money, rise the skill level which seems to have not much impact on anything". At least so far I haven't found anything to motivate you to play a game besides that you hopefully want to play that particular game. Many of the games are not accessible without paying money for Doubloons or grinding enough ingame currency to buy Doubloons from the bank. Individual game sections (crafting, monster hunting, ship navigation & gunning etc) are all split into "pay with Doubloons for 30 day badge".

Most money comes from pilfering trips with other players on a player owned ship, you can have up to ... (25?) players on a ship, individual tasks are all minigames. If you are on a ship you can't just leave (bad style) and if the game/task you like is already occupied by enough others you have to do another one (freeloading is frowned upon). So you basically spent hours doing the same minigame over and over for very little money to hopefully encounter other ships often enough and then try to plunder them (or be plundered). There are treasure chests and crafting goods besides the money, but it seems those stay exclusively with the ship owner? So you get money to buy Doubloons or maybe other clothes or weapon or resources.

Crafting minigames do not yield any resources or items. You just lend a shop(pe) your workforce and receive a little bit of money in exchange.

All very puzzling honestly, the minigames are to some degree not too bad but it feels to me somehow pointless. I've played a lot of FreeRealms and minigames gave resources there which I could then use for crafting in other minigames. Usually I played the minigames for the sake of the minigames but there was a meta game on top that made it feel more like an actual world and overarching motivation. Completely lacking here.

Oh and if a shop does not have items pre-made available (the norm) then you can order it for ingame money - but it usually needs to be "delivered" (despite you showing up at this island and shop) for Doubloons usually. Which means you are either spending real life money for a few pixels or you grind ingame currency to exchange for Doubloons. Just to give you an idea: puzzles give 25ish coins, plundering a ship 500-800 coins maybe initial (and a bit more at port if you stay so long) - and a Doubloon is roughly 4000-5000 coins. But you need 5 Doubloons to have the monthly crafting badge activated and simplest clothing or furniture cost 1-5 Doubloons to "deliver" usually. Besides clothing and furniture there seems very little to buy anyway (besides the ship you want, but for which you need for navigation an officer badge ... more Doubloons).

So no, I don't really recommend it. Wouldn't mind paying a monthly fee if this whole Doubloon extra charging was then gone, but it isn't. Feel like an insane nickle and diming with barely any explanation and no point to grind.. 166 hrs here, and uhm more than 3000 hours on its own application through 2004 to 2017, this was one fine indie game where the balancing of the gameplay was done quite well until they implemented Pay To Win and couldn't take care of the in-game money sales business.. Still a positive review for the good old memories. Support is slow and disrespectful. Players are mostly unfriendly to newcomers. Dont waste your time.. (Ex)-GF made me play with her. Every single one of those 767.5 hours was pure torture. On the plus side, my psychiatrist says im starting to make a healthy recovery.. Stay away from this game.

I have more than 220 hours in past 2 years. Played, enjoyed and payed money. Ended up getting ban with no reason. It says i'm botting. I didn't use any third party program or anything. Contacted support, they sent an automatic message and no other response.

No wonder why this game died. People get ban easily if they accuse you falsely with something and there is nothing you can do about it. There is no support you can talk with.. This game is dead.

It needs to be produced onto tablets and mobile phones, because let's face it, it's just a bunch of phone game put into one.

More advertisement is needed to get more people.

Pls fix.. A very fun and diverse game based on very creative puzzles, despite being and old game, i will always recommend it. The piracy theme beyond this game is always fantastic, u really feel like a good-old rum drinker e ship stealer.. games for grammas

I havent really played this game much, so I can't say a lot about it, but it's free so just give it a shot!

(Also, when you start the game, join the server "Emerald" since it's the busiest).. I've never done crack, but I'm going to assume it's just as addictive as this game. Send help.. to bad they cant make a puzzle pirates2 or even a dlc type pack either one will put new life back in this great title. the poker is addictive in this game, and when you are bored with that; you go pirating, then back to poker, then with the riches you buy your own ship .. I have many fond memories of this game, but it simply doesnt have the player base to support the economy it's designed to have. I can't recommend people new to the game start playing it. Was a beautiful MMO while it lasted

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