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CC0/Alexas_Fotos/Pixabay Some games are timeless for a reason. Many of the best games bring people together like nothing else, transcending boundaries of age, sex and anything else that typically divides. Fun group games for kids and adults are a great way to bring friends and family together for any occasion. Here are 10 reasons games are so good at bringing people together.Teach Each Other New ThingsJust because your friends and family don't know how to play your favorite game doesn't mean you can't play it together. Teaching someone else how to play a game can be a valuable bonding experience, whether they're older or younger than you are.Try Out New Relationship DynamicsYoung kids often love teaching adults how to play new games, but there are other ways games change relationship dynamics. A one-player video game, for example, can be turned into a two-player exercise in trust if the player with the controller relies on the other to guide him or her through the virtual world.Reflect on Fond MemoriesTrivia games for older relatives can be a touchstone for reflecting on memories. The same is true for traditional party games. Scavenger hunt games also encourage a sense of nostalgia, evoking memories of childhood and an accompanying sense of childlike wonder and fun.Create New MemoriesRemembering the past is always fun, but the best games allow you to create brand new memories as a group. Fun games for workplace colleagues are an excellent way to foster a sense of community with fun memories, for example.Encourage HumorNot all groups are naturally inclined to have a laugh together. Serious Bible study groups, for example, may not seem a place for fun and games, but Christian games for adults — especially those with an emphasis on comedy — can greatly enhance the cohesion of such groups. And a strong sense of community and trust feeds directly back into the efficiency of the meetings.Work as a TeamFun games for youth groups, party games for ladies' groups and dress-up games for girls are just a few ways to dissolve tension among internally competitive groups of people. Working as a team, either as a whole group or as subdivisions of that group, naturally brings people closer together.Collective Concentration on a Shared GoalCooperative (non-competitive) puzzle games promote the concept of a shared goal as a way to bring people together. Examples include jigsaw puzzles, crosswords or even word searches. You could also stage a creative singalong.Structure InteractionPeople love to come together, but sometimes they lack a reason to do so. Games are one of the best ways to structure social interaction, from indoor party games for adults to epic games like Risk or Dungeons & Dragons.Relieve Stress and Break the IceWhen times get tough and tensions threaten to split people apart, it may be time to play some fun indoor games for adults. In many cases, players loosen up and give in to the fun.Put Everyone on a Level Playing FieldForget boys' games and girls' games, kids' games and adult games, video games and complicated card games. When you go for a game that's new for everyone involved, everyone starts on a level playing field. This is great for bonding and trust, as ideally no single player has an advantage over any other. MORE FROM QUESTIONSANSWERED.NET Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. My crew spent many hours over the past week building a galleon with the hopes that we would be able to design a nice roleplayish ship that we could stock up and sail around Atlas and explore, trade and pillage.Partway into our interior renovations, we discovered that the galleon has a structure limit, and this limit is incredibly low for the size of the ship and the weight it carries. Currently, our ship has enough cannons to fill the gunports, a few walls to make rooms, a couple of beds, and some staircases. With just this, we have found ourselves at the structure limit. This limit needs to be increased to make galleons viable for more than one simple task. Sails in Atlas MMO Game come in three sizes (Small, Medium and Large) and three types (Handling, Speed and Weight). Depending on the size of your Ship and how many Sail Units it has available, you can combine different sizes and types of Sails to create a Ship perfectly tailored to your Company's needs. How to Build Sails in Atlas Sails are crafted in the Loom using Fibers, Hide,Wood and in some cases, Metal. Once able to craft from a skill perspective, players must also find enough materials to fulfill the blueprint. Improving your crafting skill will unlock better