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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

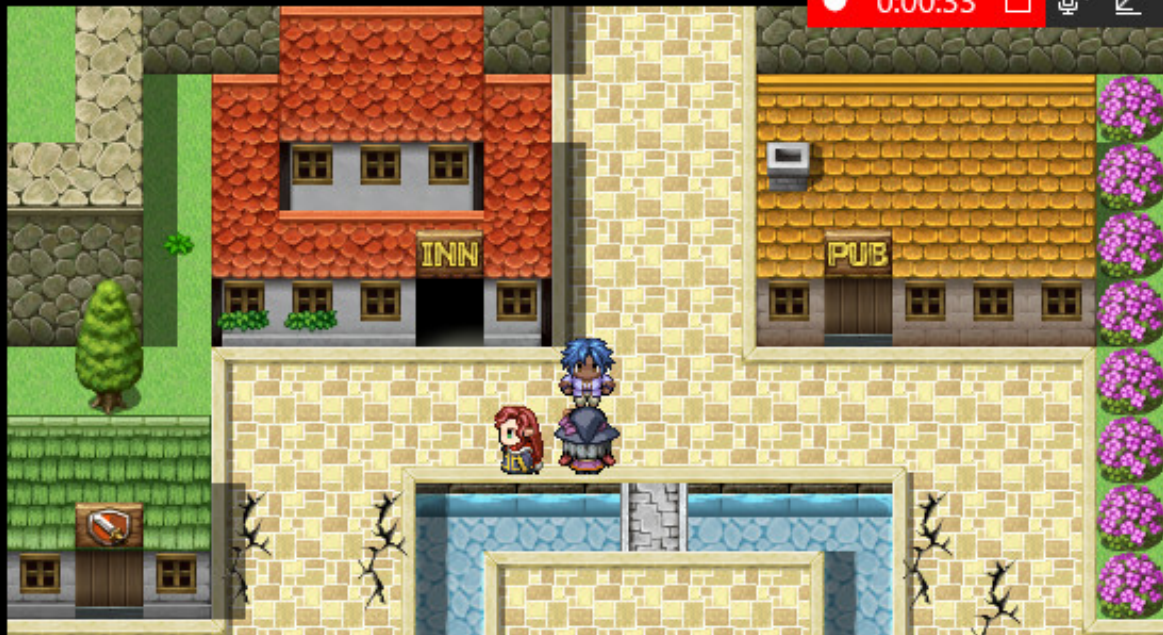
* Inventory

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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It's where I've always lived.
I took one little vacation and
then.....the dead rising.
I hate that vampire!!!!





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Patch 2.22 - Leveling Adjustment:

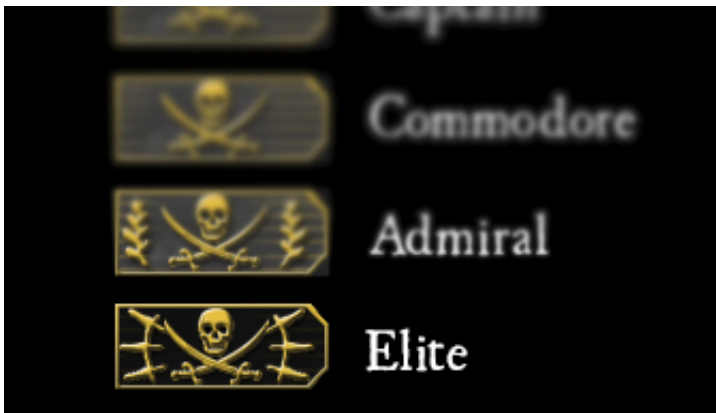
As mentioned in our last update: <http://steamcommunity.com/games/Blackwake/announcements/detail/1341359957166971937>
Patch 2.3 is all about updates for progression. This means ranks, accolades, and just overall more recognition for sailing the seas as a crew.

In our last update 2.21, we had to introduce the new leveling system early to make future patches easier on us. But with this update came an xp curve change that we quickly realized was too harsh, and have since adjusted it.

