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About This Game

Now includes original classic games The Bard's Tale 1, 2 & 3!

You are the Bard, a selfish rogue weary of pointless sub-quests and rat-infested cellars. Through magical song you summon characters to join your quest for coin and cleavage!

Prepare to immerse yourself in over 20-30 hours of adventure, featuring:

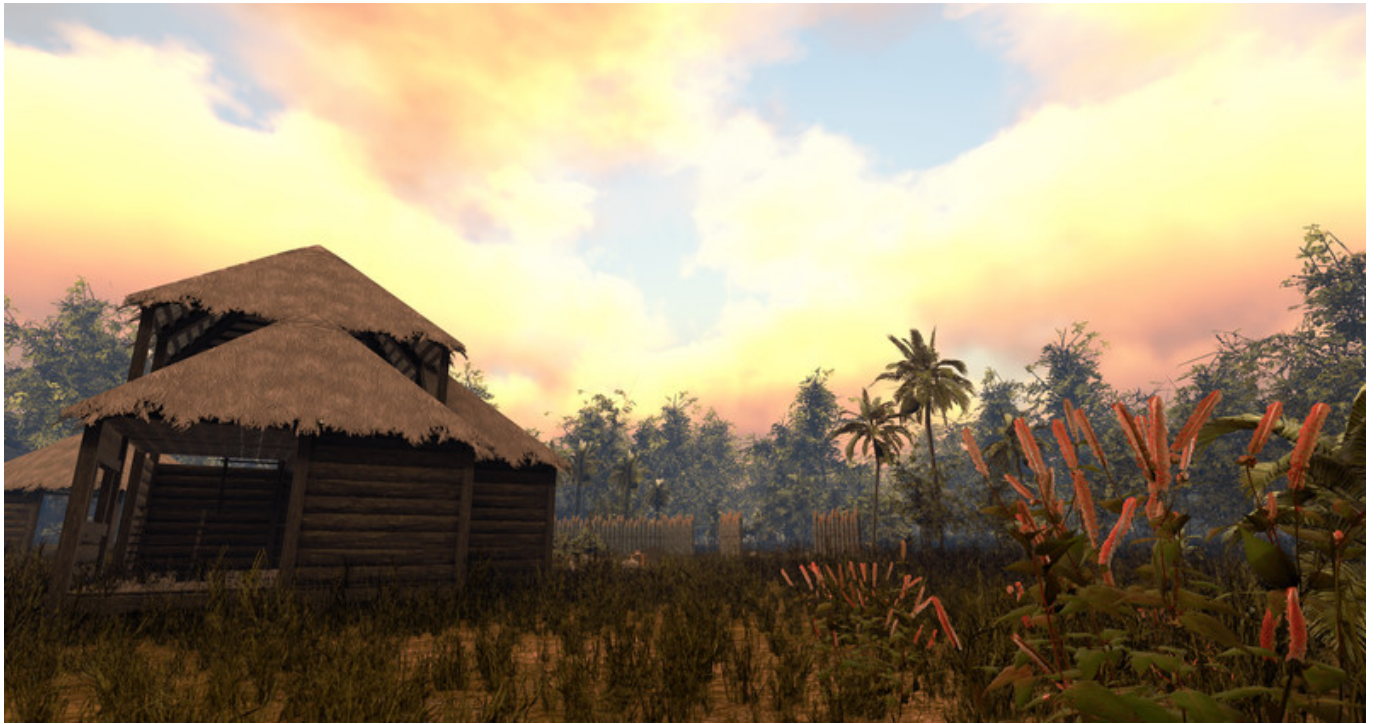
- 50 enemy types (not counting bosses!)
- A vast world to explore with towns, wild forests, rivers, castles, towers, secret dungeons, snowy mountains, caverns, haunted tombs and more
- A full cast of bizarre NPC's
- Over a dozen special boss enemies to defeat
- 16 magical characters to discover and then summon at will to aid you
- Over 150 unique items of weaponry, armor, instruments, tokens, artifacts and loot!
- More Song & Dance numbers than any other game, including a zombie dance-off!

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- Over 14 hours of outstanding voice-acting from top Hollywood talent, including Cary Elwes (The Princess Bride) as the Bard, and the inimitable Tony Jay as the Narrator
 - Classics Games—includes original classic games The Bard's Tale 1, 2 & 3.

Title: The Bard's Tale
Genre: Action, Adventure, RPG
Developer:
inXile Entertainment
Publisher:
inXile Entertainment
Release Date: 17 Jun, 2005

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English,French,Italian,German,Polish,Russian







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What a fun little game!