Sails, leading to strongholds and even forts for your naval empire. All Sails in Atlas Sail Types There are three types of Sails in Atlas: Handling or 'Bermuda' Sail - this kind of Sail is able to better catch the wind, even at unlikely angles. Speed or 'Gaff' Sail - this type of Sail provides a speed bonus to your Ship (values?). Weight Sail - the weight Sail type increases the carrying capacity of your Ship (a small weight sail adds 250, a medium weight sail adds 750 and a large 1000). Sail Unit Costs The Sails on your Ship cannot exceed the total Sail Unit capacity of that particular vessel: for example a Sloop has 2.0 Sail Units while a Galleon has 16.0, meaning a Galleon can take advantage of many more Sails, and different combinations thereof, than a Sloop might. Small Sails: 1 Sail Unit Medium Sails: 1.7 Sail Units Large Sails: 2.7 Sail Units Handling Sails Handling Sails are unlocked for Crafting via the Seamanship Skill Tree. Small Handling Sail Medium Handling Sail Large Handling Sail Speed Sails Speed Sails are unlocked for Crafting via the Seamanship Skill Tree. Small Speed Sail Medium Speed Sail Large Speed Sail Weight Sails Weight Sails are unlocked for Crafting via the Seamanship Skill Tree. Small Weight Sail Medium Weight Sail Large Weight Sail A Pathfinder is nothing without a ship. Ships are a core element of the game and are used to travel, fight, and explore the world of ATLAS. Ship Stat & Leveling[] Similar to your Pathfinder, your ship has its own level and stats. Ships gain experience from sailing around the seas. Leveling up a ship allows the following stat to be increased: Weight - Adds more maximum weight capacity to ship, while reducing the weight effect on its speed. Resistance - Increase the damage resistance of all the structures on the ship. Sturdiness - Reduces sinking rates, reduces rate of offshore item spoiling, and character vitals depletion. Damage - Increases the damage of cannons and any other ship mounted weapons. Extra crew - Increases the total number of passengers allowed on the ship before it begins to sink. (Passenger count includes: Crewmember, Pathfinders, tamed animals) Extra beds - Allow additional beds onboard, improves crew anchored automatic hull repairing speed, and reduces overall crew payment amount over time. Obtaining a ship[] New Pathfinders start on islands in freeport regions the Shipyardsman found near the dock sells both Rafts and Ramshackle Sloops for Resources which can be readily gathered around the island. Otherwise new ships require a Shipyard to be laid down and crafted. Resource Requirements[] Crafting Guide[] You will need to create a shipyard to build a ship, and you unlock the ability to do this via the Seamanship tree (Survivalism Tree > Construction & Mercantilism Tree > Seamanship Tree). It currently takes 11 skill points to get to (and unlock) the first shipbuilding node in the Seamanship tree (Basics of Sailing). Look for a place with an underwater shelf, and hang it off the shelf. If is possible to build a shipyard in a place that is too shallow for your boat to leave once finished, and this is a very sad discovery to make. Construct a framework from the shipyard, put resources in the shipyard itself and use the appropriate blueprint. Don't worry, the inventory of the shipyard is not publicly accessible. Build a smithy and a loom. It is advisable to create a small structure nearby to house these. The loom is a larger structure, so plan your space. Construct the appropriate components from the table below. This is done at the Smithy. These are more like normal building components than resources as you don't need all of them at once to start building. They are all pieceable. If you are missing a plank (side wall of ship), water will come in and it will sink eventually. Some planks can be replaced with Gunports. This can be done after you are done, so if you don't plan to have cannons at the start, you can swap them out later. Decks are like foundations to build on/off. The bottom deck will be solid, the rest will be frames to be filled in. Build wooden construction components such as walls, ceilings, stairs, and rooves. Everything weighs something on a ship. Look at the deck to see your current weight. You can place cannons on any deck, so you can build platforms at the front and rear to place cannons that face those directions. You can also place things like a smithy and chests, but this should be done last to ensure you can place your sails and such first. Be sure to not block access to the outer hull planks from inside the ship, you want to be able to hit everything with a repair hammer. Choose and build your sails from the Loom. The sail includes its mast and is worth a certain number of points. It will force you to place your sails along the spine of the ship. The mast extends through all decks, so plan accordingly. The rigging (ropes on the side) do not seem to interfere with most placements (like ladders). If you want to reach the crow's nest, you will have to place your own ladders (rope or wood). Build and place directions beyond the Raft and Dinghy, you will also need a Smithy and a Loom to craft the planks, decks, and sails. 