

Business Tour - Board Game With Online Multiplayer Torrent Download [FULL]



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About This Game

"Business Tour" simple and entertaining gameplay allows you to come up with many interesting strategies, come to agreements with your rivals and even enter into conspiracies against other players. Apart from that, the game helps you to reveal your inner entrepreneurial qualities. For precisely this reason, children and adults alike can enjoy this game equally.

"Business Tour" allows you to play a classic tabletop game online with your friends. The main advantage of "Business Tour" is that it's easy to learn to play, but that doesn't mean it's easy to win. You'll have to use all your bravery and business acumen to defeat real opponents. Difficulty and unpredictability make the classic table-top game more interesting, and the gameplay more diverse.

Key features:

- * Online multiplayer mode, 2-4 players
 - * Offline multiplayer mode
 - * Play with Bots
- * Trading Cards and Achievements
 - * Worldwide leaderboard
- * Your favorite game is now online
 - * Daily Tasks
 - * Inventory

Title: Business Tour - Board Game with Online Multiplayer
Genre: Casual, Free to Play, Indie, Massively Multiplayer, Strategy
Developer:
Creobit
Publisher:
8Floor
Release Date: 27 Jul, 2017

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3.6 Halloween Update:



Ahoy everyone!

You'll find that the game right now is a lot more sp00ky due to the annual halloween update :) this patch also has another round of fixes/improvements. Remember, we put off most minor bugs as we approached the later stage of development. We are getting closer to the BETA stage, where we will focus on polishing and improving the landlubber experience!

Please remember the 3.0-4.0 update series is focusing on long standing bugs rather than content. Sales will continue as usual during this period.

Content. **2.331 - Outfits:**

Requires a restart!



Full changelist

- Adjusted how server banner is sent to see if it'd help some users with connection issues linked directly to a banner being used
- Volcanos won't erupt during win sequence
- Two Navy outfits and one Pirate outfit

Tyler & Dakota

. Road to Release: 3.75:

As we continue to move forward on our path out of early access (4.0), we have a new batch of both bug fixes and quality of life changes.

- Fixed issue that caused some dead players to not respawn during initial grapple
- Repairing mast segments now loop holding down LMB
- Pressing/holding LMB before reaching a hole repair radius will now let you repair
- Holding down LMB will now let you loop repairing multiple holes if they are within radius
- Ship range toggle is now on by default and rebindable. FOR EXISTING PLAYERS you may need to rebind this key manually.
- Players no longer collide with buckets
- Ropes of your own ship now glow when not on board
- Fixed UI issue not properly guiding you to your teams ship
- Schooner nose should be smoother to walk across
- Crews are now included in construction spawn protection
- Captain loss and w:l removed from stat card to reduce toxic interactions, especially towards crews containing new players
- Fixed pump/bucket placement on Xebec to not accidentally use the wrong item
- Third person reload animations synced to be more reliable, fixed issue where they would loop continuously until a weapon change occurred
- Ticket loss for non-grappled ships sinking is back after being unintentionally disabled due to the last patch
- Ticket scaling by server has been adjusted to be less severe, and is also a server option 'useTicketScaling'

In the next patch (3.77) we hope to introduce the early iteration of our single player tutorial so the community can begin to get a feel and provide feedback as it is completed in the coming months.

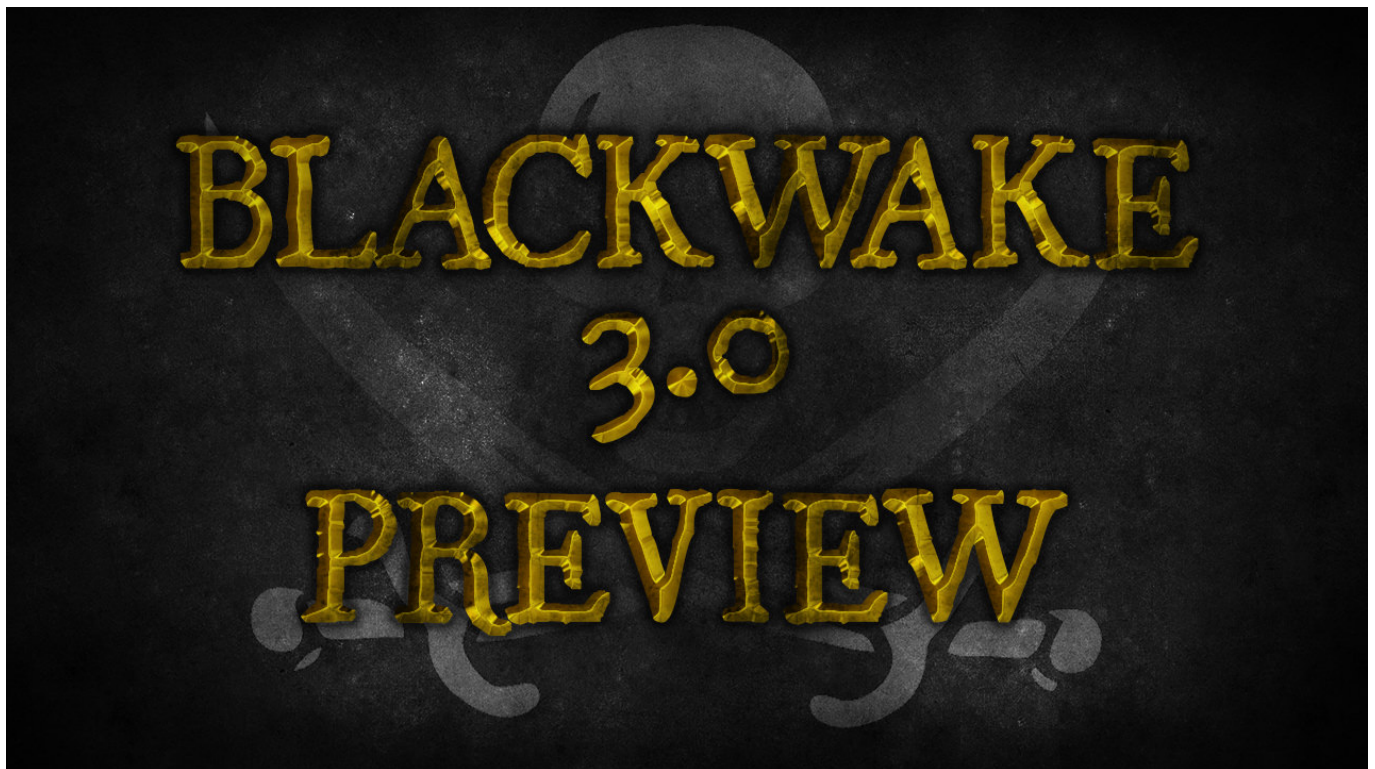
Tyler & Dakota. **More fixes:**
Quick batch of fixes for you guys

