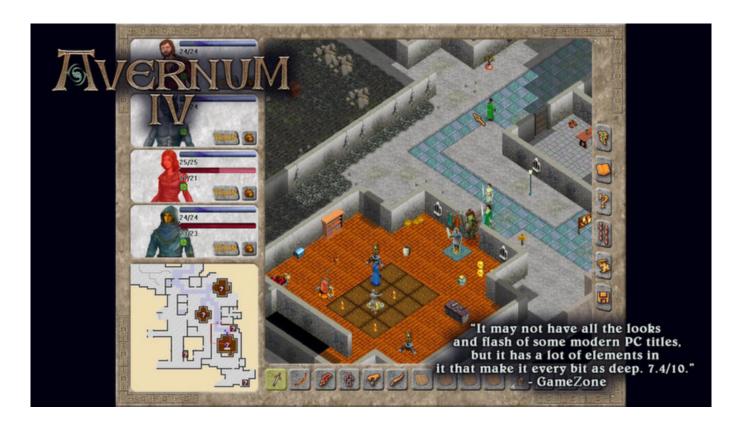
Avernum 4 Ativador Download [key Serial]



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About This Game

Avernum is one of the great tales of indie gaming, an epic series of fantasy role-playing adventurers set in an enormous, subterranean nation. Avernum is a land underground, a subterranean nation full of rogues, misfits, and brigands, struggling for survival and wealth in the monster-infested darkness. Avernum 4 is the first chapter in the Great Trials Trilogy, three games that tell the tale of your land's struggles in the face of powerful forces that seek to destroy it.

Avernum 4 is an enormous fantasy role-playing adventure. Wander a gigantic world, full of multitudes of characters, hundreds of side quests, and traps, tricks, and treasure in every corner. Experience the life of an adventurer: the fame, the wealth, the hapless townsfolk begging you for help at every turn! This epic tale is guaranteed to give you weeks of entertainment, with an impossibly huge world that dares you to uncover all of its secrets.

Title: Avernum 4 Genre: RPG, Indie Developer: Spiderweb Software Publisher: Spiderweb Software Release Date: 11 May, 2012

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English



If your looking for a good time and love older style RPGs like Fallout 1/2, Ultima series, and just want a good turned based experience give this game a look over.. If you are into this kind of genre I highly recommend the Avernum series. I have played through 4 and a significant portion of 5 before real life caught up with me. I definitely enjoyed the mechanics of this, the world, and the story. Do note that if you want to buy any of the games in this series it does take a significant amount of time to complete the story - 104 hours for me with some hang ups.

The only downside to this game is that there are a few missions where I got hung up because I literally couldn't locate the thing I was supposed to do and ended up having to troll through Google looking for the solution (which I try to avoid at all costs).. So the best comparison i can make to this game would be the ultima 6 & 7. It's very old school and it does not hold your hand.

PROS

<u>- Great Story</u> <u>- Cool World</u> <u>- Interesting Characters</u> <u>- Actual Depth</u>

<u>CONS</u>

<u>- Learning Curve</u> <u>- Battle Mechanics (Sometimes)</u> <u>- 5 AC To Attack</u>

8/10. Bit of a slow burn. In fact, the main quest and central plot of the game aren't really revealed until around 30-40 hours in. Which is perhaps fitting given that this is the first part of a trilogy of games (so all of the dominos have to be put in place for what is a fairly epic stroyline), but at the same time the game could have used a bit more focus in its first 1/3. Plus, it's strangely easy. Most Spiderweb games kick your/u2665/u2

Avernum 4 is old school rpg, hard, but at the same time rewarding. If you like turn action rpg where you need to use your head this will be perfect for you.

<u>Choose 4 characters (races are human, Slith or Nephilim), hand full of classes or custom class.</u> <u>Stats, there are 4 groups of stats. Pretty normal stats, easy to understand and well explained.</u>

And then the are character traits what gives you something good but lovers your xp gain or gives something bad, but gives back more xp gain. You can make hard choices like if you want your archer to hit almost every time you can take it but you get -20% xp gain from kills so you can balance this by taking a bad trait like fragile bones you take more damage from melee weapons and so on.

+Interesting story and world.

+Conversation with ai characters are done very well.