1st person visibility is not important as long as the wheel is placed in the open, you will drive the boat from a far third person perspective. It is advisable to place extra Rope Ladders to get on and off the ship. There is an automatic one hanging off the back that you can't see while building. Ladders can be stacked, these can make them easier to reach from the water. You can use these to reach the crow's nest You can hang rope ladders off anything, but that doesn't necessarily mean they will be climbable in the end. Build and place cannons (optional) Cannons have a narrow firing arc, you might want to play with this before placing non gunport cannons. Gunport cannons will snap in place. Gunport cannons weigh less than deck cannons when retracted. Place any other structures you think you might need, but keep weight in mind. This includes the weight of the inventories, once stocked. Remember not to block access to the planks (all optional) Simple Bed, If you die you want to be able get back to your ship Water Barrel, Sailing takes a long time, you don't want to die of thirst Bookshelf, Convenient for doing a store all after looting crates at sea to filter you blueprints Ship Resources Box, Stores resources for repairs by hammer/crew. Stores payment for crew. Doesn't let you store anything else like armor or weapons. Food Larder, Stores food to feed the crew. Wood Wall Hook, Allows you to place lanterns and torches. Large Storage Box, To store things. Wooden Chair, You can fish for food while sailing. Dinghy Ship Hangar, Allows you to build and deploy dinghies/submarines Ship Cargo Rack, Anything put in it has its weight greatly reduced, but even having it empty slows down your ship. To start building a ship, you need to first build a shipyard (be sure to place the shipyard entirely in water even if the placement system allows you to place it half in), then construct a ship frame from that shipyard (it works exactly like the other crafting stations, just deposit your resources and click on the frame you want to craft). Note: For ships beyond the Raft and Dinghy, you will also need a Smithy and a Loom to craft the structures you may want to install on the ship. Once you have a frame crafted, you'll need to craft a deck and some planks. When attempting to place them on the frame, you'll see the locations that the part can snap to. When all of your decks and planks are placed, you can craft wooden walls, ceilings, doors, etc. to place on the ship to build your cabins and compartments. These will take on special ship-styled appearances once placed. The max ship level depends on the shipyard quality level. Ship quality is about 10% less than shipyard quality (it seems) as of the March 2019 patch. Ship quality increases maximum level by about 1 level per 10%. Total number of visible characters on the ship's name plate on the stern of the ship is 18 max characters. Sails[] Different sails affect the amount of weight that can be carried, the speed, and/or the maneuverability of the ship. Each hull class will have a different allowable number of masts and sail points. Handling Sails - Allows more extreme angles; much better to catch a shifting wind, further the sail turns, opens and closes much faster than other sails of the same size. Speed Sails - Provide a speed bonus. Approximately 60% faster than other sails of the same size. Weight Sails - Increases the carrying capacity of the ship. Bonus depends on sail size, Small: 1000, Medium: 2500, Large: 4000. Artillery[] Ships can be armed to defend from hostile Pathfinders, hunt Whales, or fight Ship of the Damned. If you are inclined to piracy, cannons are required tool of the trade. NOTE: When sailing unarmed ships, you should avoid ships of the damned. Sinking[] Ships will start sinking when hull planks are either leaking or missing, or the ship is loaded with too much weight, passengers or beds. When sinking, ships lose health and water rises inside the ship, which slows it down depending on the amount. Because of an "anti-griefer" patch, a fully anchored ship won't sink by stat sinking, but still