

Hello everyone and welcome to "Total Pirate War"! I am Miguel Rojas – creator of the game, and I want to share our project with you:

This open-world game is a high-seas pirate adventure inspired by the golden age of piracy in the Caribbean, between the 16th and 18th centuries, when legends like Blackbeard and Anne Bonny plied the seas of the Caribbean and the Indian Ocean.

In the world of Total pirate war you will take the role of an intrepid small ship pirate. As you accumulate victories and wealth, you can rise through the ranks, becoming a powerful Buccaneer, Filibuster and finally a Privateer with the patent of the governments of France, Holland or England.

This world was created without limits or levels, so that each player can choose how to enjoy it. You can stay on land and explore the islands full of treasures, maps and missions, as well as thugs, smugglers and cunning thieves!

You can embark on your ship and explore the waters, rich in treasures and dangers, such as the fearsome Spanish fleet, in charge of protecting the galleons that transport gold from America to Europe, and whose objective is to eliminate any pirate that may threaten their safety. .

In Total Pirate War you can also interact with other players and participate in missions that offer gold rewards and special abilities. But be careful, you never know who you are going to meet in these waters.

Strategize with cunning, use diplomacy, and forge strategic alliances with other pirates to overcome the challenges of the Caribbean Sea and achieve glory as a legendary pirate.

In addition to the Battle Royale game mode, you can embark on raids on other pirate fleets and naval battles. Get ready to sail in search of lost treasures, conquer the seas and forge your legend as the most feared pirate of all time!

Total Pirate War is designed with the Unreal Engine 5, 3D Max and Blender, it is our first release, we have put all our knowledge, heart and hours of work to bring this dream forward and we hope that you can enjoy this video game as well as we do. we have enjoyed.

At JPM Electronic our indie team is working hard to make the official launch in 2025 on the Steam platform and in the future we hope to launch it on other platforms.