
The Hero Of Kendrickstone Ativador Download [hacked]



Core Attributes

Joan, a young woman of Kendrickstone,
A Freelance Adventurer

Rumours and tales of your exploits are common topics in Kendrickstone's alehouses.

Prowess: 5 - Good
Will: 2 - Lacklustre
Subterfuge: 2 - Lacklustre
Eloquence: 3 - Average

Compassion: 39%	Pragmatism: 61%
Order: 67%	Freedom: 33%

You carry with you an arming sword but have no ranged weapon.
You wear a thick vest of quilted cotton and linen. You also wear a set of steel plate gauntlets.

Your current wealth is 0 silver pennies.

You're suffering from a minor wound or two.

You're in high spirits today, full of confidence.
Your relatively high morale confers a minor bonus to all attributes.

Lore Skills
 Reference

Download ->>> <http://bit.ly/2NJvZGI>

About This Game

Can a wanna-be hero like you rescue the city of Kendrickstone, held hostage by an evil wizard and his troop of black-clad soldiers? Face down fierce foes with spell, sword, or silver tongue. Outwit cunning rivals, cement your fledgling reputation, and maybe, just maybe, make enough money to pay your rent!

“The Hero of Kendrickstone” is an epic 240,000-word interactive fantasy novel by Paul Wang, where your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

Step into the shoes of a fledgling adventurer in a world full of magic and mystery! Master physical combat, magic, stealth, or diplomacy. Choose to befriend—or betray—sorcerers and knights, bandits and baronesses.

Will you spend the last of your silver on a bed for the night, or potions for your next adventure? Will you spend your evenings studying ancient secrets, or prize-fighting for extra coin? Will you seek a mentor to help hone your skills, or strike out on your own? Will you prove to be a paragon of compassion, or a callous mercenary? Will you die forgotten and un-mourned, or will you become the Hero of Kendrickstone?

Title: The Hero of Kendrickstone
Genre: Indie, RPG
Developer:
Choice of Games
Publisher:
Choice of Games
Release Date: 13 Mar, 2015

b4d347fde0

English

The Hero of Kendrickstone

by Paul Wang

Show Stats Restart Achievements

Books are expensive in Kendrickstone, and everywhere else in the world. However, the sheer number of scribes and booksellers in the city means you can at least get a few of the texts you're looking for without embarking on a seven-year quest and slaying a manticore for them.

After a few evenings of searching, you are able to find a few books that cover topics you might be interested in. In the end, you decide to purchase...

- Great Deeds of the Valiant and Virtuous*, a collection of heroic tales.
- On the Basics of Hunting*, a treatise on tracking wild animals.
- The Steel Array*, a treatise on types of armor.
- The Realms of the Southern Mansa*, a travelogue on the Empire of Korilandis to the south.

Next

the only one to see the dark shapes that are moving in the night sky, and the only one to see themselves in the night sky.

It is difficult to see anything. No torches give away your position, but the night's near-total darkness means it is almost impossible to see anything beyond arms' reach. The only evidence you have that your compatriots have not fled are the quiet, shallow sounds of their breathing, barely noticeable among the ambient sounds of the night.

Then, there is a sudden sound of rustling leaves from the forest. You grip your weapon tighter as you feel your heart begins to pound. Your quarry is close; you can feel it.

A new sound grows louder and louder, the rapid beating of heavy feet against the ground. Then, there is a low growl, and before you know it, you see the razorclaw, a beast the size of a warhorse, its spines glistening in the faint starlight as it leaps into the center of the settlement.

The sheep goes down with little more than a loud, strangled bleat as the powerfully muscled beast tears into it with its claws.

"Now!"

The farmers burst into action. An arrow buries itself deep into the beast's flank. From one side, Maud charges in, a cry of rage on her lips and her hatchets raised high above her head. From the other, Stephen rushes forward, spear held low and at the ready. More dark shapes join them, their makeshift weapons at hand.

