
An Adventurer's Tale Download For Mobile



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About This Game

ALL CHARACTERS DEPICTED IN-GAME ARE 18+

Story

After leaving his home in the capital city in the Kingdom of Gronia, our hero Garth wanders along the countryside seeking fame, glory, and his next misadventure. He finds himself amid various escapades, some as mild and comedic as fleeing the City Guard after a wild night with the Lord's Daughter, and some as serious as bouts with monstrous, lurking horrors. Then, in the small, outlying region of Garasia, he finds something that finally could satisfy his thirst for adventure, recognition, and beautiful women: A Lich King! Born once a millennia, these powerful beings are feared by all things living...and dead. Their mysterious allure attracts all into their bind. Gearing up to take such a threat down, Garth realizes something darker may be lurking around the corner when he confronts the current Lich King, Grisette, a woman he had thought constantly since that fateful day many years ago...

Features

- An estimated 10-15+ hours of gameplay, with tons of replayable content

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- A fun and unique JRPG-style battle system, modified for quick, addicting battles
 - A large open world, with tons of secrets to explore, quests to take, and lots of fun characters to meet
 - Visual Novel Style Interactions, with lots of choices and branches
 - A unique mix of interactive RPG and Visual Novel gameplay
 - Lots of flashy effects for extra polish
 - An infinite, procedurally generated questing mode available in New Game+
 - Steam Achievements!

Characters



GREIA

A young servant girl working for the Lord of Erbor. She is extremely humble, kind and honest. She will never turn a needy hand away even if she has nothing good to offer.



GARRETT

The daughter of the Lord of Kandor. She is haughty, selfish and very arrogant. Her beauty is much adored and sought after, but she hates her unnecessarily uptight lifestyle and hopes she could one day be free to act however she wishes.



GRENIA

An honor guard to the Lord of Sasor. She is stoic and believes only in the law and in Justice. She bends for no one other than her lord and her sword skills are well known in Garasia.



GRETH

A spy under the employ of the Lord of Dalor. She is very witty and is very carefree for someone of her position. But every action, every breath she takes is calculated and planned.



GRISETTE

The Lich King. Although the name implies a man, Lich kings are always women. She is cruel, evil and heartless. She however prefers human males over those of her kind for reasons no one knows.

....and many, many more!

Title: An Adventurer's Tale
Genre: Adventure, Indie, RPG
Developer:
Epic Works, Top Hat Studios Inc
Publisher:
Top Hat Studios Inc
Release Date: 23 May, 2019

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English



What a powerful look!



PARTY

MENU

SAVE

LOAD





an adventurer's tale

The game bugged out a couple of time. No biggie. But, oh man, it's soooo boring, confusing and the introduction is blatantly stupid. Combat is summed up with 'click this bad guy and wait 30 seconds before you can click it again'. I wanted to love this game, yet it's so short from what is advertise.

Go with Loren, Amazon princess, it's so much superior.. I wouldn't recommend buying it NOW, give it a couple batches of patches so you can actually play through without being forced to reset your progress after most battle encounters. I'd like to know where I can post the errors to so I can actually fight some of the bosses rather than reload saves and hope they don't use a move that crashes the game.. Constant crashes and game play so boring that not even meth can keep you from falling asleep make this game utterly trash. I just want a good Hentai RPG to play, and this was not it.. The game is buggy and likes to crash a lot. Also without going into the story the game does not spend enough time explaining how the combat system works. Also there is a time limit on the game which is needless in my opinion.. (This a copy of the comment I made in r/visualnovels)

This is certainly an interesting, entertaining game with a lot of potential. If you want to sink a full day to play it in one sitting, I'd recommend waiting one day or two if you can. The game has it's fair share of bugs, I just ran into a game breaking one regarding party members, but the developers seem really active in fixing the bugs that are reported and in adding other quality of life changes that are suggested to them, so if you give them a day or two, a big chunk of the problems should be ironed out.

If you are dying to try the game now, I'd say it's not unplayable by any means, you can get acquainted with the mechanics and certain useful stuff locations. You can even help the game and everyone by keeping track of any problems you encounter and reporting them.

I'm no expert regarding RPGs, so I can't really comment on the combat, but to me it worked. It's the kind of system were you just stick with the basics until they can carry you no further, then out of need you start to learn and make use of it's most advanced features.

