
Trials Of The Thief-Taker Free Download [PC]



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About This Game

In London, 1729, before they had police, they had you: thief-takers, hunting criminals for cash! Fire a flintlock and sip gin in the age of powdered wigs. Will you grow rich catching smugglers and highwaymen, show mercy, or become a crime boss yourself?

Trials of the Thief-Taker is a 140,000-word interactive historical adventure novel by Joey Jones, 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.

As a thief-taker, paid by the court or hired by the victims of crime to recover property and, for an extra price, bring the culprit to justice, you'll stalk your prey across the misty commons and narrow rookeries of 18th-century London. Lead a gang of unwashed ruffians (or stalk the streets alone) as you apprehend highwaymen on lonely roads, and root out crooks and counterfeiters in inns and coffeehouses. Through cunning, force, or suspicious connections, you will find your mark.

You may strike a blow for justice, making a name for yourself and bringing good people to your cause. Or you can create the crimes you intend to solve, stealing the goods you'll be paid to recover, bribing prison guards to let your associates go, building your criminal empire while everyone lauds you as a hero.

Be quick or cautious, proper or disreputable, generous or mercenary...it's all in a day's work for a thief-taker.

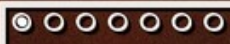
Load your flintlock! There are thieves to take.

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- Play as male, female, or as a woman disguised as a man; gay or straight.
 - Make your way through a world ruled by manners, harsh laws, and lurking treachery.
 - Run an empire of crime or establish the first police force...or both at the same time!
 - Capture, befriend, or romance corrupt officials, escape artists, courtiers, highwaymen, smugglers and grave-robbers.
 - Immerse yourself in Georgian lingo: learn the difference between a cove and a swell, a blue pigeon and an ark ruffian.
 - Play the high-stakes dice game Hazard in the gaming houses of Covent Garden.
 - Make your way with your silver tongue, a good horse, your street smarts or with two fists flying.

Title: Trials of the Thief-Taker
Genre: Adventure, Indie, RPG
Developer:
Choice of Games
Publisher:
Choice of Games
Release Date: 10 Aug, 2017

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English







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Great XCOM reimagining -- much better than the two earlier tries at this genre from Altar Games.. Best music game I've played since [The Impossible Game](#).

[I would recommend it to anyone who likes those up-to-the-beat type of games. You get to play 4 levels \(as of March 2019\) with increasing difficulty. The objective is to dodge colored blocks while proceeding forward. Once you learn the core mechanics and are able to move around in different situations that's where the fun begins, because the music plays in sync with the level, most of the time. It's not an easy game, so you will fail a lot. But fear not, you will keep trying and finish the level so you can finally loop the whole song. I guess from that point is where the addiction kicks in. Enjoy it.](#)

[My ratings to this as a general game:](#)

[Graphics: N/A](#)

[Visual Design: 4/5](#)

[Gameplay: 5/5](#)

[Control Experience: 4.5/5](#)

[Sound Design: 4/5](#)

[Level Design: 4.5/5 \(level 1 - 3.5/5 level 2 - 4/5 level 3 - 4.5/5 level 4 - 5/5\)](#)

[as a music game:](#)

[Music Synchronization: 4/5](#)

[Dodge Mechanics: 4.5/5](#) The mechanic that drags the player to the center of screen seems fair, but I struggled a long time to learn and master it.

[Suggestions:](#)

[- The up-down direction is controlled by WS keys with the middle finger while the left-right direction is controlled by AD keys, each with one finger, which means to move up and down for a given distance requires more time than to move left and right because the player needs to rapidly switch between keys with the middle finger for up and downs but not for left and rights, resulting a slight delay in the controlling process. This slight effect can be exaggerated in level 4 where vertical obstacles are close to one another and the timing is really demanding. \(I failed most of the time in level 4 during those up and down sequences.\) Please take this into consideration in your future level design. Maybe you could allow more spaces between vertical obstacles than horizontal ones to make up that input delay mentioned above. Or add mouse input.. Basic idea is simple and entertaining for a while. Uses SecuROM DRM \(limited amount of installations\) and the multiplayer is not available because of GameSpy shutdown. The single player consists of 21 missions labeled "Challenges". They start to feel tedious after a while and at the later levels winning is determined by your AI allies, who can be decent help or totally random. Some could argue that this reflects the multiplayer experience. Cannot really recommend a broken game.. game great but i get black screen now on startup with audio so wtf. Recommended! Overall a good game, a click to find kind of game where you need to find clues to solve stuff along the way out. Nothing super exciting but a good game if you have 2h to spare.. I am in the process of playing multiplayer and have completed five campaign missions.](#)

