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About This Game

Experience the events that led to The Bard's Tale IV: Barrows Deep and The Mage's Tale! The Bard's Tale Trilogy is a remastering of the classic 1980's series, one of the godfathers of the RPG genre. Create an adventuring party in the first volume and play it across all three, creating a heroic story all your own!

- The Bard's Tale Trilogy contains remastered versions of all three classic games: The Bard's Tale: Tales of the Unknown, The Bard's Tale II: The Destiny Knight, and The Bard's Tale III: Thief of Fate!

- Rescue a city trapped by a wizard, reforge the legendary Destiny Wand, and travel across time and space to confront a Mad God!

- Enjoy a uniform playing experience across all three titles without the need for emulation or compatibility concerns.

- For the first time, play as male or female across all three games! Also includes other quality of life changes such as automapping for all three games, spell access, and updated equipment/inventory management.

- Go old school with Legacy Mode, a suite of features which allows veteran players to experience the games similarly to how they first played them "back in the day".

The Bard's Tale Trilogy is a chance for old fans to be young once again and for a new generation of roleplaying and dungeon

crawler fans to discover why these games matter so much all these years later. Pick up the game and start your epic adventure today!

Title: The Bard's Tale Trilogy
Genre: RPG
Developer:
Krome Studios
Publisher:
inXile Entertainment
Franchise:
The Bard's Tale
Release Date: 14 Aug, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: 64bit OS, Windows 7 SP1, Windows 8 / 8.1, Windows 10

Processor: Intel Core2 Quad Q9300 / AMD Athlon 64 X2 4200+ / Intel Core i5-2500K or higher if using integrated Intel GPU

Memory: 4 GB RAM

Graphics: Graphics card with DX10 (shader model 4.0) capabilities

DirectX: Version 11

Storage: 1 GB available space

English

Imagine milsims without Zeus. Not nearly as good eh? Yeah Zeus is probably one of the most essential parts of Arma 3 AND ITS FREE. Game won't load.

I bought this game today, and it turns out the game wont load. I am not the only one with this problem.
I don't know why it wont load, but I would not recomend bying the game until the problem is fixed.
. MIXED FEELINGS! I like the game i think that the idea is great. When the ghost appears everything turns all glitchy i think that idea is amazing! I just feel like maybe there is something missiing? But i do think people should have a go at this game or you can check out my gameplay.

https:\/\/www.youtube.com\/watch?v=2s87v5GMYlw. This game is truly fantastic. It is quite a bit difficult when you are first starting out and don't really know what to do or what is good, but after you warm up to the game, you learn it has a deep meta surrounding optimizing your character and that just building your character can be as fun as playing the game itself.

The game features turn based movement and combat, as seen in many roguelikes, although this game itself is not a roguelike. It's got great randomly generated treasure always keeping you in suspense for what might be in the next loot bag. There is also a wide diversity of enemies, even among the many melee-oriented enemies in the game, there are frequently variations such as enemies that inflict diseases or poison with their attacks.

The story is pretty good, and it's told to you through conversations with the various NPCs. Learning about the world and its lore is pretty fascinating and there is enough of it to keep you wanting more all the way until the end of the game.

There are lots of things to do in the game, like crafting potions with alchemy, enchanting your equipment, tons of sidequests, secret rooms to find, locks to pick, traps to disarm, and crimes to commit. It's very reminiscent of the great Ultima games, but updated with modern technology. This game is a must have for any old school RPG fans.. Cobrastan isn't a real country. worst map in the game its just like absoultion and too many tagets with boring take downs. I got a couple of matches in the free demo, enjoyed it and bought it to get more features options.

Movement is good, there are three mech classes, light, medium and heavy with different weapons and abilities.
Havnt explored multiplayer to its full potencial yet but i feel there is a lot of fun to be had there.

So i decided id try the single player campaign.

During the intro when one first gets into the mech i was really excited, you have more precise control over the hands and arms, moving your hands inside the cockpit causes the mechs arms to mimic the motions, you can punch things (missing from the multiplayer i think) and one feels really powerful, i got the VR giggles which i havnt got in a long time.

Then the game starts and you notice that all the control you have is over the arms, guns and shields, the mech walks by itself, singleplayer is a rail shooter :(

Im gonna give it a playthrough but i was dissapointed that single player has no free movement.