Will you join them?

- | |
|---|
| <input checked="" type="radio"/> Yes. I'll charge in with my weapon too! |
| <input type="radio"/> No. It's best if I attack from range. |
| <input type="radio"/> No. I'll keep to the shadows and look for a way to strike a killing blow. |
| <input type="radio"/> No. I'll hang back and blast the beast with magic. |

The sight of a large building up ahead, with brightly lit windows and smoke coming out of its chimneys, is welcome indeed.

As you get closer and the sun finally dips under the horizon, you see that the structure is a large, two-story hall accompanied by a row of stables and surrounded by a head-high stone fence. Sounds of music and laughter spill out of the open windows, and a bright watchfire burns at the fence's gate, next to a crudely painted wooden sign of an angry-looking figure, hung from an iron post set into the gatepost.

"The Growling Giant Inn," the sign says in bright red letters visible by the light of the watchfire. You make your way past the fence, through the courtyard, and into the main hall.

The high-ceilinged common room of the Growling Giant Inn is bright and filled with the stink of urine, spilt ale, roasting meat, and burning wood—all the aromas of human civilization. Maybe half the benches in the big room are empty; the rest are filled with merchants, caravan guards, and other travelers, each busy with their own amusements, whether food, drink, dice, or song.

You walk up to the bar. Behind it sits the tall, burly innkeeper, idly polishing a bottle of some dark fluid you've never seen before. You ask him for a bed for the night.

In response, the innkeeper rattles off a long list of options and their associated costs, from the expensive and luxurious to the downright squalid but cheap.

How will you choose to spend the night?

- | |
|---|
| <input checked="" type="radio"/> Lavishly. I take the biggest room, and order the finest food and drink. [15 silvers] |
| <input type="radio"/> Comfortably. I get a small private room and some hearty fare. [8 silvers] |
| <input type="radio"/> Modestly. A bed in the common room and some hot food will do. [4 silvers] |
| <input type="radio"/> Cheaply. Some dry bread and a pile of hay in the stables is enough for me. [1 silver] |

Very enjoyable if a bit short. Still, for the price the short length isn't really that big a deal.. It's fun but a little short. If you're into this type of game, I recommend.. It's a great game... for a single play through. You get everything right and win the boss fight and boom! game over. You try and play again as someone new and guess what, 90% of the game is the exact same as before. The only difference is certain options which were greyed out the first time through are open now, and your initial back story is different.

I was excited for this story, thinking there were be branching story arcs and various routes to the various ends, but its basically a nice little rail that you cruise along till you beat the bag guy. You just alter the appearance of the cart your riding in.

A little more variety would have left me replaying this story many times and trying all the various heroes and back stories.. but as it is, *yawn* once was enough.. Overall, I really enjoyed this game, (book?). The story was fun and engaging, and it felt like there were plenty of choices to be made. If you are a fan of Fantasy\Adventure I highly recommend you give it a try.

There were a couple of complaints I had though. One is that there were a number of typos and errors. Not game breaking, but annoying none the less. Another is that the choices you were given did not always match up well with what was in the text. Again, not huge, but annoying.

My final complaint is not so much with this game in particular, but with Choice of games in general. There is no way to easily go back a page or remake a choice, You have to restart the entire story in order to reread anything or change any choice. It does not take too long to quickly remake your choices and catch up to where you left off, but doing so can be very tedious. A simple back button or save option would go a long way to making these games (Books?) more enjoyable for those of us who like to quickly explore different options and paths.. Great concept, great story. That said, I felt a little let down when I was able to beat the game within 3 hours. I enjoyed my time, I just felt like I wanted more from it. I felt like I just got into defining and enjoying who my character was when I reached the last chapter.

Definitely worth \$3 on sale, but not sure I would pay full price for it. There is some replayability, but the general idea stays the same so the subsequent playthroughs are quicker since you don't have to read as much.