by leaking/missing planks. If your ship sank, you can still loot it with a diving attachment until it despawns. Decay[] Ships will passively take damage to all Hull Planks. The decay rate will be much higher if a ship is not anchored, anchored in a Freeport region, or at sea sailing. Leaks[] Planks on low health will leak. When this happens the ship slowly takes on water. If the plank is completely destroyed, it will fill up much quicker. Without action, the ship is doomed. Missing planks can't be replaced immediately after their destruction. Stat Sinking[] Ships will begin to sink if the weight onboard (Note: This includes weight carried in inventory by any players onboard), number of passengers, or the number of beds exceed the number allowed by the ship's stats. Countermeasures[] A Repair Hammer and enough Resources can be used to repair any damage. It is also a good idea to bring a few extra Planks to replace any that are destroyed by damage. A Bucket lowers the water inside your ship. To do so you will need to go as low as needed in your ship. The filled bucket must be emptied through an open gunport, or over the railing of your ship. You can fill your bucket completely by the QTE, or taking two swings. Having stat points in sturdiness and/or the crew education perks reduces the speed at which your ship sinks. It seems either a [not fully]anchored, a not/slow moving, or a ship close to an island, sinks slower than a fast moving ship (this needs confirmation). Hud Info[] When your ships starts sinking, you will be informed of the reason in red text below your ships stats. The state of your ship is indicated by its HP stat. The less HP you have, the more water is inside, removing water raises its HP. If you remove all reasons for sinking, the ship will regenerate HP and lose water. If it reaches zero, the ship is lost, any bed gets destroyed and the ship will sink with or without you. You can still find it for some time when you go diving, it looks similar to a sunken treasure above the water. If your planks are leaking/missing, a water/red symbol appears at every plank that is causing a problem. If you have too much weight, passengers, or beds, the ship weight symbol flashes yellow. If you are in a valid position to empty your bucket, there is a red symbol on the left side of the screen. If you are fully anchored the anchor symbol is green. Gallery[] From left to right: a schooner, brigantine, galleon, brigantine, and sloop Controls[] Main article: Ship Controls The Controls listed here are for controlling a ship. Action Default Key Notes Captain Order Stand Down c Crew Cease fire, crew will not fire Captain Order Free Fire v Crew fires at will at any target Captain Order Attack Target Crew only fires at selected target Captain Order Attack Location Manual aim and fire Captain Order Red Alert Hold:n Turns Crew aggressive, leave stations, 60s cooldown Captain Order Cancel Red Alert Hold: ⇧ Right Shift crew returns to stations Cycle Cannon Ammo Type u Cycle Swivel Gun Ammo Type j Toggle All Gunports r Requires port cannon manned by crew Forward w Maneuvering Only Reverse s Maneuvering Only Steer to Port a Steer to Starboard d Sails Full Stop z Requires sails manned by crew Sails Full Speed spacebar Requires sails manned by crew Rotate Sails Left leftshift+a Requires sails manned by crew Rotate Sails Right leftshift+d Requires sails manned by crew Captain Raise Sails w Requires sails manned by crew Captain Lower Sails s Requires sails manned by crew Toggle All Ladders l Lanterns On/Off o Drop Anchor x Overboard Ladders t While overboard, lowers ladders if up Submarine Submarine Left Claw Submarine Right Claw Submarine Fire Harpoon Submarine Toggle Light spacebar Submarine Raise d Submarine Lower a Ship Spawn Commands[] cheat ssf tank 1 0 0 cheat ssf zephyr 1 0 0 cheat ssf dinghy 1 0 0 cheat ssf raft 1 0 0 cheat ssf sloop 1 0 0 cheat ssf schooner 1 0 0 cheat ssf brigantine 1 0 0 cheat ssf galleon 1 0 0 Cheat gfi sail_small 15 0 0 cheat gfi sail_small_weight 15 0 0 cheat gfi sail_small_accel 15 0 0 cheat gfi sail_medium 15 0 0 cheat gfi sail_medium_weight 15 0 0 cheat gfi sail_medium_accel 15 0 0 cheat gfi sail_large 15 0 0 cheat gfi sail_large_weight 15 0 0 cheat gfi sail_large_accel 15 0 0 Decks: cheat gfi ship_deck_wood_small 15 0 0 cheat gfi ship_deck_wood_medium 15 0 0 cheat gfi ship_deck_wood_large 150 0 0 Planks: cheat gfi Ship_Plank_Wood_small 15 0 0 cheat gfi Ship_Plank_Wood_medium 15 0 0 cheat gfi Ship_Plank_Wood_large 150 0 0 cheat gfi Ship_Gunport_Wood_medium 15 0 0 cheat gfi Ship_Gunport_Wood_large 150 0 0

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