Ok, so this game is in early access. So because of this, as I write this review, it's very unfinished. There's currently only one 'zone' that you can play on. But what I see is a great start.

The basic premise is a board game mixed with a card game. The best way I can describe it is if you took Blizzard's hearthstone card game and combined it with a board game. You play your minions on the board and travel around the board in opposing directions from your enemy. When you land on a square you encounter any minions or effects on that square, be they good or bad.

I look forwards to future updates.. Nice game you must be carefull right ?. Really fun game, and supprisingly deep, given it's simplicity. It's a game that rewards teamwork and tactics. Complexity builds up the more you play, with unlocks increasing it's complexity.

It is MP only, but the bots are competant, and fun to play with. On EU servers, I have never had a problem finding full matches against otehr players.

I received this for free through a twitter competition, but would happily pay full price for it.. I got this module to cover me for 2.5 hours of game time and it just barely managed it.

Positives: It is pretty loosely designed and very easy to modify to meet your needs.

Negatives: It features a 175 foot pirate ship - that will sail out and engage the party's ship with a crew of 5. I know it is a fantasy product, but that doesn't mean that I am willing to completely discard reality.

. \u2b50\u2b50\u2b50\u2b50. I actually like this skin.. kill it KILL IT WITH FIRE

A sweet, short, wonderful game. I was having a grumpy day but this game made me smile. 10/10. A lot of the earlier steam locomotives from Dovetail I haven't been terribly impressed with, although this one marks a departure in their previous offerings. Although not a fully clickable cabin (I'd like to be able to open windows, etc.), overall the simulation is fairly decent and offers a fun experience of a great German locomotive.

I'm no historian, so I can't attest to the accuracy of the simulation. That being said, she sounds relatively good, looks good, and has enough complexity to make it a fun and somewhat busy ride for enthusiasts. Get this when it is on sale, rather than at full price (when compared to other offerings of similar price). You'll be glad to have it I suspect.. I don't really know how to describe this game as it fails to load on startup. From my research it has to do with resolution issues and the games inability to force your pc to load in a compatible setting. All the fixes I have read online have not worked. As such the game is a waste of time/money because I can't actually play it.. **THSI IS SO FUN TO PLAY**

. I'll only say that my significant other likes it just like the IV part!

Graphics are very neat, small gameplay additions here and there (new way of earning skills via gems currency + slot machine). Worth buying.

Note: doesn't seem to have full steam features yet, but with this dev - they usually come later.

The game is about 7 hours long. When you finish it - you play again and do some achievements. So bear in mind that is quite short.. I'm a massive fan of the Harvest Moon games and have been waiting for AGES for someone to make a game that captures the magic of the original games. It's still being polished, but so far its a wonderful game! If you enjoyed Stardew Valley you will probably love this too. Hats off to the developer, clearly this is a labor of love.. Too buggy to play.. Main Menus need to be proofread and cleaned up a little, first few maps are a bit empty but they're nice foundations for what could be really cool levels. Can't wait for the more open world stuff. We're just getting started so everyone should stay tuned for updates!. The Soundtrack & and Sprawling Overmap are the only elements of the game that imbue the feeling of being fated to die cold, and alone in deep space. My favorite track is, of course, Track 8: Supernova.. There is clearly a lot of thought going into "Clandestinity of Elsie". The maps are beautiful and the story seems very engaging if not a little cliché (this is a personal thought but the angsty white protagonist with alcohol problems is getting a little dulled down). Still this game sure had a team working on it that had a lot of great ideas and over all this should set up for a good experience.

I'm saddened to say though that there are a lot of things weighing this game down. For a first, I know that everyone loves the "Awesome light" script. I use it myself. But a rule of thumb is to not use this script with enormous maps. This has caused me to have massive lagging whenever I play the game, the only time it runs smooth is in the save room. I will point out my compute can play Skyrim on nice graphical settings without lagging so it is sort of an issue when a little RPG maker game is almost unplayable.

There is also too little damn healing items. I've explored almost everything, since this game takes heavy inspiration from old school horror games where exploration is key. But it has more often than not caused me to get ambushed by enemies and end up with me having to waste whatever health item I find.

Picking up on that last note: the enemies comes out of nowhere at the speed of the road runner and with the mapping it is too damn easy for them to corner you and land at least one hit before your slow gun manages to do any damage at all. This has lead me into a situation where I'm now all out of health items and the enemies gang up on me without me standing a chance to defend myself.

Over all there is a lot of good thoughts going into this game but it is weighted down by the too dark environment and the lagging along with the enemies that come at you at 180 km/h. I would say that this game is worth a play but I can't say that my playing of it was the least bit pleasurable.

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