. So far an awesome read, better than I expected. I don't read a ton of books, but this seems like it was written by a really good author with lot of details and that it's not just some novice author trying to make a quick buck.

Listen as I read chapter one aloud and see some of the choices I make and how those affect the story, even early on in this video: (More chapters are found on my 'Zaxtor99' YouTube channel)

<https://www.youtube.com/watch?v=0I65p5V00F4>

[The game doesn't have a "save" option in the menu, but it does generally save your progress and the next time you open it, will be right where you left off. One time I opened it however, it was a chapter behind where I left off last, but it was easy enough to just click all the same choices as I had from the previous play to get back to where I was last.](#)

[Ignore my total hours played, I left the game minimized in my task bar for almost two days, heh.](#)

[- Zaxx, I really enjoyed this, though it was a tad shorter than I would have liked. That being said, there is an option to save your progress at the end of this, so I'm guessing another chapter to this will be released eventually.. It's simple, uninspired, and just plain short. Far below the high bar set by other Choice of Games.](#)

The first playthrough is amazing, it's just a straight up choose your own adventure book with added RPG elements to make it all the more enjoyable.

If you play through it more than once, however you'll see how little your decisions matter. Whether you're a powerful mage or just a simple tavern bard your experience will be exactly the same.

But who plays through games more than once, eh? Game is a little short though.

Get it while it's on sale.. The paths are very inflexible - you basically have to go 100% with a certain skillset in order to win - and the endings are not very different from each other.

EDIT - I should also clarify, I much preferred other Choice of Games games where you could win with only going 80% into a path. Also, the author's other game, Mecha Ace, seemed like it was actually pretty hard to die before the ending.. The story was short and interesting. I liked it but it had many features that seemed to never go anywhere and it doesn't branch at all in story except for a 2 selection side-tangent. I am very sorry to say that this particular choice of games does not have any replay value, but was still fun to play the first few times, but not worth 5 bucks.. A well-written choose-your-own-adventure story set in a colorful high-fantasy medieval land. As a brand-new adventurer, you'll have many interesting choices to make towards your destiny and meet some great characters along the way.

The writing style is succinct yet descriptive - just enough of a basis for you to flesh out everyone (including yourself) with your own imagination.

A playthrough will probably last about an hour and half to two hours (depending on your reading and decision-making speed) and I suggest you take your time because your choices do seem meaningful. There is some room for a couple replays (choosing different paths or professions).

I recommend the experience. It's a good, light read over a cup of coffee for winding down after a workday.. TL;DR at the bottom of review.

I really enjoy the games produced over at Choice of Games. Choice of Robots was in fact one of my favourite games of last year. However, I can't recommend The Hero of Kendrickstone because it lacks a fundamental feature of games like these:

Choice and Consequence

It seems that no matter which path I go down I will always end up in the same spot. Do you choose to save the noble knight or the innocent family from an onslaught of bandits? Really doesn't matter, as they will only show up again at the end of the game and nothing else will change (except you might get a bit more gold, depending on who your mentor is).

The only choice that affects your experience in any really big way is whether you're a Mage, Warrior, Rouge or Bard, and even then those only serve to lock you to a particular set of choices. In combat for example, a Warrior will never attempt to fight using magic, sneaky backstabs or talking the enemy to death. Instead, you'll have to opt for the melee option, as your character would get their\u2665\u2665\u2665\u2665\u2665kicked if you were to go with any other option.

For example, at the end of the game there is a choice that involves you going with a particular plan of action to stop a large threat. I was first excited for this and was curious to see the different effects it would have on the last portion of the game. But you know what the choices depended on? Whether you were Mage, Warrior, Rouge or Bard. They didn't even attempt to mask this, as the Royal Mage proposes the Mage plan, the Warrior the plan involving an all-out assault and ect. In fact, if you aren't a mage, one of the options is locked entirely away from you!