Singleplayer looks a bit nicer than the online mode, i cant put my finger on it precisely but i think resolution is lower in the multiplayer variant for some reason, might be a bug.

Update:
Im on vive and i downloaded Methados controller bindnings and made two changes.

Now my controls are as follows:
Left touchpad for movement, click it to jump.
Right touchpad clicks for snap turning.
Grip buttons toggle shields on\/off on respective sides.
Top buttons change weapons.
Double click and hold on the right top button recenters HMD position.

With these settings the multiplayer is a lot nicer IMO.. Very pleasant and interesting game. Everything seemed really nice, until the last stages... Which led me to rage! I can not remember when i used so much bad words last time...
Anyway, i find this title definitely worth recommending. Solid position in the library.

My rating for Lunnye Devitsy is 7\/10. We purchased and downloaded and I have to agree with the Devs of this niche engine. If you wish to build RTS then this just works, few hangups in running in initial usage, but other than that we look forward to learning this system. Cryengine Unity Unreal Havok... etc you can build anything at a cost of time, configuration and many other things to consider (asset pipeline, coding LUA C++, blueprint, flowgraph all that stuff if you are familiar with the engines mentioned). We see Blender support at the current time for the models here and I think terrain creation tools are being looked at improving, other than that.... I think this is a great tool for the community and we support indie devs in every way!! Great job RTS Creator...

UPDATE: They gave up and deleted website so NO

Great route, testing scenarios, have as yet not completed them all. Steam era at it best. You will enjoy the free roam scenarios..
Specs:
i7-7700k Stock
32gb 2400hz
RTX 2070

I went into this hoping that this game would stand out as a "after work, relief simulator" but, there are so many things that really remind you that you're playing a game rather than being immersed in a world a knight fighting a real battle. The biggest problem I have with Tales of Glory is that it's not at all satisfying to really kill any enemies. There isn't any kind of tactile or visual queue that you did any real damage other than the enemy staggering back a bit only to recover from three stabs to the eye. The clash between a full plateded enemy and my sword for example, should have been able to pierce or clip through the mob entirely. This really allows you to "cheese"! In fact, you can grab a shield and clip your sword through it to block and stab enemies at the same time, or grab two swords and kill other mobs via drum solo.

I can't commit to a vr game at that asking price.

. Better and brighter than their first effort but still not much to go on here.... Really Fun game i recommed this game becouse its cheap and the best soundtrack :D 10\/10. Books 1 and 2 are really fantastic games. Book 3 was disapointing.
If you want to only buy one book of the series, take book 2, it is imo. the best book of the three but book 1 is superb as well.

Still, I of course recommend to buy the complete series. The whole series is great, but I warn you, you will be disappointed at the end of book 3 (or even at the beginning of it when you make some bad choices).

But I really recommend this book, it's a great game!. VIDEOBALL's really good.

This game's simple mechanics provide a lot of emergent depth. As you get more familiar with the game, you begin to fully understand and appreciate all the four different charge levels for shots.

This game makes you feel good: scoring a touchdown, aiming a level two triangle perfectly so it can push the ball across the court, being advantageously blasted by an opponent into a better position, reversing a level three shot, etc. You're bound to encounter countless feel-good moments in every single game.

This game's at its best as a local multiplayer game, where you can sit down with some buds and play the game latency-free. However, there is an online mode. Although you're unlikely to find an open random lobby, you definitely can play online if you coordinate with the friendly folks in the official Discord server, where people are setting up ranked matches throughout the day. Or you could play with your friends online of course. It's unfortunate you can't just pop in a game, but it's not too inconvenient to coordinate.

There can be some latency online for everyone who isn't the host, but it's not unbearable for me usually and I still have fun.

If you're into competitive games and you have friends to play with or are willing to join the Discord server, you should consider buying this game.

Also you should play with a controller.. The first few hours are actually awful. The game does not tell you that it is the tutorial and that you should rush the Main story to unlock the world. It actually feels laggy and poorly made.
But then, you finish that initial 2 areas and the world becomes incredible. The story was actually really good and the combat feels better and better. And that ending, damn!. Best game ever! Watched it being developed live on twitch.. Odd hit boxes on certain areas, bad swinging momentum mechanic where i just stop all the time. the game itself is a good idea but its just clunky. It was just in my library so I believe it was free.
If the game had trading cards it would be worth the price.

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