<u>+Game likes to tell you a lott with words, like what some places feels and sounds like and this can give better idea</u> where you are heading or what you are facing, but if you do not like to read much you can always skip them. <u>+Game can be very hard and frustrating at least on the harder difficult, but i like when there is some challenge.</u>

<u>-Fighting in small rooms can be annoying, because the\u2665</u>

-And magic feels pretty overpowered and archery is useles as \u2665\u2665\u2665\u2665\u2665. Really only doing this review

to get the Steam Awards nomination badge for 2018. But this game is a great game, has stood the test of time and is one of my all time favourites. The graphics are old school (I usually do not care about graphics so long as I can see and understand what I am playing), the game is isometric and turn-based. A solid rpg experience with a huge world to explore, plenty of quests and side quests and of course a rich story. If you have played other Avernum stories then this is perhaps too much of a repeat for you (small band of misfits\/future heroes venture out to save their city\/king). Still, it is a stand alone game, no need to have played the previous Avernums 1-3. If you are an rpg fan then this is one game that should be added to your library. Great game! Very old school; it really took me back. I was really surprised of how long the game actually was, you should definitely try it out ! Can't wait to start the second game of the trilogy., Understanding the beginning of the game especially if you've not played any Avernum game before this one is quite hard. It just throws you in the midst of the action. It does offer a nice little beginning turorial area to get used to it. However, you'll find this is NOT an easy game fairly quickly. As an old style game it doesn't hold your hand. You will possibly have many failures and deaths/game overs but once you get in the swing, the story unfolds and you're immersed in the "What's going on here?" aspect of the game. Love the game dialouge to. Recommended.. 200 hours in and I'm still ready for more. It's not for everybody. But it's for me.. I've been searching for an oldschool RPG for months and have been let down... that was until I found Avernum. This game, although graphically simple, is complex and challenging in its world building, treasure-hunting and character building. In Avernum, your stats actually make a diffrence and aren't there for show. Sometimes going up a stat point can make or break a fight, and the addition of perks and flaws to enhance characters (something more commonly seen in paper-and-pencil RPGs) is a nice touch. I bought the bundle pack during the Summer Sale, and I'm still working my way through the fourth; pleased with my purchase and even more eager to know I've got two more that follow the same trend. If you're looking for a group-based RPG with graphics that won't kill your computer and still retain its story quality, this game is it. I highly recommend it, coming from a old-school gamer who misses the days of Baldur's Gate and Ultima.. By far the weakest of the Avernum series, using outdated mechanics(the ol 'you must have 5 action points to attack/cast spells rule from as far back as Geneforge 1 which was later abandoned for obvious reasons), not containing other mechanics that are rather important(i.e. being able to press abcdefg etc etc to target spells or missile attacks), and more.

Less options for customizing your party as well. Parts of it seem...laggy, for lack of a better word, particularly when looking at your inventory, you may notice that your fps will drop for no apparent reason.

Clunky is the term I would use for this game in general, which is really quite jarring considering how good Spiderweb Software usually is at doing this, at least the writing is still decent.

I'd heard this game has a reputation amidst fans of Spiderweb for being one of the weaker titles, and I can see why now.

If you're willing to ignore all of that, this is still an enjoyable play, but would I recommend it? Only if it goes on sale.. Avernum 4. This game is really great. It may seem simple or old, but I love it. The story telling is really great and the combat is a solid experience. If you aren't careful your whole party can get wiped out even at the beginning of the game. You can make your own classes too! Making a character is pretty nifty, but you better have a complimentary party, or else your play style will be somewhat limited.

It's a great game and I say you should buy it!. 150+ hours in, I have just been propositioned by a giant talking spider. I rest my case.

Solid gameplay length, good story, battles can be quite difficult. If you enjoy turn-based tactical fighting instead of the cookiecutter, button-mashing we generally get nowadays, play this.. Very addicting old-school turn-based RPG\/Strategy. Subpar graphics (none really) but a fun and interacting storyline makes up for it

but a fun and interesting storyline makes up for it.

8.5V10. Let me just start by saying Avernum is not for everyone. For those who are only interested in fast paced action, then this is not for you.

But for those who like a game that is impressively refined, has a driving story, great levels of customization and a remarkably large world to explore, this is the game for you. Do not automatically be driven off by the rudimentary graphics, this is a very enjoyable game!

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