Now, the solution might seem obvious: Multiclass! Pick two main stats to focus on (each class has its own stat) and become a Battlemage, or an Assassin Bard! Sadly, however, if you try to raise two stats at the same time, you will find you are lacking in your skills and that you aren't specialised, making it harder to pull off some of the skill checks later in the game.

This same problem was experienced in Choice of The Deathless, another Choice of Game, but that game had witty writing and good humor, good characters and a world I was interested to explore. With The Hero of Kendrickstone, the character development is almost non-existent. All the characters seem to be one thing, and one thing only, with no flaws to create deeper,

more believable characters.

In the end, I can't recommend The Hero of Kendrickstone for these very reasons. The game lacks consequence and your choices are, ironically, severely limited by the one big choice in the game, not to mention that the world in which you will be making these decisions (and its inhabitants) are all flat and boring. I tried for a long time to turn my opinion around on The Hero of Kendrickstone since I really, REALLY want to see more Chose Your Own Adventure games on Steam. But alas, I can't.

The Hero of Kendrickstone is simply not worth your purchase. If you're looking for a good CYOA, have a go at Choice of Robots, Choice of The Deathless, The Hero Rise Trilogy (particularly the last two games in the trilogy) or even some of the Hosted (not directly sponsored) games on Choice of Games website. I'd strongly suggest you check out Life of a Mobster and Life of a Wizard if you want to look into the latter.

TL;DR : Restricting Choices, Lack of Consequences, Poor World and Characters, Don't Buy

. I'm a big fan of Choice of Games, and this might be my favorite game yet!

It's a bit more unforgiving than the others (in the tradition of Fighting Fantasy) & doesn't have the usual romance elements, but I much enjoyed the story and the writing is top-notch.

A word of advice: pick a strength & commit to it - it's not an adventure where you'll get far as a warrior with no weapons or a mage with no spells!. Unimpressed. I expected more, much more. I played the game a few times, and found a shocking lack of consequences and evil alternative endings. I'm sure there's some out there, but with an 8% compassion rate, there should be some special options to side with the evil wizard or kill the duke.

Far too short, and frankly it's an embarrassing piece of work when compared to Choice of Robots. Hardly any customization, cliché's left & right, a few errors here and there. Nothing groundbreaking.

Wana ignore my rant? Skip to the bottom! :D

Spoilers

It also bothered me a lot that the main antagonist is mindlessly evil, with evil brainwashed drone bandits. I thought that he would actually take over the city - be interesting - and you'd have an epic, character-defining, individualized story that a few other choose-your own-adventure games out there offer. Instead, you get a quest from every main character (Which are hardly interesting, and you can't even have a romance with any of them either) fight the bad guy, and Epilogue. Way too short!

It really hurts to see how basic this is, and how unnatural a lot of it feels. Why the living f*** would a knight implore the help of a wizard's apprentice - that totally snubbed her by the by - to kill a vicious bear-wolvirene-badger-snake thing?

The game assumes I want to be an adventurer, and make a name for myself, which in a lot of cases, isn't true! It's very restrictive.

The world is something new-ish, I'll give them that, though riddled with clichés and hardly explored. You won't go more than a few miles away from the main city place, so if you're looking for an epic Dany from ASoIaF/GoT moving across the lands of Essos, building an army and reclaiming her throne, or a Frodo Baggins moving across Middle Earth, you best go somewhere else.

For 5 f***ing dollars, this game is not worth the buy. If it were 2 dollars, or maybe even 3, I would be alright, BUT 5?! I could probably buy a DVD of Lord of the Rings if I'm lucky. Choice of games really botched it here, and just jumped on the medieval bandwagon that blew up after Game of Thrones.

I did learn what a retinue was, I was always curious about what that meant, but never looked it up.

Final verdict WITH full price: 3/10 not worth it

Final verdict with reduced price: 4/10 below average, but if you got time to kill, might as well, but don't plan to walk away feeling like you've gained something.