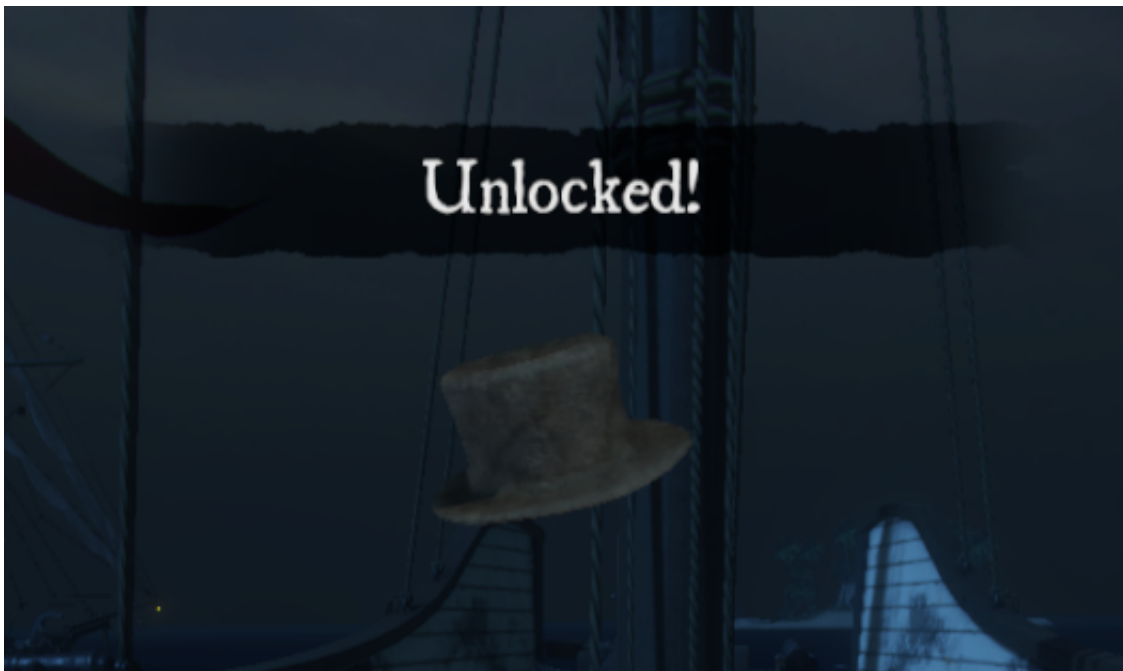
The level to prestige is now 50, and all unlocks have been adjusted accordingly.

Remember, no total xp was actually lost in these updates, we have only changed how it is interpreted.

We have also introduced an elite badge that is the final prestige where your level will no longer cap at 50.



We've also added an alert to display what you have just unlocked while ingame:



. 3.8:

-
- Cannon loading/firing section added to tutorial
 - Tutorial has ultrawide 21:9 support
 - Fixed issue where mods would experience stuck kick menu in some cases
 - Fixed issue where ship labels may blink the old ship name when building a new ship
 - Made adjustment to chat box that may have caused text to cut off
 - Supply crates have had their LOD extended so players hiding behind them aren't visible
 - Captain can no longer slide off the wheel
 - Enemy nose can no longer push captains off the wheel
 - Fixed inverted glare in spyglass
 - CTB map adjusted to allow more competitive interceptions. Base islands are closer together while chest islands are further apart from each other.
 - CTB chest can now be captured from sea (not final)
 - Ticket scaling for the NEXT round can be toggled by an admin/mod using /ticketscale
 - Time limit reached win screen text changed to the leading team
 - Blocked weapon switch effect while spectating
 - Fixed interact zone of resupply area interrupting gunshots
 - If another ship is too close to a docked ship spawn point it will sink on construct
 - Clunky foot movement in tutorial has been fixed. **3.17**:
 - Fixed bug causing some sails to be immune to anti-sail swivels
- Resupply crate is no longer used for changing loadout, we've gone back to the M key system
- Fixed visual issue where changing your vote did not subtract from your old selection. The votes were still counted correctly serverside
- Pirate outfit with white arms adjusted to not look so Navy-like
- Server owners can disable experimental modes using allowExperimentalModes=0
- Cannon damage to players now begins to progressively decrease past 500m. At 700m no players will be injured from an impact but a hole will still be created. At 600m the radius of damage has been reduced 50%, for example. This is to combat ships staying at max range and fighting, boring their crew and making their gameplay experience repetitive.
- Numerous Navy hats and outfits added