Server owners should update their servers, some changes under the hood were made.

- Fixed issue where U and I keys could interrupt chat while typing
- Fixed various issues with refreshing the server list
- Tickets should now properly be visible at 21:9
- Headshot overlay and blood overlay should display correctly at 21:9
- Muting a player (scoreboard > click > mute) will also mute their character voice
- Server owners can now populate ServerAnnouncements.txt to display in the chatbox
- Fixed error that could cause the customization menu to persist into the game
- T key can now be rebound (listed as 'Free Mouse')
- Server history tab added
- Fixed issue where those playing with controllers could not turn left or right without exiting the wheel

We want to remind you guys that we will be moving on to content soon, but it's important to us that we fix as many bugs as we can before doing so. We would like as many people to experience our updates as possible once we get to that stage.

We are actively investigating connection issues, keep updated here:
<http://steamcommunity.com/app/420290/discussions/2/133258092245256356/>. **Alpha 3.0 Preview:**



Ahoy Mateys!

Here is a preview of what is to come in the upcoming 3.0 patch! Currently we have done over 60 internal tests with 2 being major stress tests, and are still going through the paces of adjustment and refinement. We are getting close but still have several tasks to complete.

As you know, our main goal for 3.0 was to provide content that increased replayability for Blackwake. Initially Blackwake was only meant to be a simple game, it was only focused on 1v1 small ships. As development went on design changed and we were left with some hard coded limitations in what we could achieve. Therefore to make 3.0 happen a lot of things had to be reworked. Instead of doing a sequel, we decided to try and get these things into Blackwake because many of you enjoy the game as it is now, and just want to see it expand. This was the cause of the stall of patches over the recent months.

3.0 will set us back a little, we admit, but we're much happier to proceed in this direction than the one we were on. With the initial 3.0 launch **please bear with us and expect issues**, we will work as hard as we can to resolve them.

SHIP CHOICE. Connection issue update:

Hey guys, no patch notes for today :(We've mostly been spending Saturday noting reports and sorting what we should update next. But we do have an update on one of our current issues.

Although the majority of you are playing fine, there is a very small subset of users experiencing some of the issues mentioned in this thread: <http://steamcommunity.com/app/420290/discussions/2/133258092245256356/>

We are not okay with this, and we are now in contact and working with a Unity developer on this issue. We will hopefully begin to see some progress soon. Blackwake uses WakeNet, a high level networking system we built above the UNet transport layer. We reached a point where errors from the transport layer were no longer giving us useful information, causing a stall on this issue. There is still no known workaround and we sincerely apologize for that.. **More servers on the way!:**

Thank you to all of you who have shown us support! More servers are definitely on the way, but they take some time to setup initially. Shouldn't be too long!

Note: We are aware of the buggy nature of the 'auto join' feature if you join slightly after someone else causing it to become full, it may be best to manually refresh for now.

Note 2: FPS drops: <http://steamcommunity.com/app/420290/discussions/2/133258092241201533/>. **TournamentWake I:**



Hello everyone!

The wonderful community has decided to host a tournament event this weekend. They will compete in a 2v2 CTB tournament with multiple teams.

Where can I watch this. **Patch 2.21 - Leveling Overhaul - Live:**
Ahoy!

As mentioned in our 2.2 announcement post, we've began working on our progression system overhaul. 2.21 introduces major changes to the leveling curve and also introduces the ability to prestige once you reach level 100 (which is now much faster).

XP you've earned so far has not been reset, and some of you may be able to prestige multiple times after this update. The prestige hasn't fully been implemented yet but 2.3 changes will flesh this out a lot more.

Here are the badges:

BLACKWAKE

Prestige Badges



Swabby



Sailor



Cadet



Midshipman



Master



Lieutenant



Commander



Captain



Commodore



Admiral

Do note that the leveling times will be adjusted. Currently it seems it may take too long to prestige to the next badge, so changes will come in the next update.

This is only a small fraction of what is on the way for the full 2.3 patch!

In other news the minimum votes to mutiny on an undercrewed small ship bottoms out at 4.

-OneEyeTyler & Dakota

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