I CRIED after Choice of Robots, okay? CRIED. And I'm not even a big fan of science fiction! You want to know WHY I cried? I felt attached to the character! I felt like it really was me, and I felt like I was really growing and making mistakes! You won't get anything like that out of this, no building a company then seeing it crumble and selling it because you're an idiot, or becoming a tyrant because you can, or even feeling the existential from dying as you hold the hand of your loved one. None of that here; I felt like I was controlling a drone.

Go out and play D&D with some friends, at least then you might get something out of it.

. I've spent more on real books and I think I like this more. That said, it clocks in a much shorter than I had hoped and lacks any features that could have made it better. Over all I liked it okay, but I can't recommend The Hero of Kendrickstone.. To put my experience of The Hero of Kendrickstone into a nutshell, (taking into account the price) it is a deceptively well-written, engaging, fantasy/vrpg book with decent characters and branching story line, but to which can be harsh at times if you make 'wrong moves' (I say wrong moves, as they may not be bad decisions- as fantasy/vrpg book readers know all too well, haha).

Not having played The Hero of Kendrickstone for very long (only having completed one and a half playthroughs) , I think its enough to say that this game.... no, book?.. is a great buy for anyone who enjoys/ would enjoy a fairly casual book where you can carve your own path/ create your own story(and with significant diversity), with each different decision you make in your playthroughs (and there are are a pretty good amount of those to be made).

Though there are some minor things to mention such as;

- no way to re-read a page or change decisions made, save for restarting

- some spelling errors

- slightly short (though you can save your adventure at the end to maybe continue in the next possible book)

Taking all things into consideration, I would definately recommend it.

8.9/10 :D

. It has been a bit since I last played/read this. I will try to keep anything too close to a spoiler from the review.

It's one of those CYOA novels where the personality stats are more for flavoring the text, some things your character thinks/says will be different depending on their personality. It was actually done fairly well, with your characters view of those around them being fairly interesting to read and to set you up for thinking through justification for their thoughts. This goes along well with good (not great) scene writing.

While there are different paths to explore, there are not many and certain parts of them simply do not seem to change. You can basically be a warrior, a thief, a wizard, and a bard. These can have different story paths that can be fun, but the big events of the game seem largely unchanged other than how your character will skill check something. The description can be a good read, but the choice aspect of it doesn't seem as strong as others in the CYOA genre (such as Mecha Ace, one of my favorite and first CYOA by the same author).

The main problem with the novel, is that it lacks a lot of character development. Your character is essentially the A list, and there are a few B list. All of the others are basically extras. This might not be so bad if the B listers had more character development. Two of them have a decent bit, but even they are more of a few paragraphs of backstory and a few lines of personality driven action than anything that really makes you care about them. They do not seem as their own people who have value other than telling your character some things to do and a few encouraging words. They are nothing outside of that. Your own character has some good development, though some of the studying and skill building seem to be more for a bigger world than what this CYOA provides.

This CYOA novel is okay, though the time and money might be better spent on others. It feels like the beginning of the building

of a world, almost like a demo. A sequel seems hinted at by the way the CYOA is written, but I can't remember it ever being deliberately said. Currently, the novel provides some good reading but the feeling of being cramped and rushed, especially when you decide to stop and try to get a feel of what's around you. It's not the worst, but a sequel or a big rewrite is the only way I can recommend it.

[Cat puzzle 9 activation fix](#)
[Override: Mech City Brawl - Super Charged Skin Pack DLC Free Download \[Patch\]](#)
[Valera bundle license keygen](#)
[Ultramegon Free Download crack with full game](#)
[PHAT STACKS Activation Code \[key serial\]](#)
[Liveza: Death of the Earth download in parts](#)
[The Walking Dead: The Final Season offline activation code and serial](#)
[Rocksmith 2014 A Perfect Circle - The Outsider .exe Download](#)
[Fantasy Grounds - Secrets of New York \(CoC\) Free Download \[Keygen\]](#)
[Damage: Sadistic Butchering of Humanity \[Torrent\]](#)