

Players Give Suggestions About Kingdom of Pirates 1.2

Players are very excited about the upcoming Kingdom of Pirates version 1.2, so they have given creative feedback to the developer Toivon Studio.

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-- Following the release of the MMORPG [Kingdom of Pirates](#), the developer [Toivon Studio](#) is willing to take into consideration some of the useful feedback which was received. Kingdom of Pirates, a strategy war game for iOS, has been extremely well-accepted by the numerous players. Very soon after the original release, the updated version 1.1 hit the AppStore. The amendments of the new version were also received with excitement. In order to further increase the player satisfaction, Toivon Studio is planning to make a number of changes, following some of the suggestions made by players.

Wherever there are pirates, there is rum! Pirates need rum all the time, otherwise they won't fight! In Kingdom of Pirates, 6 points of rum are required to make the pirates participate in combat. Therefore, the availability and consumption of rum are players' main concern. Toivon Studio pays attention to the feedback on the topic. Some players suggest that rum should be



granted at the start of each day. Wouldn't that be a great motivation? I mean for the pirates... Pirates love their booty! And more than anything, they love rubies. Rubies can be exchanged for more rum. While waiting for the rum to regenerate, players can engage into numerous activities which will be announced by the developer.

Kingdom of Pirates offers lots of multiplayer interaction. One of the forms of interaction is the innovative guild system. It allows pirates to form alliances, called guilds. Players suggest that guild letters should be sent out as mass letters, in order to further improve the communication between players.

While at sea, pirates can attack treasure ships and plunder their cargo. Toivon Studio is planning to consider the feedback in regard to what the rewards of a victory should be. There are suggestions by fans that higher level players should get more gold from attacking treasure ships.

Another form of multiplayer interaction is the Team Mode. That is where pirates team up against the enemy! Each Open Water Section (such as the Sunrise Bay, the Trepid Seas, or the Eye of the Storm) has three Team Mode Islands with varying levels of difficulty. Fans of Kingdom of Pirates hope that in the future they will get more rewards from Team Mode.

In the game, every pirate officer is in control of a number of deck hands that are recruited at the Tavern. There are suggestions by players concerning the way the deck hands are recruited. Players think that the max number of deck hands should be recruited automatically from the Tavern.

Currently the players of Kingdom of Pirates can enter a special market where they can buy goods. If they get a secret Black Market Pass, they can also buy rare items at the Black Market. There are suggestions by players that they should be able not only to buy, but also to sell items in the Market.

Kingdom of Pirates V.1.1 is now available for [free](#) download from iTunes. Toivon Studio is incessantly working on version 1.2, and players are really excited in anticipation of the amendments that will make the game play even more fun!

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