Legends Of Amberland: The Forgotten Crown Download] [Ativador]

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About This Game

Inspiration:

The game is a classic western RPG inspired by the games from the 90s. Basically, it's the kind of game I personally find missing nowadays. Light, fairy tale, epic, heroic and slightly humorous. One that does not take tons of hours to complete or require endless grind to progress. Something that caters to players like me who don't have 80 hours to beat one game but still like to play and have a sort of nostalgia for the way games were made in the old days.

It was inspired by Dungeon Master, Eye of The Beholder 2, Might & Magic 3-5, Crystals of Arborea (a not so well known prequel to Ishar series), GoldBox series (Champions of Krynn, Dark Queen of Krynn, etc).

Core Design Choices:

1) Classic, 90 degree rotation, FPP, turn-based, tile movement RPG.
2) Party-based (7 party members assembled upon start).
3) Open world with a big overworld to explore.
4) Fast paced combat. Quick travel. Easy inventory management. No grind.
5) Light, fairy tale like fantasy, epic story about heroes on a noble quest.

Mechanics:

Mechanically it's 100% turn based (so you can go and make tea in the middle of a fight) with grid movement and 90 degree rotation. All this is very fast paced, both combat and travel is really fast. The goal was to cut down the boring parts and flesh out the fun parts.

Overall, the mechanics are pretty traditional and straightforward with modern additions like weightless bag combined with equipment encumbrance system.

World and Storyline:

Storyline is a fairy tale, mythical heroic fantasy. You are the good guys on a quest to fight the forces of evil. The world is non linear, with very few locked areas. You basically can go anywhere and do things in different order. In addition you can choose a different set of quests to finish the game (but those are not mutually exclusive, so you can finish all quests if you like). It's more world driven than story driven. The priority was to make the world feel alive and let you explore it as you wish than follow a linear list of quests.

The game starts when the royal wizard finds out about an old crown that belonged to the royal family for generations. Yet, strangely no one ever heard about the crown and there was just a single mention of it in the royal annals. Upon further study he discovered that there has been cast a powerful spell of forgetfulness of unknown origin which caused everyone in the whole land to forget the crown ever existed. Without knowing who or why someone went to such trouble to conceal the existence of the crown he decided to investigate it. He summoned a party of noble heroes and tasked them with finding whereabouts of the mysterious crown and the origin of the spell.

Title: Legends of Amberland: The Forgotten Crown
Genre: RPG, Early Access
Developer:
Silver Lemur Games
Publisher:
Silver Lemur Games
Release Date: 26 Mar, 2019

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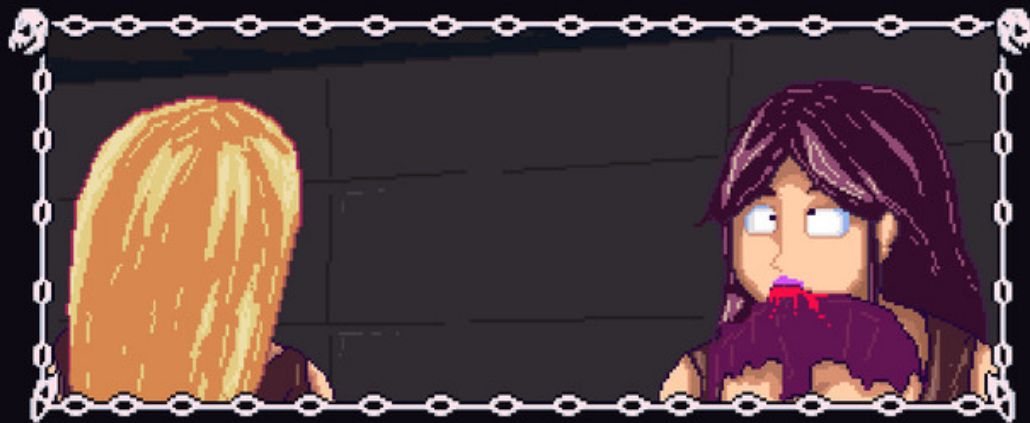
Minimum:

OS: Win XP, Win 7, Win 8, Win 8.1, Win 10

Graphics: Screen resolution minimum 1280x768. OpenGL 2.1 or better.
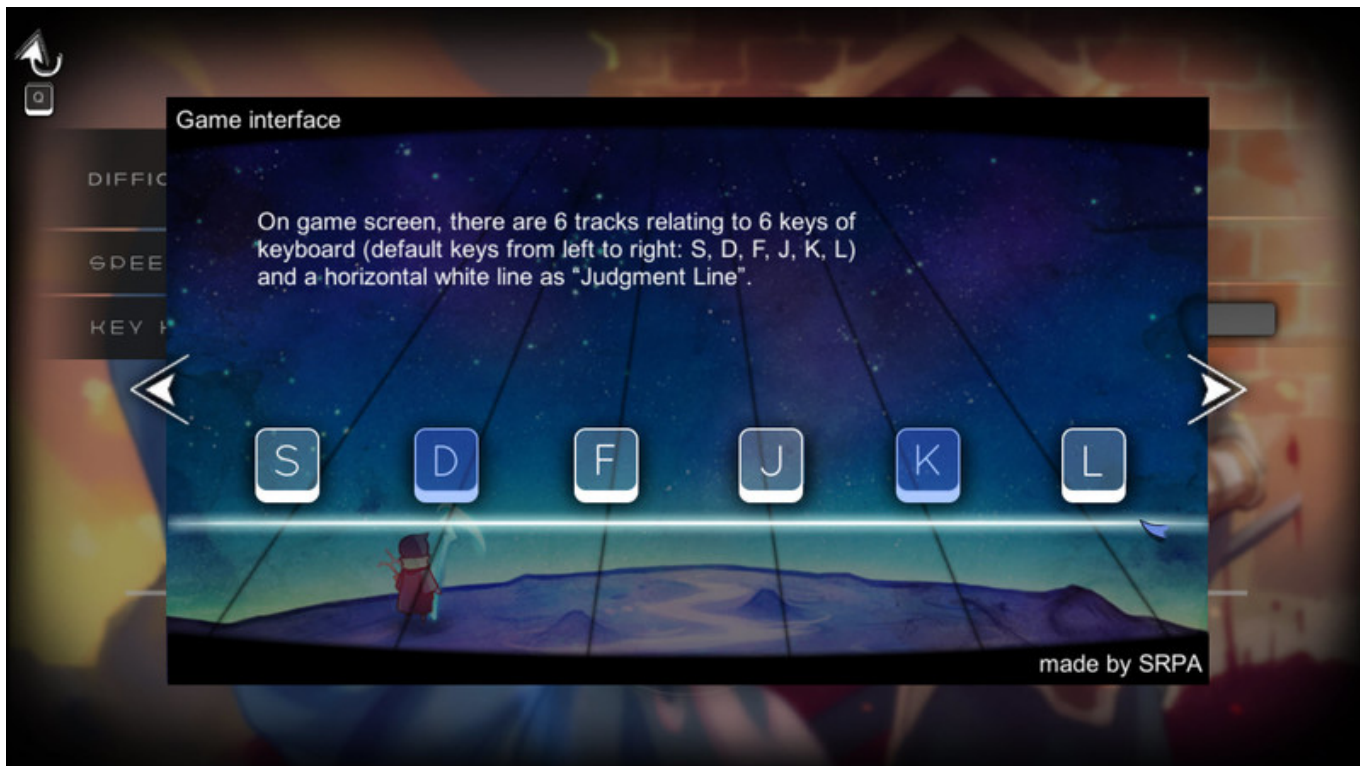
Storage: 99 MB available space

Additional Notes: The game should run on almost any hardware, even outdated one.

English

Y-YE..! BA.SH ARE
SH-SHT..DID

Game interface

On game screen, there are 6 tracks relating to 6 keys of keyboard (default keys from left to right: S, D, F, J, K, L) and a horizontal white line as "Judgment Line".

made by SRPA

I can dance over Jasons downed body 10\/10. First angry review that i have ever done. Bought this game when it was first released and played it fine, now ive just tried to download and play it again and i have to have UPlay.......ok....UPLAY says that my game key is invalid and so now i cant play my game. great job.. As unlockable I would recommend it, cannot recommend someone to pay for this, it is outrageous. Instead of nothing when you find all secrets and 100% the game, you could get skins not pay for them.. This is a wonderful game, or could be, if the difficulty didn't spike after the second mission and just keep on spiking like an all-star women's volleyball team.

I know saying 'this is too hard' invites all sorts of comments questioning one's intelligence, ability and general ability to not derp the place up. I've considered all these hypotheses already. I know I further invite obloquy by swimming upstream and giving a thumbs-down to a very well reviewed game. No, the game is just too damn hard to be fun.

The game is original, has more style in one pixel than most games do in an entire screencap, the characters are engaging and the writing okay. All these qualities pall the fifteenth time youattempt a level because, well, you had every trophy and were headed to the exit nd two guards just decided to both turn at once and box you in.

Please, Turbulenz. This game could be a gem if only there were some kind of variable difficulty setting. All its qualities just make it all the more of an exercise in tooth-breaking frustration.

. You should only get this in nice bundle with big discount... It's just some new guns...