[Ideally, I would like to have a few more hours in the game before writing a review, but hastened the process because no one has put forth anything for a game that deserves better.](#)

[First things first, Shattered Throne is fun.](#)

[The video and screenshots remind heavily of Advance Wars, and the developer has said that that game certainly was an inspiration. However, this game brings in fresh new mechanics into play.](#)

[=There is unit progression within a level - units gain xp for kills and level up.](#)

[=Unit classes have unique traits - death knights resurrect as zombies after death, crusaders attack enemies adjacent to a target, etc etc.](#)

[=There are units with AOE attacks](#)

[=There are buildings that do different things, and the most basic building class - the village - can be upgraded into the other](#)

building classes.

≡There is a combo system that increases damage dealt to an enemy unit that is attacked consecutively, and killing enemies with a combo counter gives you mana.

≡Mana allows for the usage of your General's Powers, and each General has one passive and continuous perk along with two Powers.

≡There are three factions: Human, Elf, and Undead, with different generals\units\buildings

≡There is a take-back-your-moves feature

≡I've yet to encounter any bugs or crashes

All the above points increase the breadth and depth of the tactical approaches available.

The campaign so far has been excellent and loads of fun.

The story and dialogue have a largely humorous bent with some genuinely funny moments.

The levels have been challenging without being devastatingly hard, and you can replay them for a better rank.

While there is an amount of flux in the quality range of the graphics, a lot of it is very well done: detailed and tasteful.

Although I did not find the music to be particularly spectacular, it fits the game and there is nothing wrong with it.

Also, the developer has been responsive so far.

I'm really looking forward to what the campaign brings next; just that I barely beat the fifth level because of a stupid mistake that I made and so need some time to recharge.

I also think that the Online multiplayer pvp could be a lot of fun.

Some Cons may be:

-Only 1vs1 maps

-Only asynchronous multiplayer

-So far only a few maps in skirmish mode, but not sure whether this is because I haven't unlocked them

The game works without any problems, has unique elements that differentiate it from other games in the genre, the gameplay is just some plain good'ole fun, and there is spades of personality in abundance in every element of the game.

If you like turn-based tactics and strategy games, I heartily recommend Shattered Throne even in its current Early Access state.

For this price, you are getting a lot of value in return.. Bad port. Don't buy unless you REALLY want to play some bad resolution single player/local Guilty Gear.. chesslike

-nobody is online

-no proper tuts. It's not a bad game, but it's also not great. It's more a jack-of-all-trades that does a bunch of things okay, but not much exceedingly well.

Unless you're playing on the easiest level, there's a lot of trial and error as far as what tactics will work best. There's also a lot of randomness involved with hitting enemy units (and them hitting you). This last thing is very frustrating, as I've seen infantry units take out heavy tanks while not being hurt themselves. Graphics are decent, but also pretty grainy and pixelated.

If you're a fan of World War 2 games and you're looking for another one to play, or you enjoy turn-based strategy games, then this will probably suit you well. If you don't care for WW2 titles or you want faster paced action than a turn-based game, it's probably not going to be worth it for you.

an incredibly well crafted game and a great puzzle experience.. A very interesting survival game, one of those hidden gems. work has been put into it. the story is interesting and choices actually affect gameplay and story. The dev's worked hard developing and rounding out the characters and putting extra love into the lore of the story. It works and it works well.. If you enjoy traditional trading card games but wanted one all about huge army skirmishes, this is your game.

- +lots of long term strategizing
- +fantastic "energy" system (mana generation)
- +lots of short term control options
- +some of the weirdest and most interesting cards you will see in a card game like this

- incredibly slow
- half of the starting decks are even decent
- confusing as to the main strategy and methods of each faction
- needs more cards and a donation button. really fun game !... the kids love it also... :). Great, funny game after 8 hrs in, did not crash 1 time, had a few laughs, with its price.. armored fist more like fist my armored ♥♥♥♥♥♥♥♥. The game in itself is quite good. It has a lot of levels and doesn't give you a lot of lives. There are mini stages that break the pace of the game and that's a good thing.

However be warned that the male voice that will constantly shout "frenzy!" at you is quite unpleasant. Game best played with the sound off I suppose ^^.. refund takes space in my library trash game

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