Choice Of Broadsides: HMS Foraker Download No Virus

The Commander in Chief of the Columbian Station is staring out the stern windows when you arrive, a slim, rigid figure who still bears all the tautness of a predatory cat.

Admiral Warwick turns as you are announced, her expression sharply focused. "Ah! Baker. Good of you to have come so quickly, we have precious little time to lose. How much do you know about the Columbian Navy's heavy frigates?"

You feel your heartbeat quicken. You've been in the service long enough to intuit where this conversation is going. "I know that they are the most powerful ships the Columbians have," you reply, "and that any captain who could take one would strike a palpable blow for Albion, ma'am."

"Easier said than done, Baker," Warwick growls. "Two of the bloody things have dogged us these past six months. I have lost three frigates and half a dozen sloops to them. Now I have received reports that they may have been joined by a third, just as heavily armed and built. Your orders are to ascertain the veracity of these reports and, if there is indeed a third Columbian frigate, to find him, and to inform me of his location. Any questions?"

"If we find this enemy frigate, do we have permission to engage him?"	
"Shall we still be able to take prizes should the opportunity present itself?"	
○ "How goes the war elsewhere, ma'am?"	
○ "No questions, ma'am."	

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About This Game

Return to the world of *Choice of Broadsides* as a veteran captain in the age of sail! Take command of HMS Foraker, a crack 38-gun frigate. Train your crew, face wild storms and sudden crises, and prepare yourself for the ultimate challenge: a showdown with a powerful enemy warship.

HMS Foraker is an 85,000 word interactive novel by Paul Wang, where your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

- Take Command of HMS Foraker, a powerful sailing frigate.
- Manage your crew to keep them at full combat readiness.
- Deal with smugglers, slavers, and other unsavoury characters for tactical advantage or personal gain.
- Do what must be done to ensure victory, or curry favour with your superiors back home.
- Tackle storms, accidents, and a dozen other random events.

- Tread the thin line between bravery and cowardice, cunning and foolhardiness.
- Win glory, riches, promotion, a knighthood, or even a noble title.
- Play as male or female.

Will You Steer Your Crew to Glory?

Title: Choice of Broadsides: HMS Foraker

Genre: Adventure, Indie, RPG

Developer: Choice of Games

Publisher:

Choice of Games

Release Date: 6 Sep, 2018

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English

Finally, as the sun begins to set, *Cordial's* lost foremast is cut away, his deck is scrubbed to standard, and he is at last ready to take on a prize crew and make the long trip north to your base in Ismay.

The only question is, how large of a prize crew do you mean to put aboard her? While Foraker's crew is almost at full strength, you certainly mean to take other prizes before you return to port, and every trained gunner or top-woman assigned to keep an eye on the Cordial is another which you cannot put aboard some rich merchantwoman worth ten times a naval brig in prize money.

Then again, while the *Cordial*'s captain has given her parole, the Columbians do possess a strong reputation for perfidy. They'd not shown much respect for the laws and customs of war when they had fought for their independence from Albion, and they have certainly shown no signs of improving their behavior in the forty years since, if their skirmishes with the pirates of Sahra or their depredations against the Gaulish were any demonstration.

Then again, perhaps you are merely worrying over nothing, and casting aspersions on the honor of a perfectly upright officer.

Perhaps.

Assign the smallest prize crew practicable, I cannot spare more.	
Give the Cordial a moderate-sized prize crew.	
I mean to take no chances: assign as large a prize crew as possible.	

March 29th, 1813

The shot from *Foraker*'s bow chaser smashes into the Columbian brig's foremast in a cloud of splinters. With a slow inevitability and the shriek of tortured timber, it comes down in a tangle of lines, canvas, and shattered oak.

A cheer rises from the crew as they see their quarry stricken. Beside you on the quarterdeck, your Third Lieutenant grins with evident satisfaction. "They might as well strike now and save us the trouble, Captain."

Alas, the Columbian Captain proves less than considerate in that regard. The sun and stripes of the United Republics continue to flutter stubbornly from the vessel's remaining mast. However, the Columbians' famed intransigence can make little difference now, not with one of the brig's masts shot away and a fully armed and fully crewed frigate of Albion's Royal Navy in full pursuit.

Your officers look to you expectantly for orders. The day is yours, the only question is, how do you mean to seize it?

- "Let us see if a broadside cannot convince them to strike."
- "It should be easy enough to outmaneuver them now."
- "Best we get to the point: make ready to board."

Next



Well, i try this...and i tought that is longer, and i can say that more than a half you just click next, next...i will like to see this type of games to be longer and maybe more choisses to make and to add, for example to a futuristic storie a cyberpunk interface, to be more.....colour..

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