The game is decent. The problem is it has the potential to be great if the developer cared to make it so.. Little rippa of a game, definitely worth the price to play a VR game that works properly on the market, great value for the gameplay!. As limited as it is at this point in early access, I have to say I've thoroughly enjoyed this game so far. The card graphics are on point and the sound effects and animations are better than some other combat-type card games i've played recently. Although, admittedly, those were free-to-play flash games on mobile or on a Kongregate-like site. I'm sure once the game is finished and fully released it'll be about as good as I expect it to be. Meaning, worth about 20 bucks upon release and about half that once sale hits.. My god, the childhood memories with this thing... beautiful times. Well, I'm pretty disappointed in this game, considering the price of $19.99. I LOVE board games, and I thought this one sounded great! I ignored the other reviews, thinking "those people don't love board games as much as I do. And this one has smart girls? It sounds AWESOME!!! And mini-games are always a fun little challenge."

I was wrong. This is literally just four mini-games over and over and over and over again. (There is a story in the background, but the "story" doesn't really make any sense, and adds nothing to the game). The worst part is that the mini-games are NOT fun. They consist of: 1) Pick from a list of 'comebacks' to something another girl says. 2) Bluff about how good your poker hand is. No, you don't play poker. They deal you a hand, and you bet on how good it is. That's it. 3) Guess some missing words in a sentence, and 4) try to find a random pattern, using trial-and-error.

This game would be worth about $2.99. NOT $19.99. I'm so disappointed.

Version 0.23 released:
In this version I focused on selling items, experimented with new racial classes and made a bunch of fixes and small improvements. Now you can sell items you don't need and what's more important, you can buy them back if you decide you actually need them. In addition you have an option to deposit unneeded items in any inn which basically let's you deal with unneeded items in two ways. I was also implementing new racial classes, the idea is each race would have two special classes available for them only (except half elves who share those with humans and elves). The racial classes are at the moment disabled since only some of them work, still you can check those. The last thing is a quick linguistic QA pass, so probably around 90% of spelling and grammar errors were fixed in this version. Therefore, from now on I'm starting to accept spelling error reports.

- [feature] Can sell items to the shop and buy them back (for a small fee).
- [feature] Deposit items in the inn (in a magic chest, accessible from any inn).

- [misc] Healer's restoration spell makes the target weakened (just like the ability), which is more consistent and logical.
- [misc] Time runs slower when exploring indoors and during combat (it's more realistic now).
- [misc] Improved magic door's description.
- [misc] The first pass of linguistic QA finished, from now on I'm accepting spelling mistakes reports.
- [misc] You can now see unfinished racial classes on new game screen, all of them are disabled in this version.

- [design] Ogre Fort: Ghar - inaccessible grates fixed.

- [interface] Shops display the number of master craftsmen rescued (which affect the availability of items).

- [fix] Incorrect end game statistics (monsters killed, gold looted, etc).
- [fix] Yet another Girdle of Carrying bug.
- [fix] One potentially serious memory bug fixed.
- [fix] Paralyzed characters able to train.
- [fix] Elven healer cleanse removes weakened status but actual attributes were not restored.

. **Version 0.20.1 released**:

The first Early Access update is out. It's a typical first EA update, totally boring and containing almost only fixes of mysterious bugs that were not detected during internal testing. All right, I also managed to make some interface improvements (related to features that might have been confusing) and finished descriptions of all overworld areas. But other than that fixes.

- [interface] Changing party member's position more intuitive (added "Position" text next to < > buttons and listed the position name "Frontline" or "Left/Right Flank").
- [interface] Fixed help/hotkeys font size (so it's readable in all resolutions).
- [interface] Replaced help/hotkeys "Close" button with "Back" button which makes you return to help main screen (which makes more sense).

- [design] All overworld regions descriptions added (click "Info" to read). NOTE: At this stage of Early Access grammar & spelling check is not done yet.

- [misc] Removed cheat spell "Ultimate Destruction". It was a leftover from the internal testing phase.
- [misc] Added emergency teleport button (fix for levers position bug in v0.20). Go to Options, enable "Show fixes" and then click the button "Fix 1", it will teleport you to the overworld.

- [fix] Magic shop starts empty (on new game only).
- [fix] Inconsistent food prices (town/inn).
- [fix] Levers position was reset after game was reloaded, which might leave you confined behind a closed grate in some cases. If you got confined you can salvage your save by using emergency teleport fix (Options/Show fixes then click appropriate button).. **Early Access starts soon!**:

Legends of Amberland: The Forgotten Crown will enter Early Access next week.

The plan is to forge out all issues quickly, reexamine balance (and fix it if needed), then move on to finishing side quests and minor features.

After that's done (I aim to do it before summer) the game will leave the EA and be released as a fully playable game.. **Version 0.23.1 released**:

Quick fix version to address the missing deposited items bug. Contains also one feature and interface improvements.