I didn't really get to see that much of the girls, but what I saw I liked. The main character is interesting, although I'd say his personality varies wildly from situation to situation. He sometimes is driven by lust, sometimes is the incarnation of chivalry, sometimes acts stupidly oblivious and sometimes full of insight, sometimes takes the \u2665\u2665\u2665\u2665\u2665\u2665off everything and sometimes he's very mindful, reflexive, melancholic, etc. In the end he is what he needs to be for each situation to work and develop in it's desired direction, but I'd say that's entertaining in it's own way. None of his multiple facets are plainly written, the writing is very good, it makes the situations believable and the characters engaging.

The story is interesting, an adventurer seeking out to do adventurer stuff, while having an underlying mystery behind it all that little by little, drop by drop is fed to you. The lore and world are also interesting, they use established conventions as the basis so this is a familiar world right off the bat, and each new detail introduced by the developers seemed interesting to me.

Some thought was put into this, no doubt. It says it's D&D inspired and it shows: sometimes one shot encounters are full of emotional weight and characterization; I'd say this game has a lot of depth in general. Wait a little and then give it a shot, would be my recommendation.

Also, before leaving town go to the marketplace and engage in the traveling caravan.

It's easy to miss and it's where you get handed something very useful for the start of the adventure :). I really want to like this game, but man is it bugged to all hell. Most boss's crash the game, important quests like talking to travelers and such give errors, I cant even walk into the kraken's den without crashing the game.

Oh Well.. I'm not usually one for reviews but I have to say this game is addicting and the story is really well done. I think this one I'll be playing over quite a few times as there's lots to explore and do in the game world. There has been some problems with crashes but they are getting fixed really fast and compared to the early release on Itch it's already so much better. Knowing that I've started over a few times and still get a good laugh out of the dialog so for me it has high replay value.

Overall for the price they are asking this game is definitely worth it.. The game bugged out a couple of time. No biggie. But, oh man, it's soooo boring, confusing and the introduction is blatantly stupid. Combat is summed up with 'click this bad guy and wait

30 seconds before you can click it again'. I wanted to love this game, yet it's so short from what is advertise.

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This game is OK and I recommend people to buy it. Here are my lists of Pros and Cons about the Game and my overall rating of the game.

~Pros~

- "Learn As You Go" Gameplay
- Simple Battle System that gets more sophisticated the more you play.
- Good Storytelling
- Plenty of Weapons, Items, etc. to collect
- Variety of Monsters to Fight
- Excellent Music
- Great Artwork
- Consistent Patch Fixes
- Great Adult Artwork with the Free Mature Patch

~Cons~

- Quite a number of battle\questing issues where the game just spits out an error with no meaning to the normal game player. (These issues are being patched REGULARLY so I actually trust the developers of this game to fix these issues)(If anyone receives an error screen, select "Copy" and it will copy the code onto your computer clipboard and send the code to Top Hat Studios or Epic Works for patching)

- Interface could use some improvements to make it to where everytime you click inwards a few times, once you click back it just takes you back one menu instead of the entire menu.

- Certain NPC descriptions are incorrect detailing things like eye colors and beards when the NPC art doesn't match the description.

- Difficult to tell how many more times you can do certain activities like Exploring and Foraging in a single day.

- There should be a mechanic that allows us to move our items around our inventory. My inventory is rather messy since monsters tend to drop things and I have no way of sorting out my most important items from my least.

- There should be a mechanic where you can sell items for Gold. Disappointed that there isn't such a feature.

- The Item Stash menu should be unlocked from the start instead of having to go to the Bank to store your items. New Players will automatically assume "Bank" means "Money Bank" and neglect to use it.

- New Game+ modes should allow you to carry over your items from the main game. Going through the long haul of getting all the weapons, armor, items, etc. again is too tedious.

- Not enough Adult Content to justify the long gameplay hours needed to unlock adult game events. Perhaps add some NPCs on the side who you can mingle with? Perhaps a "brothel"?

- The game could use a "Quick Save" feature that automatically triggers when you encounter new storyline dialogue. In one of the "New Game +" modes, I got instantly killed for going to battle with an enemy and didn't have a Save set up for if I got defeated so I had to start my ENTIRE "New Game +" story all over again.

Rating: 6/10

I look forward to more games from Epic Works and Top Hat Studios!. There might be a decent game somewhere here, however as it stands it is let down by combat in a massive way. The combat is so slow and dull. It takes all the joy out of the game. I might revisit the game if there was an option to speed up the battles or even automate them.. Downloaded this game, while I haven't fully played it yet, I'm immensely enjoying the artwork and dialogue.

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