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About This Game

This is an old story. The story about four mercenaries, graduates of the biggest independent organization in the world called the Academy. Just released from the Academy they decided to rest in a small tavern "Excess tooth" and ended up in the maelstrom of events that could lead either to the tragic death or to the glorious victory. In the tavern, they got involved in a fight with the local lads and, of course, they are win. But exactly this fight marked the beginning of misfortune adventures of four brave heroes who were to defeat death in all its guises.

Golden Sword is old school RPG with tactical turn-based battles and steathe missions offers to plunge into a classic fantasy world advanture with orcs, magic and all common elements. You can create a party with your own characters or choose among the pre-ready characters. The game offers extensive features of customization and big variety of tactical tasks.

Features:

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- A big adventure with rich text descriptions and variety tactical battles.
 - Detailed character customization (amulets, primary and secondary weapons, different types of armor, etc)
 - The ability to use the environment during combat
 - Choose among the different fighting styles (defensive, offensive, balanced)
 - Steath missions!
 - Tiled map editor for your own adventures!

Title: Golden Swords
Genre: Adventure, Indie, RPG, Strategy
Developer:
Vlad K.
Publisher:
AEY Inc.
Release Date: 26 Oct, 2016

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Minimum:

OS: Microsoft® Windows® XP / Vista

Processor: Intel Core 2 Duo (or equivalent)

Memory: 256 MB RAM

Graphics: Compatible with DirectX

DirectX: Version 9.0

Storage: 400 MB available space

Sound Card: DirectX® Compatible

English,Russian







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Downsides are obvious (looking at discussions or reviews)

Bugs (non of them is preventing you from finishing the game)

Graphics (we all can see the in-game screenshots)

AI (what I am concerned, AI is good, but the fact, that I am able to beat the AI, it has to be bad, I am pretty dumb)

Game tries, but fails to introduce itself to the player (especially on the settings, most importantly: the difficulty settings)

But the story is weaven of multiple scenarios - each is played on one map, that can have different goals (move your party or NPC from point A to point B, collect items from the map or classic: kill all enemies)

Extra point I had to grant: many scenarios are not game-breaking (if you fail, you continue the main game, and if you win, you get something extra)

Strategic variability: you can assign XP (as points) then "sell" them, if you want to re-spec your chars.

The same applies for shop -> you buy a sword for 30 gold, then you don't want it? you sell it for 30 gold... no loss!

You like the swor? You can upgrade it... but if you don't want it, you can downgrade it sell it (and again get 100% of your investments back)

So you can freely combine any stats with any equipment. None of your decisions will ever haunt you, just change it anytime (out of combat of course)

Only exception are consumables : you use em, they dissappear, logically.

Music is nice, but lack variety. Sounds are like from 20 years back (so is the graphics)

But the idea of leading four heroes accross a nice story\scenario, where you can freely equip\requip, train\re-train... that is brilliant.

Alright, this game is nowhere any standardized AA, A games, probably below B (so as many of us - gamers, have our expectations built over AAA+ games... this game might be huge let-down), but heed my words: this story and this game-play is so uniqe, that despite all the downsides, you would be truly poorer of such unique game experience and your life would never be fully complete.

Just try it :). I have played this game long before it got into Steam, thus don't look played time.

Graphics are playable and as soon as you get over first few missions you will discover very fine and detailed game.

There are so many details and mechanics implemented - light sources give bonus to your ranged attacks, trees can be chopped on enemy, water can be frozen, etc.

I recommend this game for any strategy lovers.. Not worth the 89 cents.. I knew this was an old school turn based RPG when I bought this. But this looks unfinished. Even the UI looks like it's been rushed. I really wanted to enjoy, but I want to be honest.. I knew this was an old school turn based RPG when I bought this. But this looks unfinished. Even the UI looks like it's been rushed. I really wanted to enjoy, but I want to be honest.. The game gives very bad feedback on what are you doing wrong, and has a lot of other UI/UX problems. Also, enemy turn takes forever and there are no ways to speed it up. It would be an OK freeware game, but as a commercial product, I don't like it. Refund requested.. Not worth the 89 cents.. Downsides are obvious (looking at discussions or reviews)

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