3.18 May 28 2018. **2.333 hotfix:**

Requires both serverside and clientside update

Due to popular request we've backported a change from 3.0 into the current live branch given the amount of trolling going on after the recent sale.

- Vote kicks now publicly expose your name as wanting to kick a player
- Any cannon loaded with a shot that is special (non-cannonball) will be branded with your name

Tyler & Dakota. **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. HUBE: Seeker of Achievements Blackwake **3.84**:

- Melee blocks can no longer be held and must be timed (will be hotfixed to be shorter next patch)
- CTB base icons display if chest is dropped on ships as well
- Hand mortar now always explodes on impact and no longer uses an RNG spread to apply damage
- Tutorial volume default reduced to 60%
- Can no longer equip tomahawk once empty
- Fixed some LOD issues with bomb vessel causing you to fall through
- Fixed issue where supply crates were difficult to grab on bombketch
- Chest/Base icons now stay on screen in CTB but should snap to edge
- Fixed text issue with fresh spawned chest
- Chest 90 second respawn is now counted down in 15 second increments in chat
- Tweaked some settings to help alleviate the (Clone) killing bug

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- Position on pump is now locked in the event of another ships nose touching you
 - Obvious UI box displayed on tutorial to explain how to skip it and that it is not finished
 - Drowning no longer pulls your camera to pitch black
 - Game SFX audio slider added, not all sounds may be organized yet
 - Fixed new issue where joining a match with the same name as someone else would break your connection

~ Your own hand mortar shots killing you 100% of the time will be addressed next hotfix.. **Low Fps on high end rig:**
A very small handful of you have PC specs above the minimum. Yet have FPS permanently low even at the menu screen and even switching it to low settings.

1. Please make sure your Nvidia GPU is not in "Power saving mode" and set to max performance instead. As seen here:

http://nvidia.custhelp.com/app/answers/detail/a_id/3130/~/-setting-power-management-mode-from-adaptive-to-maximum-performance

A few of you have said this has fixed the issue.

2. Gaming monitors above 60hz may cause crashing consistently unless you have Vsync turned ON.
3. Try and set "-window-mode exclusive" as a launch option on Steam.
4. Try "-force-d3d9" as a launch option on Steam.

Development:

- We are currently looking into the server browser, connection issues as we have fixed those other 2 major bugs of FPS drops and server freeze.

- 21:9 and a few other issues

- Custom server support coming soon

- We are aware score is still not showing up at the bottom! Will be fixed next update most likely.

. **Update on connection issues:**

When we first released the game a small amount of you were not able to connect to any servers at all, even if they were empty. Some of you would also randomly disconnect after a minute or so ingame.

We could not find a reason for this, and since WakeNet is built above the Unity transport layer we decided to get in touch with Unity. Since we use 5.4.4 we were missing out on a much more stable version of the transport layer in the newer versions. They were kind enough to give us a custom editor build with the new transport layer only so we didn't need to fully upgrade (which can be messy in some cases).

Any of you who had connection issues or had a friend with connection issues we urge you to opt into the publictestclient branch on Steam (right click Blackwake > properties > betas) and attempt to connect to the PTS (blue server top of the list).

We will be monitoring feedback and will continue to work with Unity should there still be issues.

Let us know if you had issues before but you're able to connect to it!

Dakota & Tyler

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