- [feature] Added "Auto Create Characters" on party create to auto fill all empty character slots and redistribute all remaining attribute points (you can still adjust those afterwards manually).

- [interface] Back button on party create changed to "Exit to Menu" (it was misleading and confusing).
- [interface] ESCAPE key now closes any open window/tab (previously it was not working on help and save screen).

- [fix] When monster dies a hero sometimes was skipping a turn.
- [fix] Deposited items not saved.. **Version 0.26 released**:
This version focuses on finishing & polishing end game elements also it dealt with some things that were confusing to new players. In addition, there is now a "Compatibility" beta branch on Steam which you can use in case of problems with running the game.

By the way, I will be showcasing Legends of Amberland: The Forgotten Crown in a few days during Digital Dragons in Cracow. If by any chance to attend this event, drop by!

- [design] Added proper final dialogue and end game conclusion.
- [design] Mirrors finished.
- [design] Added alternative [...] (SPOILER PROTECTION: all I can say is it's something related to mirrors).
- [design] New side quest for Royal Cook.

- [misc] Added "Compatibility" branch to Steam, which can be used is some very rare cases where the game won't start. To activate: right click on 'Legends of Amberland' and open Properties, the select 'Betas' tab and choose "compatibility" branch from the dropdown list. Steam will start downloading it. You can revert this by opting out. Note that this version won't be updated as often as the main branch so it's to be used as the last resort.

- [interface] Added "Next Character" button on the party creation screen (it was confusing to some players how to select another character, the old method on clicking the portrait works of course).
- [interface] Attempting to enter locked grate gives a notice "This grate is locked" (it was slightly confusing to new players).
- [interface] Clicking by mouse on lever popups a notice "Enter to interact (move forward) with objects" (operating levers was sometimes confusing to new players).

. **Version 0.25 released**:

If I was naming the updates, which I don't, I would call that one something like "The Great Configurator Update". It introduces difficulty settings and keybindings. Now you can choose from 4 difficulty levels: Easy, Normal, Hard and Insane. Normal difficulty is the one you were playing so far, it's the most balanced level, it provides an adequate challenge and allow you to enjoy the journey. Easy is for people who are somewhat stressed and want to make it, well, easier, still it's not very easy, just easier. Hard is meant for hardcore RPG players, with lots of experience and so on (that's the recommended difficulty if you came from RPG Codex or similar community), still the difficulty on Hard is reasonable. Insane is meant for those who constantly complain the games nowadays are too easy, it's unreasonably difficult, with penalties to everything and probably unbeatable for most people. One thing to note, I tried to keep the pacing similar in all difficulties, so I abstained from heavy bumping monsters HP and other mechanics that would make the game longer than harder. It's more like that harder difficulty levels introduce more deadly environment than more resistant one. As for keybindings, not much to say I suppose, you can bind up to 3 keys per action and rebind almost all keys (except very special like Escape).

- [feature] Difficulty levels upon new game start (Easy, Normal, Hard, Insane).
- [feature] Rebindable keys (Options/Controls).

- [design] Additional shop items (including Arcane buffing items).
- [design] Tower of Despair unofficial name was dropped in favour of the official Ivory Tower (it was confusing using both names, now the Tower of Despair appears only in the lore/rumours sections and it's always accompanied by the official Ivory Tower name).

- [balance] Reduced regular shop prices for items tier 4 & 5.
- [balance] Decreased Arcane requirements and Magic Points cost for high level offensive spells.

- [interface] Disabled hot keys when in Quick Menu mode.

- [fix] Keyboard bug from v0.24.
- [fix] Inconsistent portraits highlights bug (now I understand why so many players were asking "what it means if the portrait has a yellow outline" :D).
- [fix] Other small fixes (extremely rare and harmless which probably no one noticed).

Options **Back**

Gameplay **Controls** Video Audio

Movement

Move Up	W	Keypad 8	Up
Move Down	S	Keypad 5	Down
Move Left	A	Keypad 4	Left
Move Right	D	Keypad 6	Right
Rotate Left	Q	Keypad 7	
Rotate Right	E	Keypad 9	

Screens

Character statistics screen	U	
Inventory screen	I	
Quests screen	O	
Titles & Achievements screen	P	
Magic selection screen	X	
Map screen	M	

Actions

Wait	Return	
Fight (Attack or Cast spell)	F	
Attack	R	
Cast spell	C	
Combat Ability	V	
Quick Save	F5	
Quick Load	F8	

Interface

Continue / Close	Space	
Previous	-	Keypad -	.
Next	=	Keypad +	.

Restore default

Year 1 Day 1 Hour 10 Minute 20

Map Character

Magic Info

Wait Options

Rest

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